



Command & Control

General's Ability level			CinC's Change of Orders	
Type	Morale effect	Rally DPs		
Excellent	+2	1 per turn	Roll 2 D6: Require 7+	
Average	+1	1 per turn	Excellent CinC +1; Poor CinC-1; No CinC = No change	
Poor	+0	1 per turn. Vet. & Regs only	Situation	Modifier
CinC & Brigadier Command radius			CinC outside 24" or Commanding Brigade	-2
Excellent & Average 12"; Poor 8"			CinC outside 24" AND Commanding Brigade	-3
ADC's replacing Generals – Max of 3 per Army.			CinC in Base-Base contact with Brigadier	+2
1-3 Poor	4-5 Average	6 - Excellent	Change of Brigade Orders by Generals - Risk of Cock-up	
			Roll 2 D6: Veteran 8+; Regular/Trained 9+; Raw 10+;	
			Excellent Commander +2 to roll, Poor Commander -1	

Cock-up! Any CinC rolling a 2, or any other General rolling a 2, 3 or 4 to change orders

Present order	New order	
	LOSS OF NERVE Attempt to implement an order more aggressive	PANIC Attempting to implement less aggressive orders
ASSAULT	N/A	HOLD
ENGAGE/SUPPORT	HOLD	RETIRE
MOVE	HOLD	RETIRE
HOLD	RETIRE	N/A
RETIRE	RETIRE	N/A

N.B. Please note that Retire is only as a result of Order or Morale Failure.

Order Failure:

All Brigade Units must make a continuous move back to friendly base edge, either by Full move for Skirmishers or a Step Back for Order Units. Artillery must limber up, cannot be manhandled. *This ceases when a new Order has been changed.*

Morale Failure: *Brigade breaks* - All Units Retire 12" straight back.

Movement

Order Foot can move $\frac{1}{2}$ movement dice & still fire. Skirmishers may make Full movement dice & still fire, unless Evading.

Unit	Line	Column	Charge Bonus	Skirmish	Pursuit, Evade, Retreat & Rout
Vet. & Reg. Infantry	1 or 2 Ave D	1 Ave D +3"	+2"	2 Ave D	3 d6
Trained & Raw Infantry	1 or 2 d6	1 d6 +3"	+2"	2 d6	3 d6 (Pursuit 2 d6)
Vet. & Reg. Cavalry	2 or 3 Ave D	2 Ave D +4"	1 Ave D	3 Ave D	4 Ave D
Trained & Raw Cavalry	2 or 3 d6	2 d6 +4"	1 d6	3 d6	4 d6
Foot Artillery/ Ox-Drawn	1 Ave D/ 1 x D5	1 Ave D+2/ 1 D5+2	-	-	2 Ave D/ 2 x D5
Horse Artillery/Naval	2 or 3 Ave D	3 Ave D+2	-	-	3 Ave D
Generals	4 Ave D	-	-	-	-

Field Guns only: Manhandle up to 2". May not Fire in same turn. *Exception:* Horse Arty

DPs: 1 DP for each 1 or 2 thrown on movement dice. Units may NOT move short to avoid contacting other Unit, unless on a road. **Exception:** Skirmishers max of 1 DP on movement.

Charging: Units charging use initial dice to see if they contact. If they do, Defenders may not react.

Tactical March: *Must move in column of march. 1 Brigade per Turn. Excellent CinC = +1 Extra Brigade*
Inf. & Foot Artillery 18", Cav. Generals & Horse Artillery 24". March ends at 20" of visible enemy. Roll DPs.

Formation changes (Still incur rolls for DPs)

	Column	Line	Skirmish				
				Standing to Prone/ vice versa	$\frac{1}{2}$	Limber/Unlimber Heavy Field Battery	1
Column	-	$\frac{1}{2}$ 1	1	Foot or Cavalry step back	$\frac{1}{2}$	Re-face Artillery within position	1
Line	$\frac{1}{2}$ 1	-	1	Foot or Cavalry about face	$\frac{1}{2}$	Mount/dismount	$\frac{1}{2}$
Skirmish	1	1	-	Limber/Unlimber Artillery	$\frac{1}{2}$	Occupy or Leave Built-up Area	1
				Close up	$\frac{1}{2}$	Line to column, turn 90 degrees & vice versa	$\frac{1}{2}$

$\frac{1}{2}$ move **only** Applies to Reg & Vet.

