

King George Commands and We Obey

Basing

Army Commanders - 80mm dia base with a vignette on it, min 3 figures.

Divisional Commanders – 80mm dia base with a vignette on it, max 2 figures.

Brigade Commanders – 40-60mm dia base with a single figure.

Infantry - 50x50mm base with 6 figures if formed and 2-3 figures if skirmishing. 3 bases to a regiment or company of skirmishers.

Cavalry – 50x50mm base with 2-3 figures. 3 bases to a regiment.

Artillery – 60x80mm base with Horse 2 figures, Foot 3 figures and Heavy 4 figures. 2 bases to a battery.

Dice D10

0 = 10 always a hit regardless of any modifiers

1 = always a failure regardless of modifiers

In any tests, a success is achieved if roll plus/minus modifiers is ≥ 5 (unless a 1 or 10 is rolled). A roll of 10 with -6 modifiers is still a success due to the 10 and a roll of 1 with +4 is still a failure due to the 1.

Quality Ratings

Leaders

These can have a quality rating of **Poor, Good or Exceptional**. These are reflective of the **command radius (CR)** they have. The better the leader the better control they have over their units. Generals must have line of site to the other commanders to activate them. Therefore on most tables if an exceptional general is on a hill in the middle of the table edge there will be very little they would not be able to activate.

Rating	Command Radius
Poor	12"
Good	24"
Exceptional	48"

Leaders can only activate units under their command even if other units are within their **CR**.

Units

Every unit is rated for their Fire, Melee and Morale. These ratings are added to any appropriate rolls.

Quality Modifiers

Rating	Modifier
A	+2
B	+1
C	0
D	-1
E	-2

Unit Activation

The basis of the activation is a deck of cards. Depending on the level of play this could be for each unit or brigade etc. The large the games the higher up the command chain the cards represent.

Each unit – Infantry, cavalry, artillery and skirmisher

Each Commander (Brigade/Division/Corps/Army)

Reload – this card allows those who have fired to regain the first shot modifier without having to standstill to regain it.

Fortune/Calamity – Roll D10 1-5 re-roll on Fortune table and 6-10 re-roll on Calamity chart. Actions are applied to the next unit activated.

End of turn – Return all drawn cards to the deck shuffle and start next turn.

Orders

Move – units may move a max of distances below including any wheels etc. Measurements are from centre of a unit.

British/Portuguese and Spanish armies Formation changes –March Column ↔Line ↔Skirmish.

All other armies Formation changes –March Column ↔Attack column ↔Line ↔Skirmish.

Quality rating	Normal Morale	Shaken Morale
A	1/4 turn per formation change	Must check morale to change formation
B,C or D	½ turn per formation change	Must check morale to change formation
E	Full move per change	Must check morale to change formation

E.g. A British quality C normal morale unit wishes to go from March column to Line =1/2 move.

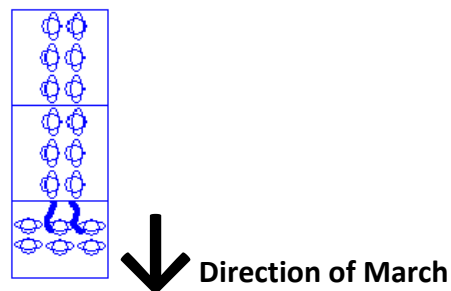
A British quality A normal unit wishes to go from March column to Line =1/4 move.

A French light infantry unit quality A normal wishes to go from March column to Skirmish =3/4 move.

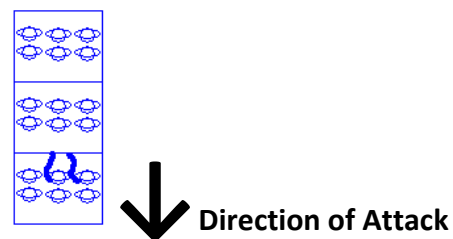
If any unit was shaken then they would need to check morale to action each formation change. Only units capable of skirmish are allowed to move into that formation.

Formations

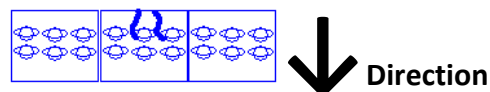
March Column – Formation used to get a unit where it needs to be in the quickest time but not one to EVER get caught in. Front base facing route of March other bases facing 90dec away. Formed infantry and Cavalry only.



