

Give me lucky generals! Reference Sheet

Turn Sequence Player A: Then roles are reversed for one complete turn.

Command and Control

1. Rolls for number of orders CinC can issue.
2. Allocates orders to Corps Commanders or, if none, to Division Commanders.
3. Corps Commanders allocate orders to Division Commanders.
4. Division Commanders allocate orders to units. Some can be kept in reserve only by Division Commanders.

Orders may be used by either side at any time to rally units from disorder, shaken or rout.

Movement

1. Use orders to move unit(s) a division at a time and to declare any charges.
2. Player B may use an order to counter charge with a cavalry unit. Attempts to form an emergency square. Evades
3. Move chargers to within volley fire range (3in) of target.
4. Player A moves routers.

Firing

1. Player B then Player A.
2. Player B completes counter charges with non-shaken cavalry. Player A completes charge move of units not shaken.

Combat

1. Determine outcome.
2. Move loser or attacker if draw.
3. Winner's reaction.

Review

1. Check victory conditions: an army breaks when more than half its units are broken or fatigued and shaken.

Command and Control

CinC orders d6 + quality. Poor 1, Able 2, Good 3, Excellent 4, Brilliant 5.

A Corps Commander given at least one order now activates. Rolls 1d6+quality /2, round up+ number of **additional** orders given.

A Division Commander moves or rallies units. Maximum number of orders they hold Poor 1, Able 2, Good 3.

Command range CinC 36in, Army/Wing/Corp 24in, Division 12in.

Movement

commanders 18 in.	infantry 6 in.	horse artillery 12 in.
cavalry 12 in.	infantry in line 3 in.	foot artillery 6 in.
cavalry routs 18 in.	infantry routs 12 in.	horse artillery prolonged 2 in.
reserve move 36 in.		foot artillery prolonged 1 in.

Movement in difficult terrain is reduced to 3in for all troops except light infantry which can move normally. To turn 90 degrees or more reduces move by half. Units can move a base width to their side when advancing for free. Infantry can move and fire but not charge and fire. Artillery required an order to limber. Artillery may move and fire but must unlimber to do so.

Evade d6: 1 fail to move, become disorganised; 2-3 evade half move away; 4-6 evade normal move away from charging unit.

Reserve move up to 36in provided it does not come within 12in of any enemy unit or enter difficult going.

Emergency Square 4+:- 1 if charge under 6in; -1 if in line; -1 if shaken or disorganised; -1 poor; +1 if veteran/elite; +1 if order given; +1 Brit or Aus (not landwehr). If fail, become disordered. Succeed or fail, they may not fire this turn.

Firing Both sides roll: d6 v d6

Ranges infantry 6in (over 3in skirmishers only); artillery 24in (over 12in is long range)

Firer -1	Firer +1	Target -1
from prepared or square position	infantry with embedded artillery that did not move	cossacks
skirmishers firing (except French)	infantry in line with volley fire	
each shaken	foot artillery at 6in or less (not against hard cover)	Target +1
disordered	horse artillery at 3in or less (not against hard cover)	in soft cover
3 strength or less	artillery firing on square or mass column	
poor quality	veteran/elite	Target +2
artillery at over 12in	French artillery	in hard cover
	British infantry	
	Firer +2	Target +3
	grand battery	fortified

Outcomes

Firer scores less than or equal to target, no effect.

Firer scores one more than target, then the target is shaken.

Firer scores two or greater than target, then the target is shaken and suffers one strength loss.

Setting buildings alight artillery 6 + 6, defenders put out the flames 4-6. If fail, must leave the buildings on next turn.

Ammunition: if artillery rolls a 6, it loses 1 strength.

Combat Both sides roll: d6 v d6

+1	+2	-1
commander in combat	prepared defending BUA	disordered
uphill	attacking flank or rear	poor quality
defending river	outnumber enemy 3:2	each shaken marker
if mixed brigade v infantry in open	supported by a second unit in combat	
outnumber enemy	infantry attacking square	-2
infantry charging infantry or artillery in the open	cavalry attacking infantry or artillery in open, not in square.	cossacks
veteran troops	elite troops	
impact cavalry V cavalry	+3	-3
infantry in mass column v cavalry in open	outnumber enemy 2 to 1 or better	cavalry attacking infantry or artillery in BUA, woods or square
cavalry attacking mixed infantry in open, not in square	prepared defending a fortification	

Outcomes: Artillery that loses is destroyed.

If draw, attacker(s) retires back up to full normal move no wheel, both units in the combat become shaken and attacker loses 1. Otherwise, if the loser loses by 3 or less, he reduces his strength by the difference between the final scores and retires straight back at least 6 inches, shaken. The unit still faces the enemy.

If the loser loses by 4 or more, he reduces his strength by the difference between the final scores and routs.

If infantry is forced to retire after a defeat by cavalry it suffers an extra casualty.

Loser retires to rear but if breaks directly away from enemy. Routers shake friends passed through during first 6in of rout.

Winner's reaction. Roll 1 d6 and hope it is high! Poor -1, Elite +1, Shaken -1

1 and lower	2	3	4	5	6 and higher
Become shaken and lose 2 strength.	Become shaken and lose 1 strength.	Lose 1 strength. Become disordered.	Become disordered.	Become disordered.	End turn in good order.

Artillery may never advance after combat. Other victorious attacking units may always occupy the enemy position. If not shaken, victorious infantry or cavalry that rout their opponents can charge new enemy or may always advance again. Non shaken British cavalry must always charge if possible. Treat as a new charge with an opportunity for emergency squares & counter charge by enemy cavalry. Only the unit being charged to fire. Repeat as necessary.

Risk to Commander in combat

If win then in danger on a 1 on a d6. If draw 1 or 2, if lose 1 to 3. Then roll again.

6: flesh wound! – carry on and give that man a medal!

5: horse shot from under him – grab the reins of a new mount and carry on;

4: narrow escape! – no orders can be issued next turn;

3: captured! – for you my friend the war is over;

2: serious wound! retire from battle and prepare to meet the surgeon;

1: Tell my wife I love her and pay off my mistress. I will not be needing her anymore.

On a 1 to 3 the commander is no longer available and is replaced by a commander one quality lower after 1 turn. It is not possible to be worse than Poor!

Shaken A unit can have up to two shaken markers except for Russian infantry which can have up to three. Prevents forward movement. Unit needs to be rallied by order or senior commander moving adjacent to the unit to remove a shaken marker.

Rout An order is required to rally them to 2 shakens (3 if Russian infantry).

Fatigued when more reduced to 2 or 1 strength. A fatigued unit may not advance but cavalry units may still counter charge.

National characteristics: **British** Cavalry is impetuous. **French** foot artillery may form a grand battery. **Prussians** landwehr unit within a base width of a regular friendly unit fights as average not poor. **Russians** foot artillery may form a grand battery. Infantry can form a mass column and may take three shaken markers. Cossacks get a free evade move if charged. **Spanish** guard = average. Others treat as poor. Before 1809 Austrian, Prussian and Russian infantry must change formation to line when they advance to within 6 inches of enemy infantry in the open. British must do this for all war.