Interpenetration – No interpenetration is allowed except:

Skirmishers	Skirmishers may move through other units at normal speeds with no penalty to either unit.
Order Units	Order units in a single line may pass through deployed Batteries but take 2 DPs. Units may not end move within battery. If Order Unit cannot complete move past Battery, move does not occur.
Cavalry	If Mounted & Single Rank, may reinforce melee by passing through friendly Cavalry single ranked.
Retreating/ Routing units	Any unit in retreat or rout that ends initial $\frac{1}{2}$ Compulsory move in middle of friendly unit takes as much extra movement as necessary to clear other Unit.

Firing



(Infantry/Cavalry)								
Firearm	Effective	Long	Firearm	Effective	Long	Firearm	Effective	Long
Smoothbore Musket/ Carbine	0-6"	7-12"	Rifled Musket or Breechloader	0-8"	9-16"	Pistols/ Shotguns	0-3"	4-6"

Artillery Firing								
Band 1	Canister	Effective	Long	Band 2	Canister	Effective	Long	<i>Artillery for each Band range listed on "Morphing British Grenadier"</i>
	0-8"	9-18"	19-30"		0-9"	10-20"	21-40"	
Band 3	Canister	Effective	Long	Band 4	Canister	Effective	Long	
	0-11"	12-30"	31-60"		0-11"	12-40"	41-60"	

Skirmish Firing				Skirmish Recall			
Snipers roll 1 d6 (5 or 6 to hit). 1 per Army				Grade	Score	Modifiers to Dice roll	
1 st Class roll 1xd6 per 3 figs, 2 nd Class 1xd6 per 4, 3 rd class 1xd6 per 5, 4 th Class 1xd6 per 6				Veteran	7+	Less than ½ Regt. deployed	
Unit loses 1 D6 per DP, Ignore Range & Formation				Regular	9+	Over 15" from nearest enemy	
Roll in pairs of different colour. 6's to hit				Trained	10+	Each DP	
50% Casualties in buildings, cover or prone				Raw	12+	General attached (Not Poor)	

Infantry & Artillery Fire modifiers					
Cav/ Foot unit	Modifier	Artillery is	Modifier	Target is	Modifier
Veteran	+1	Trained/Raw	-1	In column of march	+2
Regular	0	6lb Smoothbores/ Rifled firing Canister	+1	Massed columns of march	+3
Trained	-1	Smoothbores firing Canister	+3	Enfiladed in Line by Arty	+3
Raw	-2	Siege Arty firing Canister	+4	Enfiladed in Column by Arty	+1
Each DP	-1	Horse Battery Unlimbered/Turned	-2	Charging Cavalry	-2
Fired last turn	-1	Foot Battery can't Fire if Moved/ Unlimbered		Deployed Artillery	-3
Firing Mounted	-2	Shell v Building/Prone/Cover	+1	Skirmishers	-3
Firing Breechloader	+1	Naval firing	-1	Behind hedge & trees	-2
Firing Smoothbores	-1	Each DP	-1	Trench, Buildings or walls	-3
Long Range/ Low Ammo	½ effect	Long Range /Low Ammo	½ effect	Prone (Not Skirms.)	-2
		Mixed Battery, if same range	-1	Close Order after "Close up"	+1

"Bounce-thru" If Arty causes DPs/Casualties on unit, nearest unit 5" directly behind takes 50% DPs/Cas.

"Pour on Fire"

Cavalry dismounted as skirmishers with Breechloading carbines can declare an extra 50% (rounded down) shooting dice. But any double except Double 6 means that unit is Low on ammo.

Any Order Foot unit or Dismounted Cavalry armed with Repeating Rifles can roll TWICE the amount of shooting dice. But any double except Double 6 means that unit is Low on ammo.

