

# Grenadier

Small Unit Engagements in the 18th Century

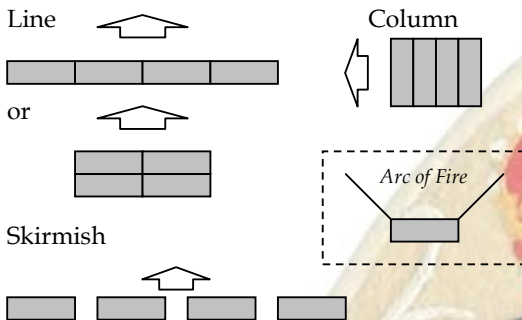
## Units

Each unit is a company sized formation. Regular units are made up of four 3 figure bases. Irregular units are made up of two 5 figure bases.

## Turn Sequence

Roll initiative (d6). Winner chooses who acts first. Move (incl. changing formation and compulsory morale movement) or Fire and then both Melee.

## Formations



To change from any formation into Line takes a full move. Any other formation change takes half a move. Maximum wheel is 45 degrees.

## Movement

Inf	Cav	Art	Road	Rough
12"	24"	x <sup>3</sup> / <sub>4</sub>	x2	x <sup>1</sup> / <sub>2</sub>

Woods as rough ground unless skirmishers.

## Command Range

Any officer figure has a command radius of 6 inches. If attached to a unit then cannot benefit any other unit (e.g. combined fire, morale etc.)

## Musketry and Melee Dice Method

Roll the number of six sided dice (d6) stated. Look for matching numbers. For each match 1 casualty is suffered by the target unit. E.g. rolling 6d6 with the following results - 1, 2, 2, 3, 3 and 6 - would cause 2 casualties; whereas rolling - 1, 2, 2, 2, 4 and 4 - would cause 3 casualties. All firing is by individual firing unit and can only be combined where an officer can command all the units and they are in command radius but then all dice can be rolled and matched together.

## Musketry

Range 12 inches. Roll 1d6 per figure firing. Halve no. of dice for skirmishers firing or being targeted or disordered troops firing.

Either fire <sup>1</sup>/<sub>2</sub> unit every turn or full unit every other turn. Only front 2 ranks fire.

Charged units may fire before contact.

If leader attached roll 2d6 if 2 x 6 then killed.

## Artillery

Range 36/12 inches (Ball/Canister)

Roll 3d6/6d6 (x <sup>1</sup>/<sub>2</sub> vs Skirmish)

Canister fire cannot be combined.

## Melee

Melee when in base to base contact. Count entire unit irrespective of where contact made. Skirmish and cavalry may evade formed troops (min. 6 inches from enemy) otherwise disordered.

Roll 1d6 per figure.

If unit is disordered or if attacked in flank halve no. of dice. If attacked in rear quarter no. of dice. All fractions round down.

Compare number of matches. Higher is winner, lower suffers difference as casualties.

Winner holds ground in good order (unless attack was to flank or rear). Loser falls back full move and is disordered. If leader attached roll 2d6 if 2 x 6 then killed.

## Morale

When charging a formed unit, being charged, taking hits or having failed on previous turn.

Roll 2d6. Add dice result, if less than or equal to no. of remaining figures in unit then pass; if roll fails but less than double then minor failure; if double or more then major failure.

If officer attached then roll additional d6 and take lowest two dice.

Minor failure: fall back 1 move in disorder (compulsory next move); Major failure: flee off table. When charging failure means no charge.

Tough troops (e.g. Grenadier units) count bases with casualties as though no casualties until base removed. Weak troops only count bases with no casualties.

## Spotting (optional)

Where visibility is reduced either by woods, fog or darkness the following may apply:

	at	6"	12"	24"
Formed Troops		Auto	Auto	Roll
Moving Skirmishers		Auto	Roll	N/A
Halted Skirmishers		Roll	N/A	N/A

Spotter designates area. Roll 1d6 per 3 men in unit. Any match means unit in area spotted.

## Indians (optional)

Count as skirmishers for spotting and being fired at but not otherwise.