

# Deluxe Edition General Brigade

## QUICK REFERENCE SHEET

### GAME TURN

1. INITIATIVE  
5. MOVEMENT

2. COMPULSORY  
6. FIRING

3. ORDERS  
7. MELEE

4. CHARGES  
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### INITIATIVE & ORDERS

INITIATIVE: Roll 2D6. Excellent C in C = +1. Poor C in C = -1. French, British & Late Prussian = +1

#### GENERALS CHARGE COMMAND RADIUS

##### C IN C & BRIGADE GENERALS

All French, British & Late Prussian	15cms [12"]
Excellent Austrian, Russian & Others	15cms [12"]
All other Austrian, Russian & Others	10cms [8"]

##### Maximum CHARGE Orders per Turn:

Excellent General	3
Average General	2
Poor General	1

#### C IN C CHANGE OF BRIGADE ORDERS ROLL 2D6

French, British, Late Prussian = 6+ Austrian, Russian & Others = 7+

Excellent C in C = +1 to die roll. Poor C in C &/or Poor Brigadier = -1 to die roll.

Situation	Modifier
C in C in base to base contact with Brigade General	+2
C in C outside 30cms [24"] or Commanding a Brigade	-2
C in C outside 30cms [24"] AND Commanding a Brigade	-3
C in C within 15cm [9"] of any Enemy Unit / Attached to a Unit.	-2
Broken Brigade! Apply when Issuing New Order to Broken Brigade	-1

Unmodified roll of 2 = Command Confusion! N.B. If C in C issuing Brigade Order to brigade that he commands = Automatic.

\*To Charge if O/S Command Radius or above Generals Maximum Limit: Roll 1D6: Cavalry charge on 4, 5 or 6. Infantry charge on 5 or 6.

#### BRIGADE GENERAL INITIATIVE CHANGE OF BRIGADE ORDERS: ROLL 2D6

French to 1811 = 8+. British, Lt. Prussian, French 1812+ = 9+. Austrian, Russian, other = 10+

Excellent Brigadier = +1. Poor Brigadier = -1. Broken Brigade = -1. Unmodified roll of 2 or 3 = Loss of Nerve / Panic.

### MOVEMENT & FORMATION CHANGES

#### TACTICAL MARCHES: Number of Brigades that may undertake Tactical March per Turn:

Excellent C in C = +1	French, British, Lt. Prussian = 2	Austrian, Russian, Others = 1	Extra = Brigade General Initiative roll
<b>Tactical March Rates:</b>	Infantry/Foot Artillery = 30cm [18"]	Cavalry/Horse Artillery = 40cm [24"]	March ends within 35cm [20"] of enemy

#### MOVEMENT RATES

UNIT	LINE	COLUMN Open Order	CHARGE*	SKIRMISH	SQUARE	RETREAT & ROUT PURSUIT & EVADE
INFANTRY	10cms [6"]	15cms [9"]	+1cm [1"]	15cms [9"]	5cms (10cm) [3" (6")]	20cms [12"]
HEAVY CAVALRY	18cms [10"]	20cms [12"]	+10cms [6"]		Use higher rate if no enemy cavalry within charge reach.	30cms +1D6cms [18" + 1D6"]
LIGHT CAVALRY	20cms [12"]	24cms [14"]	+12cms [7"]	May take full move and fire		30cms +1D6cms [18" + 1D6"]
FOOT ARTILLERY	12cms [7"]	-	-			20cms [12"]
HORSE ARTILLERY	20cms [12"]	(Austrian = 15cm [9"])				30cms +1D6cms [18" + 1D6"]
GENERALS	30cms [18"]	Attached Generals take any additional movement to stay in contact.				* ½ Retreat/Rout = 15cm +1D6
12pdr: Wheel Only = 4cm [2½"]	9-6pdrs : Manhandle & Wheel = 4cm [2½"]	3-4pdrs + Horse Battery: Manhandle & Wheel = 6cm [3½"]				

#### FORMATION CHANGES

	Column	Line (& O/O)	Square	Skirmish
COLUMN	½	1	½	1
LINE (Including Open Order)	1	1	1	1
BATTALION SQUARE	½	1	1	1
REGIMENTAL SQUARE	1	1	1	1
SKIRMISH*	1	1	1	-
FALTER/UNFORMED	FULL movement turn to form up. No Firing.			

\*Skirmish Order: Guard & Elites may deploy up to 75% as skirmishers. Veteran, Line, 2nd Line & Conscripts may deploy 50% as skirmishers. Artillery may only limber up if General within command radius. Exception: N/A if French/British/Lt. Prussian Horse Artillery.