Shooting Casualties - Modified Die score											
Figures Firing(Cavalry Pistols count double)	0	1-2	3-4	5-6	7-8	9-10	11-12	13-14	15-16	17-18	
Under 10/ Gatling	-	-	-	-	1	2	3	4	4	4	
10-15	-	-	-	1	2	3	3	4	4	5	
16-20	-	-	1	2	3	3	4	4	5	5	
21-27	-	1	2	3	3	4	4	5	5	6	
28-36	1	2	3	3	4	4	5	5	6	7	

Artillery Casualties - Modified Die score											
Gun Models Firing	0	1-2	3-4	5-6	7-8	9-10	11-12	13-14	15-16	17-18	
1	-	-	-	-	1	2	3	3	4	4	
2	-	-	-	1	2	3	3	4	4	5	
3			1	2	3	3	4	4	5	5	

Heavy Field Rifles & all Siege Guns – May fire as normal, but if firing consecutive rounds, any unmodified Double 1-5 means 1 Gun of the Battery is lost, kills 2 crew & possible risk to General.

Semi-Hits

A Semi-Hit occurs when Shooting player has a fraction Hit Total.

e.g. A 16-man Foot unit scores 8 on a column for 3 hits, but halves effect for Long Range, so total number of hits is 1½.

Shooting Player must now roll a D12 to convert the fraction into another hit.

¼	½	¾
9-12	7-12	5-12

Melee



– Roll 2xD6 & Factors as apply						
Troop type/ Quality		Modifiers				Other Factors
Cavalry	+1/+2	Charge (Line)	+3	Pushed Back in Melee	-1	Cav must charge at least 5" to claim Charge bonus.
Infantry	+1	Countercharge (Line)	+2	Retreating	-2	Foot or Cavalry may claim a 22½ degree swerve in Charge/Pursuit
Lancers	+1	Pursuing	+2	Attacked in Rear or Flank	-4	Skirmishers in Cover *may* stand against Order Units
Skirmisher	0	Following up	+2	In Buildings	+2	Units in Buildings can claim this only if enemy units are outside
Artillery	-2	Unit Prone	-3	In Cover or Uphill	+1	N/A if both Units are in same cover.
Veteran	+1	Each DP with Unit	-1	Repeating Rifles/ Pistols	+1	Repeating Rifles & Cavalry pistols count for 2 rounds of Melee only(Not double figures)
Trained	-1	Shotguns	+2	Carbines	+1	Shotguns & Carbines 1 st Round only
Raw	-2	Outnumbering for every 50% (Max +6)			+1	Cav are +2 v in Melee v Skirmishers

N.B. Defending Units can reinforce melee in Charge phase, if Friendly units within theoretical charge range.

Melee Result – Difference between Totals is:			
8+	Loser routs, takes 3 DPs, then Melee casualties	Cav. take Pursuit Test	Foot take Pursuit test
7-3	Loser Retreats, takes 2 DP, then Melee casualties	Cav. take Pursuit Test	Raw & Trained Foot take Pursuit Test. Others Stand
2-1	Loser Pushed Back 1 Movement Die, takes 2 DP, then Melee casualties	Cav. follow Up.	All Foot *may* Follow up, or stand
0	Draw. Continue to melee next round	Cavalry must retire to their own lines if drawing against Infantry & Arty	

Exception: (a) Infantry, if Pushed Back by Cavalry, will Retreat. (b) Artillery always disperse if they lose a melee.

Melee Casualties			
Winning Cavalry v Retreating or Routing Foot	1 per 1	Losing or Drawing cavalry v All	1 per 8
Winning Cavalry v Cavalry (N/A to Push Back)	1 per 4	Winning Foot or Artillery v All (N/A to Push Back.)	1 per 6
Winning Cavalry v Pushed Back Cavalry	1 per 6	Winning Foot or Artillery v Pushed Back Infantry or Cavalry	1 per 8
Melee winner takes 1 DP (for being in Melee)	1 DP	Losing or Drawing Foot or Artillery v All	1 per 12

Pursuit Test (Roll 2 x D6)		Pursuit Result	
Veteran	+1	10	Superb discipline. Unit stays formed & recovers 1 DP, unless already pursuing - then as 9.
Trained	-1	9	Take 2 DP. Unit either stands, or retires to own Lines
Raw	-3	7-8	Take 1 DP. Cavalry retire at Charge speed to own lines. Foot stand.
Infantry	+1	6 or Less	Pursue Unit just defeated. If not possible, make Uncontrolled Charge towards nearest Enemy within 45 degree arc. If no target, then act as 7-8. N.B. Uncontrolled Charges happen in <u>Compulsory Moves</u> phase
CinC/ Brig. Gen within Command radius	+1		
Rebel Yell broke enemy unit	-1		