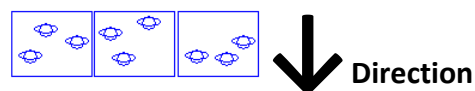
Attack Column – Used by the French infantry and their allies to get into melee. Bases are aligned one behind the other, facing a common direction. Formed Infantry only



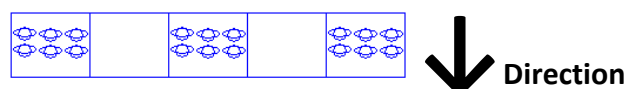
Line – Standard formation for British and allies. Better for shooting. Bases side by side facing common direction. Formed infantry and cavalry only.



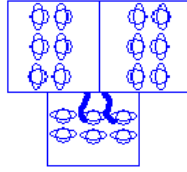
Skirmish – Light infantry units and skirmish companies. There are two formations that represent skirmishers. Where it is identified that regiments may detach their light company to act as skirmishers in front to screen, these reduce the parent body strength by one stand until they rejoin and are represented by 3 skirmish stand side by side.



Where a whole infantry regiment forms a regimental skirmish screen then all strength points count and they are represented by a gap between bases of 2"



Square – used to defend against cavalry. May fire up to all strength points in any direct, but no more than 1 point and each target. No Move. **Formed Infantry only.**



Hold – This order is given to troops wishing to hold their ground for activation later in the current turn (**must be activated before end of turn card, or action lost**). It may also be used if not in contact with enemy and not under ranged attack to remove a fired marker, therefore regaining 1st shot bonus.

Rally - may be used to attempt to rally a shaken or routing unit. No other movement is allowed even if fail. If pass unit is rallied. Shaken becomes normal and routed becomes shaken but may form up on the spot in any formation and direction.

Move

Type/Formation	Move"	Rough	Charge
Infantry Skirmish	8	6	8
Infantry Line	4	2	4
Infantry Attack Column	6	3	6
Infantry March Column*	8/12*	NA	NA
Cavalry Line	8	4	12
Cavalry March Column	12/18*	NA	NA
Limbered Foot Guns	4/6*	NA	NA
Limbered Horse Guns	4/8*	NA	NA
Unlimbered (Pivot Only)	1	NA	NA
Commanders	12	8	NA

*off road/on road

Manoeuvre- May change facing or formation. If less than 45° then may ½ move if in open terrain

Melee

To initiate a melee, a unit be issued with Charge orders. If unable to contact the target of the charge it makes a full move in the direction and stops. Any unit that charges and fails to contact target automatically becomes shaken.

- **No charges if shaken**
- **Formed foot may only charge** foot that is shaken, skirmish, march column or defending obstacle. **May only charge non shaken foot if in Attack column.**
- **Skirmish foot** may only charge other skirmish foot
- **Horse may charge** steady foot in square or horse but **must pass morale to do so.**
- **Horse may charge** shaken, foot in line, open order or column **without test.**
- **Horse may not charge** a defended obstacle.

The target of a charge may attempt to respond in any of the following ways:

STAND AND FIRE

Foot regiments, artillery and carbine armed horse may choose to stand and fire. Work out the range at which they shoot. Roll 1D6 Horse, 2D6 Foot and 3D6 artillery and apply Fire modifier. If result is higher than the distance the charges are starting from, the target has too little time to fire. If the fire results in any hits, the charger is to take a morale check. If failed then charge is halted at the fire range but is not shaken.

FORM SQUARE

Foot regiments (Formed) may attempt to form square. Chargers must be more than half charge move away otherwise too close to attempt. Morale check is made to form square. If pass, may form if fail becomes shaken and stays in current formation. **If already shaken then unit routs.**

EVADE

Steady horse, Skirmishers and artillery crew may attempt to evade. Target rolls 3D6 if horse and 2 D6 if foot and moves that distance directly towards own base line and is automatically shaken. **If already shaken then unit routs.** If charger still has enough movement to catch evaders then unit is caught, destroyed and removed from play. A successfully evading unit continues to move 3D6 or 2D6 towards its own edge until rallied or removed at table edge.

COUNTER CHARGE

Steady horse may elect to Counter Charge. Unit must test morale. If successful the charger is moved 2D6 towards the target and the remaining distance is halved between both units. If the chargers roll more than distance between units then the charged unit is caught at the halt or if the target fails morale check.

STAND

Unit decides to stand and receive the charge.

