

# British Grenadier! Revised Playsheet

## GAME TURN SEQUENCE

- |                         |                               |
|-------------------------|-------------------------------|
| 1. DETERMINE INITIATIVE | 6. FIRING                     |
| 2. COMMAND/ORDERS       | 7. MELEE                      |
| 3. COMPULSORY MOVES     | 8. ALL MORALE & PURSUIT TESTS |
| 4. CHARGES              | 9. RALLY DISRUPTION POINTS    |
| 5. MOVEMENT             |                               |

**INITIATIVE:** Roll 2D6. Excellent C in C = +1. Poor C in C = -1.

## GENERALS' ABILITY LEVEL

Type	Write Orders/ Order Charges	Effect on Morale Throw	Rally DPs
Excellent	Y	+2	1 per turn
Average	Y	+1	1 per turn
Poor	Y	0	1 per turn only on Elite, Line and 2nd Line

## C IN C's CHANGE OF ORDER TABLE

Nationality	British, French, German and post 1779 American.	American pre 1779.
C in C within 12ins	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 to dice roll.
CinC is graded Excellent		+1

**C in C is commanding brigade = Brigade order changed automatically without rolling on the change of order table.**

## BRIGADE GENERAL INITIATIVE CHANGE OF ORDER TABLE

Nationality	Post 1776 Brits, French	Pre 1776 Brits, Continental officers	US Militia
	8	9	10

**Any unmodified roll of 2 or 3 = Loss of Nerve/Panic, for Excellent brigade commander +2**

## MOVEMENT TABLE

UNIT	LINE	COLUMN	CHARGE <sup>1</sup>	SKIRMISH <sup>2</sup>	MASS	PURSUIT EVADE RETREAT ROUT
Elite and Line INFANTRY	1 or 2* AvD	1 AvD + 3ins	2 AvD	2 AvD	1 D6	3 D6
2nd Line/Militia/Levy INFANTRY	1 or 2* D6	1 D6 + 3ins	2 D6	2 D6	1 D6	3 D6 (except 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 + 3 ins	-	-	-	-	2 AvD
GENERALS	4 AvD <sup>3</sup>	-	-	-	-	-

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.

- players may use the 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.
- Skirmishers may only take 1 DP per turn on movement - ignore any more.
- Ignore DPs on generals

## WHEELING & MANHANDLING ARTILLERY

TYPE: 12pdrs +	Manhandle N/A
6pdr - 9pdr Foot	2" [4cm]
Super light guns	Move as skirmishers

## FORMATION CHANGES

	COLUMN	LINE	MASSE	SKIRMISH
<b>COLUMN</b>	½	1	½ (1)	1
<b>LINE</b>	1	½	1	1
<b>MASSE</b>	½	1	-	1
<b>SKIRMISH</b>	1	1	1	-

Column to column = E.G. Column of companies to column of divisions and vice versa.  
 Line to Line = E.G. 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 3" (5cm)	½
About face - infantry/cavalry	½
Occupy or leave a built up area	1
To limber or unlimber 3pdr to 9pdr batteries or Change Face up to 90° in either arc	½
To limber or unlimber 12pdr batteries	1
To about face a battery	1

## LIGHT BATTALION RECALL TABLE

Grade:	Score required:
Elite	6
Line	8
2nd Line, Militia Levy	10

+2 to dice roll if only Half Battalion Deployed. +3 to dice roll if over 40cms from the nearest enemy.

## SKIRMISH FIRING.

Elite or Line Skirmishers roll 1d6 per 2 figs. 2nd Line, Militia, Levy Skirmishers roll 1d6 per 3 figs.  
 A 6 = 1 casualty. Ignore range or target formation. ½ casualties on units in buildings or cover.