#### INFANTRY & CAVALRY

	Cost:
Step Back	5cm [3"]
About Face	Cost of 5cms [3"]
Deploy Brigade Skirmish Screen (To Reinforce)	1 (½)
Deploy or Recall Light Battalion Skirmish Screen	1
Change Formation: Unit 40+ figs & Line or worse	Extra = ½ turn
Cross Wall or Stream, etc.	½

#### ARTILLERY

	Cost:
Limber or Unlimber 12pdr Battery	1
Limber or Unlimber any 6 Model Gun Battery	1
Limber or Unlimber 3pdr to 9pdr Battery	½
Reform a Battery	1

#### FORMATION TEST: ROLL 2D6

1. Massed Column Charge.
2. Charged & Formation Change.
3. Recall Skirmishers.
4. Interpenetration.
5. Formation Change within 10cm [6"] of C/O Enemy.
6. Limbered Artillery casualties.
7. Infantry or Artillery wins a Melee.
8. Infantry occupy B.U.A. after Charge.

#### UNIT TYPE SCORE TO PASS

Guard & Elite	7+
Veteran & Line	8+
2nd Line & Conscript	9+
Excellent General attached = +1	

# MUSKETRY & ARTILLERY FIRE

**SKIRMISH FIRING - Each "6" on a D6 = 1 casualty.**

1st Rate Skirmishers roll 2D6 per 6 figs. 2nd Rate Skirmishers roll 2D6 per 8 figs. Chosen Men (95th Rifles) roll 2D6 per 4 figs.

## MUSKETRY RANGES

	Effective	Long
Musket	0 - 10cm [6"]	11 - 20cm [7"-12"]
Rifle	0 - 12cm [7"]	13 - 24cm [8"-14"]

## ARTILLERY RANGES

	Canister	Shot - Effective	Shot - Long
3 - 4pdr guns	0 - 20cm [12"]	0 - 30cm [18"]	31 - 70cm [19"- 48"]
6 - 9pdr guns	0 - 20cm [12"]	0 - 35cm [21"]	36 - 80cm [22"- 54"]
12pdr guns	0 - 22cm [14"]	0 - 40cm [24"]	41 - 90cm [25"- 60"]

## INFANTRY FIRE MODIFIERS

Guard ( <i>British Gds +2 max.</i> )	+2
Elite	+1
Veteran & Line	0
2nd Line ( <i>Round down ½ casualties</i> )	0
Conscript	-2
British Infantry In Line	+1
Fired or Meled Last Turn	-2
Faltering/Unformed*	-4
<i>Russian - Round down ½ casualties</i>	

## ARTILLERY FIRE MODIFIERS

Guard or Elite Artillery	+1
2nd Class Artillery ( <i>Russian, etc.</i> )	-1
3pdr - 4pdr guns Firing Canister	+3
6pdr - 9pdr guns Firing Canister	+4
12pdr guns Firing Canister	+5
Battery Manhandled or Wheeled	-2
Horse Battery Unlimbered	-2
Foot Battery Unlimbered	No Fire
Faltering/Unformed Battery	-4

## TARGET MODIFIERS

In Column / In Massed Columns	+1 / +2
In Square ( <i>or Austrian Masse</i> )	+2
Charging Cavalry	-2
Enfiladed by Artillery	+2
Deployed Artillery ( <i>If Massed</i> )	-2 / (0)
Open Order / Skirmishers	-2 / -4
In Cover	-2
In Buildings	-4
At Long Range	½ Casualties

## MUSKETRY CASUALTIES

Formation & Figures Firing	Modified Dice Score									
	0	1-2	3-4	5-6	7-8	9-10	11-12	13-14	15-16	17-18
Column of Companies & Battalion Squares - Under 12 figs.	-	-	-	-	½	1	2	2	3	3
Column of Divisions - 12+ figures.	-	-	-	½	1	2	3	3	4	4
Lesser Line - 20+ figures.	-	-	½	1	2	3	4	4	5	5
Medium Line - 28+ figures.	-	½	1	2	3	4	5	5	6	6
Major Line - 36+ figures.	-	1	2	3	4	5*	6*	6*	7*	7*

\*= +1 additional casualty if a 48 figure or larger battalion.

## ARTILLERY CASUALTIES

Gun Models Firing	Modified Score									
	0	1-2	3-4	5-6	7-8	9-10	11-12	13-14	15-16	17-18
1	-	-	-	-	½	1	1	2	3	4½
2	-	-	-	½	1	1	2	3½	5	6½
3	-	-	½	1	1	1½	2½	4	5½	7
4	-	-	½	1	1½	2	3	4½	6	7½
5	-	-	1	1½	1½	2½	3½	5	6½	8
6	-	-	1	1½	2	3	4	5½	7	8½

Bounce-Through = Any Unit within 8cms [5"] directly behind the target suffers ½ the casualties inflicted upon the target.