Firing

Weapon ranges in inches

Weapon	Standard range	Long range
Carbine*	2	4
Musket	4	8
Rifled musket	8	16
Artillery	36 (6" Canister)	72
Howitzer	16	32
Rockets	1-72	

*Nap Only

Procedure

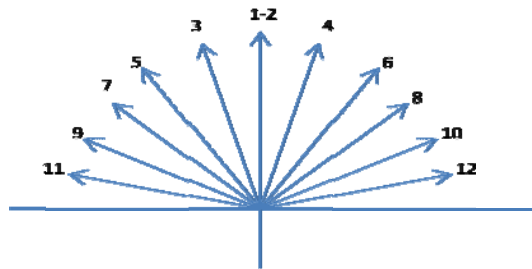
Units attack with a number of dice per unit. Roll dice add/subtract modifiers. For each result ≥ 5 target unit must check morale. For each fail, target unit receives a casualty (See below for max no. of casualties before unit is removed).

Unit	No. of Dice	Max no. of casualties before being removed
Infantry*	3	3
Cavalry	3	3
Artillery Light	2	2
Artillery Medium	3	2
Artillery Heavy/Howitzer	4	2
Rockets	NA	2

*detached skirmish company can only fire 1 die and receive 1 casualty before

removal

Rockets - Accounts describe these as highly inaccurate but frightening. Firing player states how many D6 (1 to 12) they will roll for distance (No measuring allowed). This gives a potential range of 1" – 72".



Roll 2 Dice for each D6 selected in stage 1, D4-12 depending upon rating of crew for direction and D6 for distance along direction. At each roll reposition template and roll again. Continue till rocket lands.

Crew's fire rating	Directional Dice
A	D4
B	D6
C	D8
D	D10
E	D12

Rocket damage – All units under the flight of a rocket must immediately test morale with a -1 modifier. If rocket ends its travel within 2" of a unit, it must test morale immediately with a -2 modifier.

This may seem a very slow process but I assure you it does add a bit of drama when firing rockets.

Firing through units - Units block line of site if formed. Shot can be fired through skirmish units but if canister then hit dice are split between both units.

Overhead firing – Artillery on a hill may fire over own troops only if distance from gun to own troops is less than own troops (Not gun) to enemy.

Fire Table	
Modifier	Situation
+/-	Fire quality rating
+1	1 st shot
+1	Rested weapon
+2	Canister
+2	Enfilade
-1	Unit is Shaken
-1	Per casualty in firing unit
-1	Long range
-1	Smoothbore weapons
-1	Target is skirmishers or Artillery
-1	Target, soft cover*
-2	Target, hard cover*
-2	Howitzer indirect attack
-2	Firing mounted
+1	Medium gun firing at cover
+2	Heavy gun firing at cover

*Howitzers explode overhead so troops behind cover do not get the benefit unless in BUA.

Melee

Procedure

Units attack with a number of dice per unit. Roll dice, add/subtract modifiers. For each result ≥ 5 target receives a hit. For each hit, unit must check morale. For each failure, target unit receives a casualty (See below for max no. of casualties before unit removed). If casualty received then another morale check will be required

Unit	No. of Dice
Infantry*	3
Cavalry	3
Artillery Light	2
Artillery Medium	2
Artillery Heavy/Howitzer	2

*detached skirmish company can only fire 1 die and receive 1 casualty before removal. This should be recorded against the parent unit.

Melee Table	
Modifier	Situation
+/-	Melee quality rating
-1	Unit is Shaken
+1	Defender in soft cover
+2	Defender in hard cover
+2	Attacking formed unit in flank or rear
+2	Attacker is formed , defender is skirmisher or crew
+1	Defender in rough ground
+1	Cav Vs Inf, not in square
-1	Attacker in March column

+2	Attacker in attack column
+1	Lancers who charged first only
-1	Lancers 2 nd round +
-1	Attacking an armoured opponent

Morale

Units can be forced to take a morale check for many reasons.

Note: Hits are hits and not casualties unless they have not been saved.

Wishing to charge enemy
Received hits from fire or melee
Received a wound/wounds
Lost melee (more casualties than opponent)
Receive a charge
Activating a unit with "hold" orders
Cavalry not wishing to follow up in melee
Quality E troops wishing to change formation
Rally Morale

Process

Roll 1D10 and add modifiers.

Note Roll of 1 is always a fail and 10 is always a pass regardless of modifiers.