## INFANTRY FIRING

RANGES:	Effective		Long	
Musket	0 - 6"	[0 - 10cms]	7 - 12"	[11 - 20cms]
Rifle	0 - 7"	[0 - 12cms]	8 - 14"	[13 - 24cms]
Cavalry Carbine	0 - 3"	[0 - 5cms]	4 - 6"	[6 - 10cms]

## ARTILLERY RANGES.

BATTERY TYPE:	CANISTER RANGES:	SHOT:- EFFECTIVE	SHOT:- LONG
3 - 4pdrs	0 - 11" [0 - 18cms]	0 - 18" [0 - 30cms]	19" - 36" [31 - 60cms]
6 - 9pdrs	0 - 12" [0 - 20cms]	0 - 21" [0 - 35cms]	21" - 42" [36 - 70cms]
12pdrs	0 - 13" [0 - 22cms]	0 - 24" [0 - 40cms]	25" - 48" [41 - 80cms]
18 - 32 pdrs	0 - 12" [0 - 20cms]	0 - 28" [0 - 50cm]	28" - 40" [50cm - 100cm]

## INFANTRY & ARTILLERY FIRE MODIFIERS.

Infantry	Modifier	Artillery	Modifier	Target is:	Modifier
Elite	+1	Militia, Levy Artillery	-1	Column of march	+1
Line, 2nd Line	0	3-4pdrs firing grape	+2	Square/Enfilade	+2
Militia	-1	6-9pdrs firing grape	+3	Charging cavalry unit	-2
Levy	-2	12pdrs firing grape	+4	Close Order French or Germans (Optional)	+1
British in Line	+1	18-32pdrs firing grape	+5	Deployed Artillery	-2
Each DP	-1	Each DP	-1	Skirmishers	-3
		Foot Battery turned/ unlimbered	-4	Open Order	-1
		Light Battery* turned/unlimbered (no negative for grasshopper guns)	-2	In Cover	-2
		Shell vs. cover/buildings #	+1	In Buildings	-4
				At Long Range	½ Casualties.

\* = Includes 3-4pdr Foot batteries. # = Modifier applies to Howitzer batteries only.

### MUSKETRY HIT TABLE

Number of Figures Firing 9 or less	Modified Dice Score									
	0	1-2	3-4	5-6	7-8	9-10	11-12	13-14	15-16	17-18
10 - 15	-	-	-	-	1	2	3	3	4	4
16 - 21	-	-	-	1	2	3	3	4	4	5
22 - 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 HIT TABLE.

Model 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	Formed Infantry in Column (3)	+1	If Retreating	-2
Irregular Cavalry	+1	Formed Infantry in Square (4)	+2	Attacked in Flank or Rear	-4
Infantry	+1	Charging (2) or pursuing	+2	50% or more casualties	-4
Artillery	-2	ELITE	+1	In Buildings (5)	+2
Foot vs. Cavalry	½ (1)	LINE, 2nd LINE	0	In Cover or Uphill (5)	+1
Superior Mounts	+1	MILITIA, LEVY	-1	For Each DP	-1
Inferior Mounts	-1	Close Order British Infantry in Line	+1	For every 50% outnumbering (Max +6)	+1

#### Notes

- (1) Foot only count half their number when vs. cavalry. N/A if infantry vs. cavalry in difficult terrain.
- (2) Cavalry must move at least 3" 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 of 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. Redoubts may have a higher melee modifier.

### RESULTS TABLE: Difference between score is:-

8 or more	=	Loser Routs, takes 3 DP + any casualties from melee result. Squares Broken & Routed. Cavalry and Infantry take pursuit test.
7 to 3	=	Loser Retreats and takes 2 DP + melee casualties.* Cavalry take Pursuit Test. Foot Stand.
2 to 1	=	Loser Pushed-Back by one movement dice, and take 1DP + melee casualties. Cavalry Follow up. Foot may Follow up or Stand. Infantry retreat if pushed-back by cavalry. Artillery retreat if pushed-back. Retreating units continue to retreat.
0	=	Draw. Continue to melee next turn. Exception. Cavalry must retire to their own lines to reform if they draw against infantry.

\*NB 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 LOSS TABLE.