# DOUBLE SIX & RISK TO GENERAL

**Double Six!** = Apply result to target unit & nearest enemy general within 15cms [9"].

The Player on the "receiving end" of a Double Six makes one 2D6 roll and uses the SAME 2D6 score against both tables.

\*If General Leading Attack any double thrown by enemy = Risk to General but ignore any target effects unless a double six. \*\*

## DOUBLE SIX RISK TO GENERAL RESULTS!

### Dice Roll

2	Panics at the sound of gunfire and flees the field. Utterly disgraced, court martialled and shot in front of the army the next day.
3	Startled at near miss, gallops for safe cover and blunders into the enemy lines. Captured and presented to the enemy C in C.
4	Mortally wounded, carried from the field and dies with honour.
5	Wounded! General valiantly remains on the field. <i>Reduce general's ability by one level. (Poor generals remain Poor!)</i>
6 - 7	Lightly Wounded! <i>General immediately placed 20cms [12"] to the rear to receive medical attention.</i>
8	ADC killed, after a tot of brandy to steady the nerves the general carries on.
9 - 10	Horse shot from under - remounts and carries on. Troops impressed.
11	Pocket watch hit. General upset but otherwise unharmed.
12	Wounded and thrown from horse. Grits teeth, remounts and bellows obscenity in the direction of the enemy. Earns grudging respect of Veterans and above, cheered by Line and 2nd Line units; hero-worshipped by Conscripts. <i>(General may immediately recover any one unit brigade unit from unformed, falter or retreat if within command radius.)</i>

## DOUBLE SIX EFFECTS ON TARGET UNIT!

DICE ROLL	CLOSE ORDER UNIT	ARTILLERY under Counter-Battery Fire	SKIRMISHERS	IN MELEE
2 - 8	Target unit Falters.	Target battery loses 2 extra casualties and immediately retires (limbered) 20cms [12"] & Falters.	Target unit loses 2 extra casualties and immediately retires 20cms [12"].	Unit loses 2 extra casualties & Eagle/Standard/Colours lost.
9 - 12	<b>NO EFFECT ON TARGET UNIT.</b>			

# MELEE

## MELEE FACTORS

Cuirassiers	+5	Guard ( <i>British Gds +2 max.</i> )	+2	Charging or Pursuing (6)	+2
Heavy Cavalry	+4	Elite	+1	Infantry Charging in Column (7)	+1
Dragoons & Lancers (1)	+3	Veteran, Line & 2nd Line	0	Formed Infantry Square or Column vs. Cavalry	+4
Light Cavalry	+2	Conscript ( <i>If in Line formation</i> ) (3)	-1 (-2)	Lancers Charging vs. Foot	+2
Infantry	+2	General in Front Rank (4)	+1	In Cover (8)	+1
Inf. in Open Order (G.B.)	0	British Infantry in Line	+1	In Buildings (8)	+2
Artillery	0	Superior Mounts	+1	In Chateaux/Church, etc. (8)	+3
Cossacks	0	Inferior Mounts	-1	<u>Outnumber Enemy:</u> (9)	
Skirmishers	0	If Unformed or Faltering	-2	50%+ (3:2)	+1
Foot v Cavalry (2)	½	Attacked in Flank or Rear (5)	-4	100%+ (2:1) (Max.)	+2

- (1) Lancers are classed as Light Cavalry if Unformed/Faltering, not charging or vs. Cuirassiers.  
 (2) Foot count ½ Figures vs. Cavalry.  
 (3) -2 Line modifier. N/A if in redoubt or BUA.  
 (4) N/A if Poor Brigadier/Regt. Col.  
 (5) Austrian Masse has no flank/rear if attacked by Cavalry.  
 (6) N/A if Cav. in column of companies.  
 N/A if attacking Chateaux/Church/Fortified Position.  
 (7) N/A vs. Units in Buildings/Cover or if in Buildings/Cover.  
 (8) Units in buildings or cover may only claim this benefit whilst the enemy units are outside.  
 (9) Only the largest unit claims the modifier.

