

The Angus Wargames Club designed Play sheet for use with © General De Brigade by David Brown

THE GAME TURN				
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INITIATIVE:			
Roll 2D6	French, British & Late Prussian C in C's = +1	Excellent = +1	Poor = -1

C IN C's CHANGE OF ORDER		
Nationality	French/British/Late Prussian	Austrian/Russian/Other
C in C within 24"	6	7
C in C outside 24" or commanding a brigade	-2 on dice roll	
C in C outside 24" 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	Poor 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			
Nationality	French up to 1812	French post 1812 British/late Prussian	Austrian/Russian/Other
	8	9	10
Any unmodified roll of 2 or 3 = loss of nerve/Panic Consult loss of nerve table.			

ORDER CHARGE RESTRICTIONS (See page 18)					
ORDER	CAVALRY		INFANTRY		NOTES
	Charge	Counter-charge	Charge	Counter-charge	
Assault	Unlimited	Unlimited	Unlimited	Unlimited	At least 50% of troops must advance 1/2 move
Engage	1	Unlimited	Unformed only	Unlimited	1 unit within charge/musket range.
Support	1	Unlimited	Unformed only	Unlimited	Support left/right flank or rear
Move	None	Unlimited	None	None	If attacked will revert to hold orders
Hold	None	Unlimited	None	None	Movement within Brigade area is OK

CHARGE PROCEDURE (See page 22)	
Chargers move to halfway point	
Defenders react / Fire	
Support Fire	
Chargers test morale to charge home	
Defenders & Counter-chargers test morale	

MOVEMENT TABLE						
Unit	Line	Column	Charge*	Skirmish	Square	Pursuit, Evade, Retreat, Rout
Infantry#	6"	9"	1"	9"	3"	12"
Heavy Cavalry	10"	12"	6"	-	-	18"
Light Cavalry	12"	14"	7"	-	-	20"
Foot Artillery#	7"	-	-	-	-	12"
Horse artillery#	12"	-	-	-	-	18"
Generals	18"					
#May move up to ½ a move and fire at full effect. *Massed columns charging use line movement rates. Grande Banderes move at column speed.						
Manhandle 12pdrs		N/A		Wheel 12pdrs		2 ½"
Manhandle 6pdr-9pdr Foot battery		2 ½"		Wheel 6pdr-9pdr Foot battery		2 ½"
Manhandle 3pdr-4pdr Foot battery		3 ½"		Wheel 3pdr-4pdr Foot battery		3 ½"
Manhandle Horse battery		3 ½"		Wheel Horse battery		3 ½"
FORMATION CHANGES						
	Column	Line	Square*	Skirmish		
Column	½	1	½(1)	1		
Line	1	1	1	1		
Square*	½ (1)	1 (1)	0(1)	1 (1)		
Skirmish#	1	1	1	0		
Unformed/Faltering	1	1	1	1		
*First figure is for battalion square. Second figure in brackets is for regimental/brigade square - see page 26. # To be effective a skirmish screen must be deployed over 2" forward of friendly troops. Skirmishes cannot advance closer than 3" to enemy close order troops or advance on cavalry unless in cover or buildings. 1 Turn required to form/reform from Grande Banderes-must reform into line formation prior to other formation change.						
Deploy/recall brigade skirmish screen						½
Deploy/recall light battalion						1
Form column by turning a line through 90 or visa versa						1
Step back						3"
About face infantry/cavalry						3"
Occupy or leave a built up area						1
To limber or unlimber 3pdr - 9pdr batteries						½
To limber or unlimber 12pdr batteries						1
To about face battery						1
To reform battery						1

TERRAIN EFFECTS ON MOVEMENT (See page 29)				
Terrain	Cavalry	Infantry	Artillery	Skirmishers
Good	None	None	None	None
Difficult	½ speed/unformed/ no charge	½ speed	½ speed/ no deployment	None
Severe	No entry allowed	½ speed/unformed	No entry allowed	½ speed

LIGHT BATTALION RECALL TABLE (see page 36)	
Grade	Score Required
Guard/Elite	6
Veteran	8
Line	10
2nd Line/Conscript	12
+2 to dice roll if only half battalion deployed.	
+2 if Grand Banderes French 1796 – 1809.	
+1 if Grand Banderes French/British/Lt Prussians 1810 – 15.	
+3 to dice roll if over 24" from nearest enemy.	

