



## Generals

The quality of the Generals in any conflict could play a significant role in the outcome of the Battle. It was often the General's inspiration, good staff work, bravery etc., or lack thereof that could change the course of any engagement. To reflect this, I offer these rules to those who would like to add this aspect to their tabletop experience. Note: I will refer to Hand-to-Hand as Melee from here on out.

**Overall Commander:** The better the Overall Commander, or the commander with an excellent staff, the better they could control the various aspects of the battle. Of course, a poor commander or staff could also affect these in a negative way. To reflect this, I offer the following idea: rate your commanders. Many scenario books will do this for you or just do your own study to determine where the Commander should fall (Or you can just decide what you want to rate the Commander if your game is not based upon any particular battle.) The ratings I have chosen are: Excellent, Average, and Poor.

**Excellent:** This Commander gets two order re-rolls per turn rather than one.

**Average:** One re-roll per turn

**Poor:** No re-rolls

**Brigade Commanders:** The Brigade Commander could make a significant difference in their initiative, tactical expertise, charisma, bravery or lack thereof. To reflect this, I would once again suggest rating your Brigade commanders as Excellent, Average, and Poor. This will be shown in how they can control the movement orders of the Brigade and its morale (rally and combat bonuses).

**Movement:** When **not** attached to a single unit in the brigade

**Excellent:** Add one movement (Max three) to the movement die roll. Blunder is still possible. A roll of 0 becomes a 1, a 2 becomes a 3.

**Average:** No change from original rules

**Poor:** One less movement than is rolled. The Overall Commander cannot use a re-roll to change a Blunder roll. The max movement roll is a 2 (3-1) For clarity's sake a 0 stays a 0.

**Morale and Combat:** This is shown in two ways. First; when the Brigade Commander is unattached to an individual unit, the other when performing the morale after the end of movement. Two: when attached to a single unit the Commander's control of the Brigade suffers, but he/she can affect the combat and morale of the attached unit to a greater degree. Obviously, this "leading from the front" entails greater risk as well.

**Morale rolls when unattached.**

**Excellent:** The commander gets to recover one "hit" on a roll of 0-2, two on a roll of 3

**Average:** Recovers one "hit" on a 1-3

**Poor:** Recovers one "hit" on a 2-3.



**Effects when attached:** Obviously you will need to have Brigade Commanders painted up for every brigade in order to show this attachment. Place your brigade commander touching the unit you attach him/her too. You could use a counter to do this but a miniature painted up to look heroic is preferable. When attached in this way they are less able to command the other units in the brigade. To reflect this, lower the number of moves rolled for the brigade by one. Blunders are still possible. The unit the Brigade Commander is attached then rolls separately. Zeros are ignored as are Blunders for this roll.

**Excellent:** +1 dice to shooting and Melee rolls. Automatically recovers one "hit" at the end of the movement. Raises the morale of the unit attached to by 1. This means a 4/7 becomes a 5/8. As this is quite the advantage there should be very few "excellent" commanders.

**Average:** +1 dice to shooting and Melee rolls. Automatically recovers one "hit" at the end of movement.

**Poor:** Automatically recovers one "hit" at the end of movement

### **Dangers of "leading from the front."**

Putting oneself in harm's way is dangerous. To reflect this every time the unit the Brigade Commander is attached to takes a "hit" he/she must roll to see if he/she is a casualty. On a roll of 1 on a d6 they are a casualty and need to be replaced. Until they are replaced the Brigade can make only one move per turn. Roll as usual with 0 and Blunder remaining the same but rolls of 1, 2 or 3 are all considered a 1. You still have the choice to roll once per brigade, applying the result to every individual unit, or per individual unit. Until the Brigade Commander is replaced the Brigade is considered to have one more unit counted as shaken. No actual unit receives a shaken marker, rather this is to reflect the psychological loss of losing the Brigade Commander. This could affect whether the brigade reaches "Broken" status. To replace the Brigade Commander the Overall Commander has to use his/her re-roll and be within 12" of the brigade that needs the new commander. When this is done roll for the quality of the new Brigade Commander.

1 = Excellent

2-5 = Average

6 = Poor.

For those who know more about these Brigade Commanders if you want to reflect some more personality into the game, you can give different rates to Movement (Command function) and Morale and Combat. For example: Franz Sigel (Union General in the American Civil War) was good at inspiring troops (Morale and Combat) but not so great at following orders or getting his command moving (Movement). You might give him a "poor or "average" for Movement and an Excellent for Morale and Combat.