

British Grenadier

25/28mm Play sheet

The Angus Wargames Club designed Play sheet for use with British Grenadier by "Eclairer"

THE GAME TURN			
1	INITIATIVE	Simultaneous	page 16
2	COMMAND	Alternate	Brigade order changes. page 19
3	ALL COMPULSORY MOVES	Simultaneous	Rout, retreat, pursuit & broken brigade moves. page 31
4	CHARGE DECLARATIONS & CHARGES	Alternate	Unit must be within 8ins of CO. to declare charge. Normal/counter/uncontrolled/opportunity charges take place. Generals may move. page 25
5	NORMAL MOVES	Alternate	Movement, formation changes, retire. page 31
6	FIRING	Alternate	Casualties do not fire back. page 37
7	MELEES	Simultaneous	page 51
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9	RALLY DISRUPTION POINTS	Simultaneous	page 13

INITIATIVE - Roll 2D6	
Excellent = +1	Poor = -1

C IN C's CHANGE OF ORDER	
C in C may only change one order per turn.	
French/British/German & Post 1779 American	Pre 1779 American
6	7
C in C outside 12ins or commanding a brigade	-2 on dice roll
C in C outside 12ins AND commanding a brigade	-3 on dice roll
C in C in base to base contact with brigade general	+2 on dice roll
Excellent C in C	+1
C in C is commanding brigade = Brigade order changed automatically without rolling on change of order table	

BRIGADE GENERAL INITIATIVE CHANGE OF ORDER		
One Brigade Commander per division may attempt to change his own order in the command phase.		
Post 1776 British/French	Pre 1776 British/ Continental Officers	US Militia
8	9	10
Excellent Brigade Commander - +2		Any unmodified roll of 2 or 3 = loss of nerve/Panic.

ORDER/CHARGE RESTRICTIONS (page 20)					
ORDER	CAVALRY		INFANTRY		NOTES
	Charge	Counter-charge	Charge	Counter-charge	
Assault	Unlimited	Unlimited	Unlimited	Unlimited	At least 1 close order unit must advance a ½ move.
Engage	Skirmishes (1 against formed units)	Unlimited	Skirmishes	Unlimited	Advance until 1 unit within charge/musket range.
Support	Skirmishes (1 against formed units)	Unlimited	Skirmishes	Unlimited	Support left/right flank or rear
Move	As Hold Order				If attacked will revert to hold orders
Hold	May only charge; Skirmishes. If enemy has taken part of "Hold" area and is on 3DPs. Cavalry may counter-charge and declare opportunity charges.				Movement within Brigade area is OK

CHARGE PROCEDURE (See page 27)	
Chargers Initial Move	
Defenders React / Fire	
Support Fire	
Chargers Test Morale To Charge Home	
Defenders & Counter-Chargers Test Morale	

MOVEMENT TABLE						
Unit	Line	Column	Charge	Skirmish**	Mass	Pursuit, Evade, Retreat, Rout
Elite & Line Infantry	1 or 2* AvD	1 AvD + 3ins	2 AvD	2 AvD	1 D6	3 D6
2 nd Line, Militia & Levy Infantry	1 or 2* D6	1 D6 + 3ins	2 D6	2 D6	1 D6	3 D6 (Pursuit 2 D6)
Cavalry	2 or 3* AvD	2 AvD + 4ins	4 AvD	3 AvD	-	4 Avd
Irregular Cavalry	2 or 3* D6	2 D6 + 4ins	4 D6	3 D6	-	4 D6
Artillery	1 AvD + 3ins	-	-	-	-	2 AvD
Generals	4 AvD***	-	-	-	-	-

(*) May use extra movement dice if they do not intend to perform any change of formation or turning, miss the opportunity to fire, AND forgo the chance to redress ranks at the end of the turn.

(**) Skirmishes may only take 1DP per turn on movement – ignore any more.

(***) Ignore DPs on Generals.

Units must move entire distance rolled, or may halt at a defined geographical feature. (House Rule)

Any Unit scoring 2 on their AvD, 1 or 2 on their D6 get a DP

On road movement, only first unit throws, subsequent ones in the same column move the same distance and take no DPs even if the one at the head of the column threw 1 or 2.

