



LIBERATORS ! Wars in South America 1800-1830

GENERAL DE BRIGADE



GAME TURN

1. Initiative	2. Compulsory	3. Orders	4. Charges	5. Movement	6. Firing	7. Melee	8. Morale
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INITIATIVE & ORDERS

INITIATIVE: Roll 2D6. Excellent C in C = +1. Poor C in C = -1. Peruvian, Columbian & Early Spanish = +1

Generals Charge Command Radius		C in C Change of Brigade Orders: Roll 2D6:	
C in C & BRIGADE GENERALS		Early Spanish = 7+ , All Others = 8+	
All Early Spanish	15cm [12"]	<i>Excellent C in C = +1 to die roll. Poor C in C &/or Poor Brigadier = -1 to die roll.</i>	
Excellent Peruvian, Columbian & Others	15cm [12"]	Situation	
All Others	10cm [8"]	Modifier	
<i>Maximum CHARGE Orders per Turn:</i>		C in C in base to base contact with Brigade General	
Excellent General	3	C in C outside 30cms [24"] or Commanding a Brigade	
Average General	2	C in C outside 30cms [24"] AND Commanding a Brigade	
Poor General	1	C in C within 15cm [9"] of any Enemy Unit or Attached to a Unit.	
		<i>Broken Brigade!</i> Apply when Issuing a New Order to a Broken Brigade	
<i>N.B. If C in C issuing Brigade Order to brigade that he commands = Automatic.</i>			
<i>*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.</i>			

Brigade General Initiative Change of Brigade Orders: Roll 2D6:		
Early Spanish and Late Peruvian, Columbian = 8+.	All Others = 9+.	Late Spanish and all early Patriots = 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:

<i>Excellent C in C = +1</i>	Later Patriots and Early Spanish = 2	Later Spanish, Others = 1	Extra = Brigade General Initiative roll
Tactical March Rates:	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 EVADE & PURSUE
Infantry	10cm [6"]	15cm [9"]	+1cm [1"]	15cm [9"]	5cm (10cm)	20cm [12"]
Heavy Cavalry	18cm [10"]	20cm [12"]	+10cm [6"]	May take full move and fire.	3" (6") Use higher rate if no enemy cavalry within charge reach.	30cm + 1D6cm* [18" + 1D6"]
Light Cavalry	20cm [12"]	24cm [14"]	+12cm [7"]			30cm + 1D6cm* [18" + 1D6"]
Foot Artillery	12cm [7"]	-	-			20cm [12"]
Horse Artillery	20cm [12"]	(Patriots = 15cm [9"])				30cm + 1D6cm* [18" + 1D6"]
Generals	30cm [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					INFANTRY & CAVALRY		Cost:
	Column	Line (& O/O)	Square	Skirmish	Step Back		5cm [3"]
Line (& O/O)	1	1	1	1	About Face		Cost of 5cms [3"]
Column	½	1	½	1	Deploy Brigade Skirmish Screen (To Reinforce)		1 (½)
Square	½	1	-	1	Deploy or Recall Light Battalion Skirmish Screen		1
Regimental Square	1	1	1	1	Change Formation: Unit 40+ figs & Line or worse		Extra = ½ turn
Skirmish*	1	1	1	-	Cross Wall or Stream, etc.		½
Falter/Unformed	FULL movement turn to form up. No Firing.				ARTILLERY		Cost:
*Skirmish Order: Guard & Elites may deploy up to 75% as skirmishers.					Limber or Unlimber 12pdr Battery		1
Veteran, Line, 2 nd Line & Conscripts may deploy 50% as skirmishers.					Limber or Unlimber any 6 Model Gun Battery		1
Foot Artillery may only limber up if General within command radius.					Limber or Unlimber 3pdr to 9pdr Battery		½
					Reform a Battery		1

FORMATION TEST – Roll 2D6		UNIT TYPE	SCORE TO PASS
1. Massed Column Charge.	5. Formation Change within 10cm [6"] of C/O Enemy.	Guard & Elite	7+
2. Charged & Formation Change.	6. Limbered Artillery casualties.	Veteran & Line	8+
3. Recall Skirmishers.	7. Infantry or Artillery wins a Melee.	2 nd Line & Conscript	9+
4. Interpenetration.	8. Infantry occupy B.U.A. after Charge.	<i>Excellent General attached = +1</i>	

MUSKETRY & ARTILLERY FIRE

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

1 st Rate Skirmishers roll 2D6 per 6 figs.	2 nd Rate Skirmishers roll 2D6 per 8 figs.
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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		ARTILLERY FIRE MODIFIERS		TARGET MODIFIERS	
Guard (<i>British Gds +2 max.</i>)	+2	Guard or Elite Artillery	+1	In Column / In Massed Columns	+1 / +2
Elite	+1	2 nd Class Artillery (<i>Russian, etc.</i>)	-1	In Square	+2
Veteran & Line	0	3pdr - 4pdr guns Firing Canister	+3	Charging Cavalry	-2
2 nd Line (<i>Round down ½ casualties</i>)	0	6pdr - 9pdr guns Firing Canister	+4	Enfiladed by Artillery	+2
Conscript	-2	12pdr guns Firing Canister	+5	Deployed Artillery (<i>If Massed</i>)	-2 / (0)
British Infantry In Line	+1	Battery Manhandled or Wheeled	-2	Open Order / Skirmishers	-2 / -4
Fired or Meleed Last Turn	-2	Horse Battery Unlimbered	-2	In Cover	-2
Faltering/Unformed*	-4	Foot Battery Unlimbered	<i>No Fire</i>	In Buildings	-4
<i>Russian - Round down ½ casualties</i>		Faltering/Unformed Battery	-4	At Long Range	½ Casualties

MUSKETRY CASUALTIES										
Formation & Figures Firing	Modified 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 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.