SKIRMISH FIRING (See page 36)
1st rate Skirmishers roll 2D6 per 6 figs.
2nd rate Skirmishers roll 2D6 per 8 figs.
If 2 or more figs left roll 1D6.
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 (See page 37)

Infantry, artillery and skirmishers must fire at their nearest priority target as listed below.

1. Enemy troops charging the unit.
2. Close order infantry to the front who are firing at the unit or formed troops in charge reach of unit.
3. Any enemy unit within the arc of fire.
4. Skirmishers fire at enemy skirmishers whenever possible.

FIRING RANGES

Infantry (Fire arc 30° /40° 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"

INFANTRY & ARTILLERY FIRE MODIFIERS

Infantry Modifiers		Artillery Modifiers		Target Modifiers	
Unit Is	Modifier	Unit Is	Modifier	Unit Is	Modifier
Guards	+2	Guard Artillery	+1	In Column	+1
Elite	+1	2nd Class Artillery	-1	Massed columns	+1
Veteran/Line/2nd Line	0	3-4pdrs firing canister	+3	Square/Enfilade	+2
Conscript	-2	6-9pdrs firing canister	+4	Charging Cavalry unit	-2
British in Line	+1	12pdrs firing canister	+5	Deployed Artillery	-3
Fired last turn	-2	Horse battery unlimbered or moved*	-2	Limbered Artillery	+2
Unformed troops	-4	Foot battery unlimbered or moved	-4	Skirmishers	-4
		Unformed battery	-4	Grande's Banded	-2
		Howitzer shell vs. cover / buildings#	+1	In Cover	-2
		*Includes 3-4pdr foot batteries		In Buildings	-4
		# Modifier Applies to Howitzer batteries only		At long Range	½ casualties

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
10 or less	-	-	-	-	½	1	2	3	4	5
20 or less	-	-	-	½	1	2	3	4	5	6
21 - 27	-	-	½	1	2	3	4	5	6	7
28 - 34	-	½	1	2	3	4	5	6	7	8
35 - 41	½	1	2	3	4	5	6	7	8	9
42	1	2	3	4	5	6	7	8	9	10

The above number equals figures lost

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	-	-	-	-	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

The above number equals figures lost

MELEE MODIFIERS					
Troop Type		Formation & Grading		Situation	
Cuirassiers	+5	Charging (3) Or Pursuing	+2	If Unformed Or Faltering (8)	-2
Heavy Cavalry	+4	Following Up In Melee	+2	If Pushed-Back In Melee	-2
Lancers (1)	+4	Formed Infantry In Column(4)	+2	If Retreating (6)	-6
Light Cavalry	+2	Formed Infantry In Square (5)	+4	Attacked In Flank Or Rear	-4
Cossacks, Etc.	0	Lancers V's All Foot	+2	50% Or More Casualties	-4
Infantry	+1	Guards	+2	In Buildings (7)	+2
Artillery	-2	Elite	+1	In Cover Or Uphill (7)	+1
Foot V's Cavalry (2)	½	Veteran, Line & 2nd Line	0	Outnumber The Enemy: For Every 50% (max +6)	+1
Superior Mounts	+1	Conscript	-1		
Inferior Mounts	-1	Formed British Infantry In Line	+1		
Notes					
(1)	Lancers are classified as light cavalry if not charging, vs. Cuirassiers or if unformed / faltering				
(2)	Foot only count as ½ their number when vs. cavalry. N/A if infantry vs. cavalry in difficult terrain.				
(3)	Cavalry				
(4)	Not applicable vs. units in buildings or cover or if the unit is defending buildings or cover				
(5)	Obviously only applies vs. cavalry!				
(6)	This takes into account the unit is unformed and includes the unformed modifier				
(7)	Units in buildings or cover may only claim this benefit whilst the enemy units are outside. Chateaux/Church buildings or redoubts may have a higher melee modifier.				
(8)	Grande Bandes are classed as an unformed unit for all melee purposes when opposing close order troops including Artillery.				