WHEELING & MANHANDLING ARTILLERY

12 pdrs - N/A	6 pdr – 9 pdrs Foot - 2ins	Super light Guns – Move as Skirmishes
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FORMATION CHANGES

	Column	Line	Mass	Skirmish
Column	½	1	½(1)	1
Line	1	½	1	1
Mass	½	1	-	1
Skirmish	1	1	1	-

Column to Column, eg. Column of Companies to Column of Divisions and vice versa.

Line to Line, eg. Moving from Close to Open Order Line.

Deploy/recall brigade skirmish screen / light battalion	1
Form column by turning a line through 90 or vice versa	1
Step back 3ins	½
About face infantry/cavalry	½
Occupy or leave a built up area	1
To limber or unlimber 3 pdrs – 9 pdrs batteries or Change Face up to 90° in either arc	½
To limber or unlimber 12 pdrs batteries	1
To about face battery	1

TERRAIN EFFECTS ON MOVEMENT (See page 34)

Rough/Minor obstacles	Difficult/Major Obstacles	Severe
1 DP	2 DP	3 DP

Movement may be adjusted depending on scenario

LIGHT BATTALION RECALL TABLE

Elite - 6	Line - 8	2 nd Line, Militia, Levy - 10
Each DP -1	If only half battalion deployed. +2	If over 24ins from nearest enemy. +3

SKIRMISH FIRING						
Elite, Line - 1D6 per 2 figures			2 nd Line, Militia, Levy - 1D6 per 3 figures			
A 6 = 1 casualty. Ignore range or target formation.			½ casualties on troops in buildings or cover.			
If a double 6 is rolled consult risk to general table.						
PRIORITY FIRE TARGETS						
Infantry, artillery and skirmishers must fire at their nearest priority target as listed below.						
1. Enemy troops charging the unit.			3. Any enemy unit within the arc of fire.			
2. Infantry to the front who are firing at the unit or formed troops in charge reach of unit.			4. Skirmishers fire at enemy skirmishers whenever possible.			
FIRING RANGES (ins.)						
Infantry (Fire arc 30° /45° skirmishers)			Artillery (Fire arc 30°)			
Ranges	Effective	Long	Battery Type	Canister Ranges	Shot:Effective	Shot:Long
Musket	0 - 6	7 - 12	3 - 4 pdrs	0 - 11	0 - 18	19 - 36
Rifle	0 - 7	8 - 14	6 - 9 pdrs	0 - 12	0 - 21	21 - 42
Carbine	0 - 3	4 - 6	12 pdrs	0 - 13	0 - 24	25 - 48
			18 - 32 pdrs	0 - 12	0 - 28	28 - 40
INFANTRY & ARTILLERY FIRE MODIFIERS						
Infantry Modifiers		Artillery Modifiers		Target Modifiers		
Unit Is	Modifier	Unit Is	Modifier	Unit Is	Modifier	
Elite	+1	Militia/Levy, Artillery	-1	In Column of March/Mob	+1	
Line/2nd Line	-	3-4 pdrs firing grape	+2	Square/Enfilade	+2	
Militia	-1	6-9 pdrs firing grape	+3	Charging Cavalry unit	-2	
Levy	-2	12 pdrs firing grape	+4	Deployed Artillery	-2	
British in Line	+1	18-32 pdrs firing grape	+5	Skirmishers	-3	
Each DP	-1	Each DP	-1	Open Order	-1	
		Foot battery unlimbered or moved	-4	In Cover	-2	
		Light battery* unlimbered or moved	-2	In Buildings	-4	
		Howitzer shell vs. cover / buildings	+1	At long Range	½ casualties	
		*Includes 3-4pdr foot batteries (no negative for grasshopper guns)		Close Order French or German (optional)	+1	

MUSKETRY CASUALTY TABLE										
Number of Figures Firing	Modified Dice Score									
	0	1-2	3-4	5-6	7-8	9-10	11-12	13-14	15-16	17-18
9 or less	-	-	-	-	-	1	2	3	4	4
10 - 15	-	-	-	-	1	2	3	3	4	4
16 -21	-	-	-	1	2	3	3	4	4	5
21 - 27	-	-	1	2	3	3	4	4	5	5
28 - 34	-	1	2	3	3	4	4	5	5	6
35 - 41	1	2	3	3	4	4	5	5	6	6
42+	1	2	3	4	4	5	5	6	6	7