DICE ROLL	DOUBLE SIX "RISK TO GENERAL" RESULTS!
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 2 nd 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	NO EFFECT ON TARGET UNIT.			



MELEE FACTORS

Cuirassiers	+5	Guard	+2	Charging or Pursuing (5)	+2
Heavy Cavalry	+4	Elite	+1	Infantry Charging in Column (6)	+1
Dragoons & Lancers (1)	+3	Veteran, Line & 2 nd Line	0	Formed Infantry Square or Column vs. Cavalry	+4
Light Cavalry	+2	Conscript (If in Line formation) (3)	-1 (-2)	Lancers Charging vs. Foot	+2
Infantry	+2	General in Front Rank (4)	+1	In Cover (7)	+1
Inf. in Open Order	0	British Infantry in Line	+1	In Buildings (7)	+2
Artillery	0	Superior Mounts	+1	In Chateaux/Church, etc. (7)	+3
Cossacks	0	Inferior Mounts	-1	Outnumber Enemy: (8)	
Skirmishers	0	If Unformed or Faltering	-2	50%+ (3:2)	+1
Foot v Cavalry (2)	½	Attacked in Flank or Rear	-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) N/A if Cav. in column of companies. N/A if attacking Chateaux/Church/Fortified Position. Infantry winning a push back against a built up area still claim the charge bonus. •(6) N/A vs. Units in Buildings/Cover or if in Buildings/Cover.
 •(7) Units in buildings or cover may only claim this benefit whilst the enemy units are outside. •(8) Only the largest unit claims the modifier.

Score Difference	MELEE RESULTS	Winners Reaction:
7+	LOSERS ROUT! - Squares broken & routed. <i>Fall back a full rout move in the next Compulsory Phase.</i>	Infantry/Artillery take Formation Test. † ♣ Cavalry take Pursuit Test.
6 - 3	LOSERS RETREAT! * <i>Fall back a full retreat move in the next Compulsory Phase.</i>	Infantry/Artillery take Formation Test. † ♣ Cavalry take Pursuit Test.
2 - 1	LOSERS PUSHED BACK! * <i>(Fall back a full retreat move in the next Compulsory Phase & then automatically rally.)</i> EXCEPTIONS: • Infantry retreat if pushed-back by cavalry. • Losing Defenders of a Built Up Area are Pushed Back 10cms [6"]. <i>(If pushed out of BUA or 2nd Push Back = Retreat!)</i>	Infantry/Artillery take Formation Test. † ♣ Cavalry take Pursuit test. ♦ Attacking Built Up Area: Infantry take Formation Test & advance to stay in contact with losers.
0	DRAW - Stubborn Fellows! Continue to M�el�e next turn. Both sides automatically Unformed. Exception: If Cavalry vs. Infantry = Cavalry Pushed-Back.	
*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.		
† = 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



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



MODIFIERS		SCORE	PURSUIT TEST RESULTS
General attached <i>(N/A if Poor)</i>	+1	10+	Superb Discipline! Unit remains Formed. Act as Desired next turn. <u>May</u> take extra half turn of charge movement in Compulsory phase, (no charges permitted). <i>*If Pursued last turn or already Unformed act as in 9.*</i>
Guard & Elite	+1		
Conscripts	-1	9	Unformed. The unit either Stands & Reforms or Retires to own lines & Reforms.
Levy	-2	8 - 6	Horses Blown! Retire at Charge speed to behind Own Lines and reform.
Gaucha Cavalry	-2	5 or Less	Pursue 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.

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. • 50% Casualties.
- To Rally from Retreat/Rout. • Friends Routing or Dispersed within 15cms [12"]. (Foot ignore Cavalry & vice versa. All ignore Skirmishers.)

UNIT MORALE TEST MODIFIERS

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

(1) = +3 if in Fortified Position, Church or Chateaux.

(2) -1 charged by Gauchos.

UNIT MORALE TEST RESULTS

Score	TO CHARGE or To Counter-Charge	BEING CHARGED	OTHER	TO RALLY
6+	Charge!	Stand!	Obey Orders!	Rally!
5	Halt!	Falter!	Obey Orders!	Rally!
4 - 3	Falter!	Retreat!* <i>Conduct ½ Retreat Move Immediately.</i>	Falter! <i>Skirmishers Halt.</i>	Fail! <i>Disperse if Routing</i>
2 - 0	Retreat! <i>Conduct ½ Retreat Move Immediately.</i>	Rout!* <i>Conduct ½ Rout Move Immediately. Disperse if on 35%+ Casualties.</i>	Retreat!* <i>In next Compulsory Phase.</i>	Disperse!
-1 or Less	Rout!* <i>Conduct ½ Rout Move Immediately. Disperse if on 35%+ Casualties.</i>	Rout!* <i>Conduct ½ Rout Move Immediately. Disperse if on 35%+ Casualties.</i>	Rout!* <i>In next Compulsory Phase. Disperse if 35%+ Casualties.</i>	Disperse!

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
Albion/Irish Legion or Early Spanish Regular 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 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+ = The Brigade Stands. (No adverse effects.)

6	The Brigade Falters. Change Brigade Order to order that is one step less aggressive than present order. <i>Routing units Disperse.</i>
5 - 1	Brigade Breaks & Retires 30cms [18"]. All units become Unformed. Artillery goes Low on Ammo. <i>Retreating or Routing units Disperse. Any unit on 35% + casualties also disperses.</i> Brigade is classed as a "Broken Brigade" until a new order issued.
0 or less	Mass Panic. The Brigade is removed from play. (N/A to Guard Brigades. Use 5 - 1.)

N.B. If a brigade breaks for a second time the brigade is immediately removed from play.