MELEE RESULTS TABLE	
Difference between Score is:	Result
8 or more	Loser Routs. Squares Broken & Routed. *Cavalry take Pursuit Test. Foot Stand.
7 – 3	Loser retreats, * Cavalry take a Pursuit Test. Foot Stand.
2 to 1	Loser Pushed back 10cm.* 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 Cossacks)
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 ½ number vs. Cavalry)	1 per 6
Winning Infantry/Artillery vs Pushed back Infantry or Cavalry	1 per 8
Losing/Drawing Infantry/Artillery Vs All (½ number vs. Cavalry)	1 per 12

PURSUIT TEST MODIFIERS	
C in C or Brigade General within 12"	+1
Guard Cavalry	+1
Conscript Cavalry (Not Cossacks)	-1
British or Cossacks, etc.	-2{max}

PURSUIT TEST RESULTS	
10 or more	Superb Discipline! Unit remains formed and may act as desired next turn. If unit pursued last turn or already unformed then act as in 9
9	Unformed Units may either stand and reform or retire and reform
8 – 7	Horses Blown, the unit is now unformed and retires at charge speed to behind it's own lines to reform
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 targets are available then act as in 8-7

MORALE TESTS	
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 routing or dispersing after melee or morale tests and within 12" 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.)	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 at effective range or less.	Brigade has previously broken
Friends routing within 12"	
To rally from retreat or rout.	

UNIT MORALE TEST	
C in C or Brigade general within 12"	+1
Guard Units	+2
Elite or Veteran units	+1
Conscript or 2nd Line	-1
Cossacks etc.	-1
Russian Infantry in Column (defending only) *	+1
In Buildings, Cover, Uphill or in Square **	+1 [+2]
For each 10% casualties lost	-1
Testing to Charge Flank/Rear/Unformed/Skirmishers #	+1
Each casualty suffered in Charge	-1
Infantry/Artillery Charged by Infantry in Line	-1
Infantry/Artillery Charged by Infantry in Column	-2 (-1 if in buildings)
Infantry not in Square/Artillery Charged by Cavalry	-2 (-1 if Cossacks)
Unit is Charged in Flank or Rear	-4
Unit is Charged whilst Faltering, Unformed or Retreating	-1
Unit is Faltering, Unformed or Retreating	-1
Unit is Routing [One rally attempt only, Fail and unit disperses]	-2
Each Enemy unit Retreating or Routing within 12"	+1
Each Friendly unit Retreating or Routing within 12"	-1
* Russian infantry in Column. This applies when defending and is not applicable in buildings or cover or if charging or counter-charging. If there is any doubt let the dice decide	
** +1 for each category that applies. No unit may claim cover benefit if enemy units are within the same cover. [+2] If defending Chateaux/Church or prepared positions	
# Only applies to close order troops (Not Cossacks) testing to charge skirmishers	
Grande Bandes are classed as formed for all morale purposes.	

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 / Falter	Falter	Obey orders	Rally
3 – 4	Falter	Retreat	Falter	Fail
0 – 2	Retreat	Retreat	Retreat	Rout
-1 or less	Rout	Rout	Rout	Disperse

BRIGADE MORALE TEST	
Brigade General or C in C commanding	+1 [Lightly wounded generals do not command]
Russian Infantry or British Infantry Brigades	+1 [Over 50% of troop type required]
Elite or guards brigades	+1 [Over 50% of troop type required]
Conscript, Spanish or Neapolitan Brigade	-1 [Over 50% of troop type required]
Enemy retreating or routing within 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
Brigade has previously Broken	-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 30cm. 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 (See page 44)	
MORALE RESULT	DESCRIPTION
DISPERSE	The unit disintegrates and is removed from play, make a brigade morale check.
HALT/FALTER	If under fire the unit FALTERS. If unit is not under fire it HALTS.
HALT	The unit halts in its current position, it remains formed and may fire or manoeuvre.
FALTER	Units halt and become UNFORMED. May fire if charged. May not move or counter-charge. Unit will rally and reform after spending one movement turn having not moved or fired in that game turn. Unit may not change formation whilst reforming.
OBEY ORDERS/STAND	Unit may act as desired
RALLY	Units rally and halt unformed. They may reform in the next movement phase.
RETREAT	Units retreat facing the enemy and move directly away from the enemy or back towards their own lines. They will interpenetrate and unform other friendly troops [NOT SQUARES] 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 are UNFORMED; they 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 enemy charge must consult the Emergency Limbering of Artillery table (consult page 44)
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
UNFORMED	Unit has lost cohesion and order. Unit may not declare charges/counter-charges. Unit can only fire at targets that are charging/firing at them. May move at column move rate. Units unformed as the result of melee must reform in original formation. Units unformed due to Pursuing or retiring or rallying from retreat/rout or Brigade retirement can reform in any facing or formation.