ARTILLERY CASUALTY TABLE										
Number of Guns Firing	Modified Dice Score									
	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
4	-	1	2	3	3	4	4	5	5	6
5	1	2	3	3	4	4	5	5	6	6

MELEE MODIFIERS					
Troop Type		Formation & Grading		Situation	
Cavalry	+2	Following Up In Melee	+2	If Pushed-Back In Melee	-1
Indian War Band	+2	Charging Or Pursuing (2)	+2	If Retreating	-2
Irregular Cavalry	+1	Formed Infantry In Column (3)	+1	Attacked In Flank Or Rear	-4
Infantry	+1	Formed Infantry In Square (4)	+2	50% Or More Casualties	-4
Artillery	-2	Elite	+1	In Buildings (5)	+2
Foot V's Cavalry (1)	½	Line & 2nd Line	-	In Cover Or Uphill (5)	+1
Superior Mounts	+1	Militia/levy	-1	Each DP	-1
Inferior Mounts	-1	Close order British Infantry In Line	+1	Outnumber The Enemy: For Every 50% (max +6)	+1
Notes					
(1) Foot only count as ½ their number when vs. cavalry. N/A if infantry vs. cavalry in difficult terrain.					
(2) Cavalry must move at least 3ins in a straight line to claim the charge bonus. Cavalry in column of companies, troops & infantry squares may not claim the charging modifier. Infantry in Open Order do not receive the charging or "British line" modifiers.					
(3) Not applicable vs. units in buildings or cover or if the unit is defending buildings or cover					
(4) Obviously only applies vs. cavalry!					
(5) Units in buildings or cover may only claim this benefit whilst the enemy units are outside.					

MELEE RESULTS TABLE	
Difference between Score is:	Result
8 or more	Loser Routs and takes 3 DPs + melee casualties. Squares Broken & Routed. Cavalry And Infantry take Pursuit Test.*
7 – 3	Loser retreats and takes 2 DPs + melee casualties. Cavalry take a Pursuit Test. Foot Stand.*
2 to 1	Loser Pushed back one movement dice and takes 1 DP + melee casualties. Cavalry Follow Up.* Foot may Follow up or Stand. Infantry Retreat if Pushed back by Cavalry. Artillery retreats if Pushed-Back. Retreating units continue Retreat.
0	Draw. Continue to melee next turn. Exception, Cavalry must retire to their own lines to reform if they draw against Infantry.
* Cavalry must beat squares by 8 or more to break them. Any winning score less than 8 or a draw results in the cavalry retiring to their own lines, the square remains formed	

MELEE CASUALTY TABLE	
Winning cavalry vs Retreating or Routing Foot (Includes broke first round)	1 per 1 (1 per 4 if irregular)
Winning cavalry vs Cavalry (N/A to Push-backs)	1 per 4
Winning cavalry vs Pushed-back cavalry	1 per 6
Winning cavalry vs Unbroken Squares	1 per 8
Losing/Drawing Cavalry vs All	1 per 8
Winning Infantry/Artillery vs All (N/A to Push-backs)(Foot count ½ their number vs. Cavalry)	1 per 6
Winning Infantry/Artillery vs Pushed back Infantry or Cavalry	1 per 8
Losing/Drawing Infantry/Artillery Vs All (Foot count ½ their number vs. Cavalry)	1 per 12

PURSUIT TEST MODIFIERS			
C in C or Brigade General within 12ins.	+1	Elite Cavalry	+1
Militia	-1	Levy	-2 (max)
All Infantry	+2		

PURSUIT TEST RESULTS	
10 or more	Superb Discipline! Unit remains where it is , immediately rally off 1 DP. If a cavalry that unit pursued last turn then act as in 9
9	2 DPs. Units may either stand and rally DPs or retire and rally DPs.
8 – 7	1 DP Exhausted. Cavalry units retires at charge speed to behind their own lines where they may rally DPs. Infantry stay put.
6 or less	Pursue. Pursues Unit it has just defeated. If not possible unit carries out an uncontrolled charge towards the nearest enemy unit within a 45° arc. If no target available then act as in 8-7