Morale



Unit Morale Test (Roll 2 x D6 & +/- For each category that applies. NOT cumulative.)			
Excellent General attached	+2	Other Factors	
Average general attached	+1	Foot ignore retreating skirmishers & Cavalry, & vice versa	
Veteran Unit	+2	No Unit may claim cover if enemy units are within same.	
Regular Unit	+1	If Foot in Trench fail Morale, & Retreat or Rout, AND are in Charge Range by enemy Foot, they surrender.	
Trained Unit	-1		
Raw Unit	-2	If Testing to Stand or Countercharge	
Bushwacked 1 st Turn (<i>Scenario specific</i>)	-1	Unit charged in Flank or Rear	-4
Unit fired on by Order Infantry in Flank or Rear	-1	Order Foot or Artillery charged by Order Foot	-1
25% Casualties lost or 1/3 of a Gun Battery	-1	Infantry or Artillery charged by Cavalry	-2
50% Casualties lost or 1/2 of a Gun Battery	-3	Unit is Charged whilst Halted, Rallying or in retreat	-1
Each DP	-1	Skirmishers charged by Skirmishers	-1
In Hard Cover, Soft Cover, Prone or Uphill	+1		
Each Friend/Enemy in Retreat, Rout or Dispersed within 12"	-1/+1	If Testing to Charge Home	
Unit is Routing	-2	To Charge Flank, Rear or Skirmishers	+1
Foot in Trenches (unless being charged)	+2	Each Casualty beyond DPs suffered in Charge	-1
		Each successive wave in Brigade Charge	+1
		Rebel Yell *Special*	
Rebel Yell: Special Rule for CSA Order Foot Charges		<ul style="list-style-type: none"> +2 for Morale, for Charge ONLY but if fails to reach enemy Unit, <u>Routs</u> with -1 to Rally; 1 Rebel Yell per Regiment per game, 1 Rebel Yell per Brigade per Turn; 'Charge' Phase If they break Enemy Unit in Melee phase of Rebel Yell, -1 to Pursuit Test 	

Unit Morale Test Results – Roll 2xD6				
Modified Dice score	To Charge	Being Charged	Other	To Rally
6+	Charge	Countercharge or Stand	Obey Orders	Rally
5	Halt +1 DP	2 DP	Obey Orders	Rally
4-3	Halt +2 DP	Halt +2 DP	Halt + 1 DP	Fail. (Disperse if Routing)
2-0	Retreat +2 DP	Retreat +2 DP	Retreat	Rout. (Disperse if Routing)
-1 or less	Rout +3 DP	Rout +3 DP	Rout + 3 DP	Disperse

Brigade Morale Test - Roll 2 x D6			
General in Line of Command, within Command Radius.	+1	Brigade has Move Orders	-1
Brigade on Assault Orders	+2	Over 50% of Brigade in Buildings or Woods or prone	+1
Veteran or Regular Brigade (Over 50% Unit at Grade Required)	+1	25% of Brigade in Retreat, Rout or Dispersed	-1
Trained or Raw Brigade (Over 50% Unit grade required)	-1	50% of Brigade in Retreat, Rout or Dispersed	-2
Enemy retreating or routing within 12" of any Brigade Unit	+1	Over 50% of Brigade in Retreat, Rout or Dispersed	-3
Each Secure Flank(Blocking Terrain/Steady Friendly Brigade in 6")	+1	Secure Rear (Blocking Terrain or Steady Friendly Brigade in 6")	+2

Removal of DPs (Generals must be in contact with Unit)	
Excellent General	May remove 1 DP off moved Unit, if Brigade is on Assault Orders. Or 1 DP if stationary.
Poor General	If Unit stationary, may remove 1 DP off Regular & Vet. Units
Average General	If Unit Stationary, can remove 1 DP.
Veteran (2 DPs) & Regular (1DP)	If stationary & not in melee, Veterans can remove 2 DPs, Regulars can remove 1 DP per Turn
Trained (1 DP) Raw(1 DP)	May remove 1 DP per Turn, only if Stationary, not in Charge range, & by General or CinC (<i>unless Poor</i>)
Rallying	All grades of troops may remove 1 DP upon rallying