Winning Cavalry	Vs	Retreating or Routing Foot (includes first round foot broke)	1 per 1 (1 per 4 if Irregular)
Winning Cavalry	Vs	Cavalry (N/A 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 Push-backs) (Foot only count half their number vs. cavalry)	1 per 6
Winning Infantry/Artillery	Vs	Pushed-back Infantry or Cavalry	1 per 8
Losing/Drawing	Vs	All	1 per 12
Infantry/Artillery		(Foot only count half their number vs. cavalry)	

## PURSUIT TEST MODIFIERS

C in C or brigade general within 15cm (12")	+1
Elite cavalry	+1
Militia	-1
Levy	-2 [Max.]
All infantry	+2

## RESULTS

10 or more	=	<b>Superb Discipline!</b> Unit remains where it is, immediately rally off 1 DP. If a cavalry unit that pursued last turn then act as in 9.
9	=	<b>2 DP.</b> Unit may either stand & rally DPs or retire & rally DPs.
8 - 7	=	<b>1 DP Exhausted.</b> The unit retires at charge speed to behind its own lines where it may rally DPs. Infantry stay put.
6 or less	=	<b>Pursue.</b> Pursues unit it has just defeated. If not possible unit carries out an uncontrolled charge towards the nearest enemy unit with a 45° arc. If no targets are available then act as in 8 - 7.

## UNIT MORALE TEST

Average General inspiring troops (1)	+1	Testing unit is supported by friendly Close or
Excellent General inspiring troops	+2	Open order troops within 10" [25cm] (4) + 1
ELITE units	+1	Infantry not in Square/Artillery Charged
MILITIA	-1	by Cavalry -2 (If Irregular -1)
LEVY	-2	Unit is Charged in Flank or Rear -4
In Buildings, Cover, Uphill or in Square (2)	+1 [+2]	Unit is Charged while Retreating -1
For 25% Casualties lost	-1	Unit is Routing [One rally attempt only.
For 50% Casualties lost	-3	Fail = Disperse.] -2
Testing to Charge Flank/Rear/Skirmishers (3)	+1	Each Enemy unit Retreating or Routing
Each DP	-1	within 12" [15cms] +1
Each Casualty Suffered in Charge (on top of DPs)	-1	Each Friendly unit Retreating or Routing
Infantry/Artillery Charged by Infantry in Line	-1	within 12" [15cms] -1

- (1) Generals rated 'Poor' have no positive effect on morale. Their soldiers have sniffed them out as useless.  
 (2) for each category that applies. No unit may claim cover benefit if enemy units are within the same cover.  
 [+2] = If defending fortified buildings or prepared positions.  
 (3) Only applies to close order troops testing to charge skirmishers.  
 (4) Just one +1, regardless of the number of units.

## RESULTS TABLE

MODIFIED DICE SCORE	TO CHARGE	BEING CHARGED	OTHER	TO RALLY
6 or above	= Charge	Counter-charge/Stand	Obey orders	Rally
5	= Halt, 1 DP	2 DP	Obey orders	Rally
4 - 3	= Halt, 2 DPs	Retreat, 2 DPs	Halt, 1DP	Fail
2 - 0	= Retreat* + 2DP	Retreat + 2 DP	Retreat	Rout
-1 or less	= Rout, go to 3DP	Rout, go to 3DP	Rout, go to 3DP	Disperse

\* When take the DPs and move the retreat move during the next compulsory moves phase.

## BRIGADE MORALE TEST

Brigade General or C in C commanding	+1	[Lightly wounded generals do not command.]
British + French infantry brigades	+1	[Over 50% of troop type required.]
Elite brigade	+1	[Over 50% of troop type required.]
Militia or Levy brigade	-1	[Over 50% of troop type required.]
Enemy retreating or routing within 12" [15cm] 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

## RESULTS TABLE

6 or more	=	Brigade Stands. No adverse effects.
5 - 1	=	Brigade Breaks. Brigade retires 30cms. Retreating/routing units disperse.
0 or less	=	Mass Panic. Brigade removed from play. N/A to Elite units/brigades - use 5 - 1.

## RALLY OFF DISRUPTION POINTS

ELITE: may remove 2 DPs per turn if stationary and not in ongoing melee.  
 LINE: may remove 1DP per turn if stationary and not in melee.  
 2nd LINE: may remove 1 DP per turn if stationary, not in melee and outside charge range of enemy troops.  
 MILITIA: DPs may only be removed by brigade or commander or CinC.  
 LEVY: DPs may only be removed by CinC or tribal leader if Indian warband.