MORALE TESTS (page 57)	
Unit Morale Test Required	Brigade Morale Test Required
To Charge home or Counter-charge	Brigade General is mortally wounded/captured/flees the field.
Being charged by enemy troops that have passed their to charge home test	Any Brigade unit (not skirmish units of less than 20 figures) routing or dispersing after melee or morale tests and within 12ins of fellow brigade units.
Receiving 10% or more casualties in one turn.	All Brigade units are retreating, routing or dispersed.
Reaches Dispersal point. (Reduced to 50% strength or less.) (Reduced to 25% will automatically disperse)	All brigades test if the C in C is mortally wounded/captured/flees the field.
Fired in rear by enemy close order infantry or Artillery	
Friends routing within 12ins.	
To rally from retreat or rout.	

UNIT MORALE TEST			
Average General inspiring troops	+1	Testing to charge flank/rear/skirmishes (2)	+1
Excellent General inspiring troops	+2	Infantry/artillery charged by infantry in line	-1
Elite	+1	Supported by close order or open order troops within 10ins. (3)	+1
Militia	-1	Infantry not in square/artillery charged by cavalry (irregular cavalry)	-2 (-1)
Levy	-2	Charged in flank or rear	-4
In buildings, cover, uphill or in square (1)	+1(+2)	Charged while retreating	-1
25% Casualties	-1	Unit is routing (one rally attempt only, Fail – Disperse)	-2
50% Casualties	-3	Each enemy unit retreating or routing within 12ins.	+1
Each DP	-1	Each friendly unit retreating or routing within 12ins.	-1
Each casualty suffered in charge (on top of DPs)	-1		

Notes

- (1) For each category that applies. No unit can claim cover benefit if enemy units are within same cover.
 (+2) = if defending fortified building or prepared positions.
 (2) Only applies to close order troops testing to charge skirmishes.
 (3) Max +1 regardless of number of units.

MORALE RESULTS TABLE (page 44)				
Modified Dice Score	To Charge	Being Charged	Other	To Rally
6 or more	Charge	Counter-charge/Stand	Obey orders	Rally
5	Halt + 1DP	2DPs	Obey orders	Rally
3 – 4	Halt + 2DPs	Retreat + 2DPs	Halt + 1DP	Fail
0 – 2	Retreat + 2DPs*	Retreat + 2DPs	Retreat	Rout
-1 or less		Rout, go to 3DPs		Disperse

* Take DPs and then make retreat move in next compulsory move phase.

BRIGADE MORALE TEST	
Brigade General or C in C commanding	+1 (Lightly wounded generals do not command)
British or French Infantry Brigades	+1 (Over 50% of troop type required)
Elite Brigades	+1 (Over 50% of troop type required)
Militia or Levy Brigades	-1 (Over 50% of troop type required)
Enemy retreating or routing with in 12" of any Brigade Unit	+1
Over 50% of Brigade Units in Buildings or woods	+1
25% of Brigade units retreating/routing/dispersed	-1
50% of Brigade units retreating/routing/dispersed	-2
Over 50% of brigade units retreating/routing/dispersed	-3

BRIGADE MORALE RESULTS	
6 or more	Brigade Stands. No adverse effects.
1-5	Brigade Breaks. Brigade retires 12ins. All unformed/Retreating/Routing units disperse
0 or Less	Mass panic. Brigade removed from play. N/A to Guard units/Brigades, use 1-5 result instead
MORALE EXPLANATIONS (page 57)	
Morale Result	Description
Disperse	The unit disintegrates and is removed from play, make a brigade morale check.
Halt	The unit halts in its current position, it remains formed and may fire or manoeuvre.
Obey Orders/Stand	Unit may act as desired
Rally	Units rally and halt unformed. In the following game turn they may remove 1DP immediately regardless of their movement, troop grade or presence of any Generals. They must remain stationary until the end of the following turn to remove any more DPs.
Retreat	Units retreat facing the enemy and move directly away from the enemy or back towards their own lines. They will interpenetrate and cause DPs to other friendly units during the first half of the initial retreat move. From then on they avoid other troops. Units maintain their original formation for the first half of the retreat move, they then form a 'column of mob'. Units defending a BUA must retreat clear of the BUA in the first complete retreat move, taking additional movement as required to clear the BUA. Units retreating may not fire but will fight back in melee. If retreating units win a melee they automatically rally, but do not pursue or follow up. Artillery forced to retreat or rout as a result of melee or an enemy charge, where there is insufficient time to limber, must consult the Emergency Limbering of Artillery table.
Rout	Units behave as if in retreat except they have their backs to the enemy and do not fight back in melee. Only ONE attempt can be made to rally routing troops, failure and the unit disperses