Difference between Scores is:	MELEE RESULTS	WINNERS REACTION:
7+	<b>LOSERS ROUT!</b> <i>Squares broken and routed. Fall back a full rout move in the next Compulsory Phase.</i>	Cavalry take Pursuit Test. Infantry/Artillery take Formation Test. †#
6-3	<b>LOSERS RETREAT*</b> <i>Fall back a full retreat move in the next Compulsory Phase.</i>	Cavalry take Pursuit Test. Infantry/Artillery take Formation Test. †#
2-1	<b>LOSERS PUSHED BACK*</b> <i>Fall back a full retreat move in the next Compulsory Phase &amp; then automatically rally.</i>  <i>EXCEPTIONS:</i> <ul style="list-style-type: none"> <li>• Infantry <u>Retreat</u> if pushed-back by Cavalry.</li> <li>• Losing Defenders of a Built Up Area are Pushed Back 10cms [6"].</li> </ul> <i>(If pushed out of BUA or 2nd Push Back = Retreat!)</i>	Cavalry take Pursuit Test. Infantry/Artillery take Formation Test. †#  ----- <b>Attacking Built Up Area:</b> <i>Infantry take Formation Test &amp; advance to stay in contact with losers.</i>
0	<b>DRAW - STUBBORN FELLOWS! *</b> Continue to Melee next Turn. Both sides automatically Unformed. <i>EXCEPTION: If Cavalry vs. Foot = Cavalry are pushed-back.</i>	

\*Cavalry must beat a Square by 7 or more to break it. A winning score less than 7 or a draw = Cavalry Pushed-Back. The Square remains formed.  
 # = Austrian masse remains formed if not broken by cavalry.  
 † = Winning Infantry defending Chateaux & Church Buildings always remain formed.  
 Artillery always disperses if they lose a melee.

## MELEE CASUALTIES

Winning Cav. vs. Retreating/Routing Foot	1 per 1	Winning Cavalry vs. Cav. inflict:	1 per 4	Wining Infantry inflict:	1 per 6
Cossacks vs. Retreating/Routing Foot.	1 per 4	Winning Cav. of Push Back inflict:	1 per 6	Winning Infantry of Push Back:	1 per 8
Losing/Drawing Cavalry vs. Foot.	1 per 12	Losing/Drawing Cavalry vs. Cav.	1 per 8	Losing & Drawing Inf. inflict:	1 per 12

## MELEE CASUALTIES READY RECKONER

Size of Unit	MELEE CASUALTIES: Inflict At Rate Of:				Size of Unit	MELEE CASUALTIES: Inflict At Rate Of:			
	1 per 4	1 per 6	1 per 8	1 per 12		1 per 4	1 per 6	1 per 8	1 per 12
12	3	2	1	1	30 / 32	7 / 8	5	3 / 4	2
16 / 18	4	2 / 3	2	1	36	9	6	4	3
20	5	3	2	1	40	10	6	5	3
24	6	4	3	2	48	12	8	6	4

## CAVALRY PURSUIT TEST

### CAVALRY PURSUIT TEST RESULTS

SCORE	RESULT
10	= <b>Superb Discipline!</b> Unit remains Formed. Act as Desired next turn. May take extra half turn of charge movement in Compulsory phase, (no charges permitted). <b>*If Pursued last turn or already Unformed act as in 9.*</b>
9	= <b>Unformed.</b> The unit either Stands & Reforms or Retires to own lines & Reforms.
8 - 6	= <b>Horses Blown!</b> Retire at Charge speed to behind Own Lines and reform.
5 or less	= <b>Pursue</b> unit just defeated! If defeated unit has dispersed, then carry out Uncontrolled Charge towards nearest enemy unit within 22° arc. If not possible unit acts as in 8 - 6 above.

### MODIFIERS

General attached (N/A if Poor)	+1
Guard or Elite	+1
Conscripts	-1
Cossacks or Levy	-2 [Max.]
British cavalry	-2

# UNIT MORALE TEST

## REASONS TO TEST UNIT MORALE

- To Charge Home or Counter-Charge. • Being Charged. • Unit receives **3 or more** Shooting Casualties in One Turn.
- Unit Reaches 50% Casualties. • To Rally from Retreat/Rout.
- Friends Routing or Dispersed within 15cms [12"]. (*Inf. & Foot Artillery ignore Cav. & vice versa. All ignore Skirmishers.*)

## UNIT MORALE MODIFIERS

C in C or Brigade General attached.	+1	<b>• IF TESTING TO CHARGE HOME</b>		
Guard	+2		Charging unit: Each Casualty Suffered in Charge	-1
Elite or Veteran or <i>Enthusiastic</i>	+1	Charging Flank/Rear or Unformed/Open Order	+1	
2nd Line or Conscripts	-1	<b>• IF TESTING TO STAND or COUNTER-CHARGE</b>		
No Casualties	+1		Infantry <u>Charged</u> by Infantry in Line	-1
Over 10% Casualties / 25%+ Casualties / 35%+ Casualties	-1/-2/-3		Infantry <u>Charged</u> by Infantry in Column (2)	-2
In Buildings (1) or In a Redoubt	+2		Infantry not in Square or Column <u>Charged</u> by Cavalry (3)	-2
In Square	+2		Artillery <u>Charged</u> by Infantry or Cavalry	-2
Each Friendly unit Retreating/Routing within 15cm [12"]	-1	<u>Charged</u> in Flank or Rear (4)	-4	
Unit is Unformed or Faltering or Retreating	-1			
Unit is Routing	-2			