DOUBLE SIX & RISK TO GENERAL (See page 47)					
Requires the nearest Enemy general within 9" to roll on the Risk to General table					
EFFECTS FROM FIRING					
FIRER	TARGET IS				RISK TO GENERAL
	Infantry	Cavalry	Artillery	Skirmishers	
Infantry	Falters	Falters	Falters	2cas & retire 12"	YES
Artillery shot or shell	Falters	Falters	Falters	1 cas	YES
Artillery canister	Falters	Falters	Falters/1 Gun/2 crew	2cas & retire 12"	YES
Skirmishers	1 cas	1 cas	1 cas	1 cas	1-4 No/5-6 Yes
EFFECTS IN MELEE					
OPONENT IS		EFFECT		RISK TO GENERAL	
Infantry		Double casualties & enemy standard seized		YES	
Cavalry		Double casualties & enemy standard seized		YES	
Artillery		Battery captured, Remove from play. Counts as routed.		YES	
Skirmishers		Double casualties Inflicted		YES	

RISK TO GENERAL (See page 47)	
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.
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 12" from falter or retreat. Bonus: General may immediately recover any one unit within 12" from Falter or Retreat.
Notes: # Generals that roll 4 or less or own cheap watches are removed from play. Brigade Generals may not be replaced.	

LOSS OF NERVE TABLE (See page 20)		
Present Order	Loss Of Nerve New Order	Panic New Order
Assault	N/A	Hold
Engage	Hold	Retire
Support	Hold	Retire
Move	Retire	N/A
Hold	Retire	N/A

PERCENTAGE CASUALTY TABLE							
Original Unit Size	% Casualties Lost						
	10%#	20%	30%	40%	50%*	60%	70%
12	2#	3	4	5	6*	8	9
14	2#	3	5	6	7*	9	10
16	2#	4	5	7	8*	10	12
18	2#	4	6	8	9*	11	13
20	2#	4	6	8	10*	12	14
22	3#	5	7	9	11*	14	16
24	3#	5	8	10	12*	15	17
26	3#	6	8	11	13*	16	19
28	3#	6	9	12	14*	17	20
30	3#	6	9	12	15*	18	21
32	4#	7	10	13	16*	20	23
34	4#	7	11	14	17*	21	25
36	4#	8	11	15	18*	22	26
40	4#	8	12	16	20*	24	28
42	5#	9	13	17	21*	26	30
48	5#	10	15	20	24*	29	34
50	5#	10	15	20	25*	30	35
# If 10% casualties are inflicted in one turn. Unit requires morale test.							
* Dispersal test required when 50% casualties reached- see morale section							

GRANDE BANDES	
Movement	Classed as formed Infantry for movement purposes Grande Bandes move at column speed
Formation	Any Light infantry battalion deploying more than 50% of its strength is classed as in Grande Bandes Any Infantry type may also deploy into Grande Bandes (Open order) Grande Bandes is regarded as a close order formation in "open order". There must be a minimum of half-base width between each base. All companies are placed in line there is NO command base to the rear. 1 turn is required to form or reform from Grande Bandes. Must reform into line formation prior to any other formation change.
Firing	Grande Bandes fire as close order Infantry. Skirmishers treat Grande Bandes as close order troops for all purposes.
Melee	Classed as UNFORMED for all melee purposes, when opposing close order troops including Artillery. Grande Bandes charge/stand in melee as normal without restrictions.
Charging	Grande Bandes may not evade chargers Skirmishers may NOT charge units in Grande Bandes