EMERGENCY LIMBERING OF ARTILLERY (1D6)		
Gun Type	Die Roll	Result
12 pdrs +	N/A	The guns cannot be saved and are automatically lost.
6-9 pdrs Foot Battery	1-4	The guns cannot be limbered in time and are abandoned and lost.
	5-6	Guns limbered at no movement cost.
3-4 pdrs Foot Battery	1-3	The guns cannot be limbered in time and are abandoned and lost.
	4-6	Guns limbered at no movement cost.

RALLYING OFF DISRUPTION POINTS	
Elite	May remove 2DPs per turn if stationary and not in melee.
Line	May remove 1DPs per turn if stationary and not in melee.
2nd Line	May remove 1DPs per turn if stationary and not in melee and outside enemy charge range.
Militia	DPs may only be removed by Brigade Commander or CinC.
Levy	DPs may only be removed by CinC. or Tribal Leader if Indian Warband.

LOSS OF NERVE TABLE		
Present Order	New Order	
	Loss Of Nerve	Panic
Assault	N/A	Hold
Engage/Support	Hold	Retire
Move	Hold	Retire
Hold	Retire	N/A
Retire	Retire	N/A

DOUBLE SIX & RISK TO GENERAL (page 64)		
Requires the nearest Enemy general within 8ins. to roll on the Risk to General table		
EFFECTS FROM CLOSE ORDER INFANTRY FIRING		
Target	Effect	Risk To General
Infantry/Cavalry & Artillery	+2DPs or casualties	Yes
Skirmishes	+2DPs or casualties & immediately retires 12ins.	Yes
EFFECT FROM ARTILLERY FIRE (including counter-battery fire)		
Infantry/Cavalry	+1DP or casualty	Yes
Artillery	Unit loses 1 model gun and a minimum of 2 crew figures. +1DP	Yes
Skirmishes (Grape)	+2DPs or casualties & immediately retires 12ins.	Yes
Skirmishes (Shot)	+1 casualty	Yes
N.B. Consider risk of fire if target is in BUA		
EFFECTS FROM SKIRMISH FIRE		
All	+1 hit	1-4 = No 5-6 = Yes
EFFECT IN MELEE		
Opponent	Effect	Risk To General
Infantry/Cavalry	Double casualties (only by unit rolling double 6). Standard seized.	Yes
Artillery	Battery captured. Removed from play. Counts as routed	Yes
Skirmishes *	Double casualties.	Yes
* Only applies in skirmisher vs. skirmisher melees.		

RISK TO GENERAL (page 64)	
Dice Roll	Result
2	Panics at the sound of gunfire and flees the field in utter disgrace. He is court-martialled and shot the next day in front of the whole army
3	Startled at a near miss, gallops for cover & blunders into the enemy lines. He is captured and presented to the enemy C in C
4	Mortally wounded, carried from the field and dies with honour.
5	Suspicious friendly fire. Lightly wounded. Removed from play for 1 complete turn. Returns beginning of the command phase after next.
6-7	Lightly wounded. Removed from play. Return beginning of next command phase.
8	The Generals ADC is killed. After a tot of brandy to steady the nerves the General carries on.
9-10	Horse shot from under him. Remounts and carries on. Troops are impressed.
11	Pocket watch hit. Roll 1 D6 1-2 cheap watch General mortally wounded & removed. 3-6 Watch stops bullet, general OK.
12	General wounded & thrown from horse. Remounts and bellows obscenity at enemy. Troops worship him. He may recover 1 Brigade unit within 12ins. from falter or retreat.
Generals inspiring units or rallying off DPs suffer a penalty of -1 this turn	
Generals that roll 4 or less or own cheap watches are removed from play. Brigade Generals may not be replaced.	