(1) = +3 if in Fortified Position, Church or Chateaux. (2) -1 if Russian Inf. in Column (3) -1 charged by *Cossacks*. (4) N/A if Austrian Masse vs. Cavalry.

## UNIT MORALE TEST RESULTS

Score	TO CHARGE	BEING CHARGED	OTHER	TO RALLY
6+	<b>Charge!</b> & Counter-charge!	<b>Stand!</b>	<b>Obeey Orders!</b>	<b>Rally!</b>
5	<b>Halt!</b>	<b>Falter!</b>	<b>Obeey Orders!</b>	<b>Rally!</b>
4 - 3	<b>Falter!</b>	<b>Retreat!*</b>	<b>Falter!</b>	<b>Fail!</b>
2 - 0	<b>Retreat!</b> Conduct ½ Retreat Move Immediately.	<b>Rout!</b> Conduct ½ Rout Move Immediately.	Skirmishers Halt.	Disperse if Routing
			<b>Retreat!*</b> In the next Compulsory Phase	<b>Disperse!</b>
- 1 or Less	<b>Rout!*</b> Conduct ½ Rout Move Immediately. Disperse if on 35%+ casualties.	<b>Rout!</b> Conduct ½ Rout Move Immediately. Disperse if on 35%+ casualties.	<b>Rout!*</b> In the next Compulsory Phase. Disperse if on 35%+ casualties.	<b>Disperse!</b>
	Artillery Retreating/Routing from a Charge will Disperse.		Artillery that Routs will Disperse.	

## CASUALTIES READY RECKONER

Size of Unit	CASUALTY PERCENTAGES			Size of Unit	CASUALTY PERCENTAGES		
	Over 10%	25%+	35%+		Over 10%	25%+	35%+
12	2	3	5	30 / 32	4	8	11 / 12
16 / 18	2	4 / 5	6 / 7	36	4	9	13
20	3	5	7	40	5	10	14
24	3	6	9	48	5	12	17

# BRIGADE MORALE TEST

## REASONS TO TEST BRIGADE MORALE

- C in C killed/captured/flees the field while attached to a unit or commanding a brigade. • Brigadier killed/captured/flees the field.
  - Brigade unit routing or dispersing within 15cm [12"] of fellow brigade units. • Brigade has 3+ (or all) units currently Retreating.
- N.B. Brigade Skirmish screens do not initiate Brigade Morale checks but do count as Brigade Units for Morale Test purposes.*

## BRIGADE MORALE TEST

Brigade General or C in C commanding (N/A if Regt. Colonel)	+1	Brigade has Supported Flanks or Rear. (+2 if Flanks + Rear.)	+1
British Infantry or Russian Infantry Brigade (Over 50% required)	+1	25% of Brigade units are Retreating, Routing or Dispersed	-1
Guard & Elite Brigades. (Over 50% troop type required)	+1	50% of Brigade units are Retreating, Routing or Dispersed	-2
2nd Line, Conscript, Levy, Spanish or Neapolitan Brigade (Over 50% troop type required)	-1	Over 50% of Brigade units Retreating, Routing or Dispersed	-3
Enemy Retreating/Routing within 15cm [12"] of Brigade units	+1	Brigade on Retire Order	-1
Over 50% of infantry units in Buildings	+1	Brigade is Currently Broken or has Previously Broken	-2

## BRIGADE MORALE TEST RESULTS

7+	=	<b>Brigade Stands.</b> (No adverse effects.)
6	=	<b>Brigade Falters.</b> Change Brigade Order to order that is one step less aggressive than present order. Routing units Disperse.
5 - 1	=	<b>Brigade Breaks &amp; Retires 30cms [18"].</b> All units become Unformed. Artillery goes Low on Ammo. Retreating or Routing units Disperse. Any unit on 35% + casualties also disperses. Brigade is classed as a "Broken Brigade" until a new order issued.
0 or less	=	<b>Mass Panic.</b> The Brigade is removed from play. (N/A to Guard Brigades. Use 5 - 1.)
<i>N.B. If a brigade breaks for a second time the brigade is immediately removed from play.</i>		