Morale table	
Modifier	Situation
+/-	Melee quality rating
-1	Unit is Shaken
-1	Per Casualty in unit
-1	Under flight path of rocket
-2	Unit is out of command (>8" of commander/4" of friend in command)
-2	Lost Melee
-2	Enemy unit with 6" of flank/rear with no friends (Not BUA)
-2	Within 2" of impact of Rocket
+1	Unit in soft cover
+2	Unit in hard cover

Results

Received hits in melee/ received hits from fire

Score	Result
≥5	Pass – hit is not converted to a wound
<5	Fail – hit is converted to a wound

Received any wounds/Lost melee/Receive a charge or under Rocket Fire

Score	Result
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≥5	Pass – morale stays at current state
<5	Fail – Morale state goes one level worse

Activate “On Hold” unit/ Quality E troops formation change

Score	Result
≥5	Pass – Unit can be actioned
<5	Fail – Unit fails to get actioned (No further movement)

Cavalry not wishing to follow-up after victory in melee

Score	Result
≥5	Pass – Unit may stand
<5	Fail – unit must follow unit

Rally Morale

Normal ↔Shaken ↔Routed

Score	Result
≥5	Pass – morale improves one state
<5	Fail – morale stays at current state

Fate

Commander

Score	Action
11 - Cloud lifts and commander sees the light	may move up one rating for the rest of the battle
12 - Rousing speech.	All units in command gain 1 level morale until turn over
13 - Great communication	May issue order to unit outside of normal command radius
14 – Horse stumbles	Commander stumbles, lose turn while recovers appearance
15 - Wounded	Commander wounded – 1 No effect 2-3 Light Wound – Miss turn 4-5 Serious wound – Miss 2 turns

	6 Killed – Roll D3 = no of turns missed before replacement arrives. Promoted from on table div or brigade commanders.
16 – Close thing. Cin C feels the wind of a near bullet.	Leaves the field of battle. All units within 12" must test morale

Divisional/Brigade Commander

Score	Action
21 – I do know what I am doing	move up one rating for the rest of the battle
22 – To me, To me	All shaken or routing units with 12" auto rally regardless of enemy
23 - Tally -Ho	Loses horse. Miss turn.
24 – I think we can do better	Ignore all future activations from the incompetent CinC or Div commander (Which ever is first drawn)
25 - Wounded	Commander wounded – 1 No effect 2-3 Light Wound – Miss turn 4-5 Serious wound – Miss 2 turns 6 Killed – Roll D3 = no of turns missed before replacement arrives. Promoted from on table div or brigade commanders.
26 – Not sure we can win?	Commander leaves the table taking all units that fail a morale test with him. Remaining units transfer to next higher level of command.

Foot

Score	Action
31 – For King George/Napoleon	Random unit in command get serious. Increase any one attribute by one level for remainder of game.
32 – Country regiment	The poachers in the unit enable shooting rating to increase by 1
33 - Boys have eaten their meat	The unit has a higher number of farm workers in the unit enable melee rating to increase by 1
34 – Poor powder	Poor quality powder causes fire rating to drop 1 level
35 – Can we win?	Unsure anymore morale rating drops one level
36 – Served too long and miss the girlfriends	Unit quits the field and heads for girlfriends; some even decide to go home to wife afterwards.

Horse

Score	Action
41 – What a regimental leader	Great leader, unit may be activated twice.
42 – Tally Ho	Fine bred animals. Increase move by 2" for game
43 – The birds	Flock of birds fly up and spook the horses. Miss turn.
44 – Let them have their heads	Unit immediately charges nearest enemy.
45 – New swords	Issued new swords before battle. Increase melee level by one
46 – Don't we look smart.	Confidence grows in the unit. Increase morale

	rating by 1 for rest of game.
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Artillery

Score	Action
51 – Master gunner joins the team	Random unit in command get serious. Increase fire rating by one level for remainder of game.
52 – Surplus ammo	May fire twice but must be at the same target. One turn only.
53 - Friendly fire	Mistaken identity. Fire on nearest friendly unit in range.
54 – Poor powder	Poor quality powder causes fire rating to drop 1 level
55 – Defend the guns	No one takes our guns. Increase morale rating by 1 level.
56 – What’s a few lbs between friends!	Wrong ammo delivered. Miss turn while corrected

Battlefield

Score	Action
61 – The rain in Spain.....	Heavy shower. -1 off all shooting ratings until end of turn.
62 – Walking on water	Commander finds a ford with 6” contact with river. No deduction to cross river/stream. Keep if not near river yet. Once used all units may use Ford
63 - Mud everywhere	All movement for rest of turn reduced by 2”
64 – Locals join in	Brigade of Spanish join 1-3 French 4-6 British. Base line. Brigadier and 1-3 inf units. E/D/D SB
65 – Master spy	D6 highest get to look at next 6 cards and arrange order to suit
66 – Put that fire out	BUA catches fire. All units must leave. Fire lasts 1-6 turns. Defence value removed afterwards.