Grand Manor – Rules Amendments Backlog/Review (2016) – **Version 8b**

**The following have been added into 8b**

1. French Artillery +1 to hit when firing Ball – Added to rules
2. Consider ‘Guard’ Horse artillery firing Canister twice ( -1 & -2 modifiers)
   1. ?? Increase the chance of Low Ammo
3. Inferior / Superior Mounts
   1. Inferior Mount
      1. Loose 4” Charge distance
      2. Loose 1 x D6 combat dice per Sqd engaged
      3. Impact to Counter Charge
         1. Min charge still 4”
         2. Measurements in qtr – Distance is charge move – 4”
      4. May not Rally on the Spot
      5. Return to own lines at the reduced charge speed
      6. Breakthrough -1 Modifier
      7. Combat Morale -1 Modifier
   2. Superior Mount
      1. Gain 1 x D6 combat dice per sqd engaged
      2. May Rally twice on the Spot (As per Guard cavalry)
      3. Breakthrough Modifier + 1
4. Low Ammo – Battery firing twice : When to apply plus increased chance of Low AMMO (2nd round on any Double)
5. Village Melee
   1. Unformed unit modifier of -1 dice in Melee
   2. Each undefended wall ‘broken in’ modifier of a -1 dice in Melee
   3. + 1 Dice for outnumbering 2:1 in Melee
   4. + 2 Dice for outnumbering 3:1 (Or greater in melee)
   5. + 1 Dice for overall 3 : 1 advantage for attempted Break-In
6. Brigade Check Amended
   1. +1 for Commander does not include divisional (Coprs or Army only for the modifier)
   2. Enemy units Retreating/Routing amended to Routing only for the +1
   3. Brigade has threatened Rear increased to -2 modifier
   4. Over 50% of Units Retreating, Routing or dispersed increased to a -4 modifier
   5. New Modifier = No Divisional, Corps or Army C&C within 24” = a -1 Modifier
   6. Brigade check – Additional ‘Halt’ result
   7. Threatened Flank and Rear
      1. Enemy Foot within Musketry
      2. Enemy Cavalry within charge range
      3. Note the units do not have to be facing, they just need to be fully on the flank / Rear (i.e. It is the threat)
      4. A unit cannot have a Secure and in secure on the same flank / rear – if this happens neither applies
7. **Artillery**
   1. **Apply a – 2 To Hit when changing target (Current is 0) – BALL ONLY ?**
      1. **First time of firing (silent or limbered in previous turn) – Still apply ?**
   2. **Apply a + 2 Modifier to Canister fire for ‘Non’ 12lb guns (Current 12lb is +4 / others = 0)**
   3. **French +1 to hit, this only applies when firing ball**
   4. **Canister** 
      1. **Angle of fire to 22.5 degrees**
      2. **Re instate Automatic hits**
      3. **-1 to Hit modifier when being charged**
      4. **No +2 for Automatic hits (As per original rules and see b above)**
         1. **i.e. + 2 all guns hitting = +2 all guns firing Ball**

**Following has been put in place via Army List’s**

1. Cavalry Commanders versus Brigade commanders
   1. Cavalry Brigades should be led by a Cavalry Brigade commander
      1. Does not give units a +1 for Morale
      2. He is used to order charges to his units (be within 18”)
   2. Formation (Groups of Cavalry Brigades) are led by a Cavalry Commander
      1. Gives a +1 morale modifier
      2. May give charge orders to any units within his command (18”)
2. Apply Brigade commander ‘Killed’ Into Rosta Sheets (Permanent -1 to all unit morale test)

**The following are still open for discussion – Imbed for Version 9 ahead of October mega game if agreed or tested**

1. Limbering
   * 1. Forwards – Limber on middle gun, 1 stand in front and others behind
     2. Backwards – Limber on Middle gun with others ‘In front’ of it
     3. 6 Gun Battery in ‘Double’ limber
2. Consider Cavalry Brigade Checks
3. Army / Corps Break Point
   1. Calculate based on generals, Guns, Inf units & Cav Units to get a base number
   2. In game ‘Break’ pts count up for Lost units, guns, Generals & Brigade failures
   3. At 25% put a ‘test’ in
   4. At 50% a further test, which continues each turn if a unit routes/T&F or Brigade fails
   5. This would determine a result when short of time or in a campaign game.
4. Brigade General Quality
   1. Grade Infantry Brigadiers : Poor / Good / Excellent
   2. Use this for Brigade withdrawal (Current requirement is to role 7 or above) ; Review amended
5. **Voluntary Brigade check : Requires graded Brigadiers**
   1. Determine modifiers
   2. Role against a number – May be dependent on Brigadier class
   3. Impact if failed
      1. All units currently retreating or routing are dispersed
      2. All units at 50% Disperse
      3. All units at Bracket 4 Halt Unformed
      4. All units at Bracket 3 go Retreat
      5. Other units remain in position but may not move this turn (May fire but as ‘Unformed’)
6. Morale amendment
   1. Add a step in-between Retreat and Route = ‘Halt Unformed’
7. Rules for Rockets
8. **Horse Artillery proximity to supporting cavalry**
   1. Should they remain within a certain distance of Brigade commander or units
   2. Limbers and falls back if all are destroyed (Similar to a return to own lines action)
9. **‘Brigade Charge’ – Mass infantry attack with rear columns involved**
   1. Cohesion of the ‘Block’
   2. Effects of rear ranks supporting
   3. Consider Village attacks effect