**Chesterfield Old Boys**

**COBs ITGM**

**Deluxe Version**

**Fast Play**

**Charge Flow Sequence**

**Version 8iib**

**(October 2017)**

**General Charge Notes**

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| Infantry Charge Notes |
| Proximity of General to Order a Charge | 12” |
| Distance to Receive Fire : Versus Foot | 3” |
| Distance to Receive Fire : Versus Art | 6” |
| Min distance to count as Charging | 2” |
| Pre charge Wheel Distance | 2” |
| Distance lost to Counter Charge | ¼ |
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|  | Cavalry Charge Notes |
|  | Proximity of General to Order a Charge | 18” |
|  | Distance to Receive Fire : Versus Foot | 6” |
|  | Distance to Receive Fire : Versus Art | 12” |
|  | Min distance to count as Charging | 4” |
|  | Pre charge Wheel Degree | 45 |
|  | Distance lost to Counter Charge | ¼ |

**Charges – General Notes**

1. Units must be able to see the unit to declare a charge
2. Proximity of General to charge
	1. Cavalry 18” (Exception to this would be if at the end of melee a unit Rallies on the spot)
	2. Units do not need a General within proximity to declare Counter Charges (Inf / Cav)
3. Pre Charge Movement
	1. Cavalry may wheel up to 45 degrees before the charge, they must then move in a straight line
	2. Infantry may wheel up to 2”
		1. 1st class and above at full speed, 2nd Class & Militia at half speed
	3. Any movement spent wheeling is deducted from a units charge distance
	4. Min move distance to ‘Count as Charging’ is measured from the when a unit moves in a straight line
4. Infantry Brigade Charge – More than 1 unit of the same Brigade charges the same target
	1. 1 combined Morale check is taken (As per the ‘Combined Melee’)

Infantry vs Infantry in the Open Charge Sequence

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| The Charge is Declared | The Charged Unit Declares it’s reaction(s) |
|  | 1. Stand & Fire
 |
|  | 1. Counter Charge
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|  | Additional Options (Must be declared before any measuring) |
|  | 1. Charged in the Flank = Form Close Column
 |
|  | 1. Charged to the Rear = About Face
 |
| 1. If the Chargers are outside charge Range, they will remain in Position but loose ½ movement.
2. Defenders then ignore the Charge intent with no effect to them (i.e. they do not loose ¼ movement etc)
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| STAND & FIRE Reaction |
| 1 | Charging unit(s) Test Morale |
| If ok the unit will Charge | If not ok the unit remains in position unable to move during the turn & the charge ends |
| 2 | Defender(s) Test Morale |
| If ok they remain in Position | If not ok the unit reacts as per it’s morale result immediately |
| Chargers are Moved to the Fire Point (3”) | Chargers must move at least ½ a turn forward or may opt to charge other units in the original charge path |
| 3 | Defenders roll for the range of Volley for fire |
| 4 | Defender(s) fire on the Chargers during the Musket phase |
| 5 | If Casualties are caused the Chargers test morale (If not they move straight into contact) |
| 6 | Chargers Test Morale |
| 7 | If ok they move into contact to fight Melee | If not ok they react as per the morale result |
| They will remain in position & move in the Compulsory phase |
| The units state (Retreat/Rout) effects other Morale tests this period |
| Note | Were more than one unit is charging it is possible to have chargers that both close to Melee and fail. When units in melee test morale the effects of any units failing to charge should be taken into account. |
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| COUNTER CHARGE Reaction |
| 1 | Charging unit(s) Test Morale |
| If ok the unit will Charge | If not ok the unit remains in position unable to move during the turn & the charge ends |
| 2 | Defender(s) Test Morale (Count as being charged) |
| 3 | If okThe attackers move a ¼ of their charge distanceThe units are then moved to the centre point where they will fight a melee | If not ok the unit reacts as per it’s morale result immediately |
| Chargers must move at least ½ a turn forward or may opt to charge other units in the original charge path |
| Note 1 | The defender looses a ¼ of their movement as reaction to see if the charge takes place, therefore it is important to measure the distance the defender moves to establish if they have moved far enough to count as charging. |
| Note 2 | The defender will still lose a ¼ of their movement if the Chargers fail morale |
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| Form Close Column (When Charged from the Flank) |
| 1 | The Defender still has to test Morale for receiving a charge, and then before firing and/or contact attempts the formation change as below |
| 2 | The Defender must be in Column of Attack when the charge is declared |
| 3 | The unit (Defender) looses ¼ movement as Reaction time |
| 4 | 1st Class & Above take ¼ of a turn to form Close Column2nd class and Militia take ½ of a turn to form Close column |
| 5 | If the Close Column is formed before contact, they react as per ‘Stand & Fire’ from point 3 (and may fire if loaded) |
| 6 | They may fire / melee with 2 Ranks of the column that face the charging unit(s) |
| Note | If the unit fails to form the Close Column they will fight the melee Unformed (-4) |
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| About Face (When Charged to the Rear) |
| 1 | The Defender still has to test Morale for receiving a charge, and then before firing and/or contact attempts the formation change as below |
| 2 | The unit (Defender) looses ¼ movement as Reaction time |
| 3 | 1st Class & Above loose 1” of movement to About Face2nd class and Militia loose 2” of movement to About Face |
| 4 | If the unit completes the About Face before contact, they react as per ‘Stand & Fire’ from point 3 (and may fire if loaded) |
| 5 | The number of troops able to fire / melee is as per the normal rules |
| Note | If the unit fails to About Face they will fight the melee as Unformed (-4) |

Infantry vs Infantry Village Charge Sequence

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| The Charge is Declared | The Charged Unit Declares it’s reaction(s) |
|  | 1.Stand & Fire (Only option available) |
| 1. If the Chargers are outside charge Range, they will remain in Position but loose ½ movement.
2. Defenders then ignore the Charge intent with no effect to them (i.e. they do not loose ¼ movement etc)
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| STAND & FIRE VILLAGE Reaction |
| 1 | Charging unit(s) Test Morale |
| If ok the unit will Charge | If not ok the unit remains in position unable to move during the turn & the charge ends |
| 2 | Defender(s) Test Morale |
| If ok they remain in Garrison of the Village | If not ok the unit reacts as per it’s morale result immediatelyExit the village from any side other than the direction of a chargeDistance of a rout or retreat is measured from the exit point |
| Chargers are Moved to the Fire Point (3”) | Chargers must move at least ½ a turn forward  |
| 3 | Defenders role for the range of Volley for fire |
| 4 | Defender(s) fire on the Chargers during the Musket phase |
| 5 | If Casualties are caused the Chargers test morale (If not they move straight into contact) |
| 6 | Chargers Test Morale |
| 7 | If ok they move into contact and attempt to break into the village | If not ok they react as per the morale result |
| They will remain in position & move in the Compulsory phase |
| The units state (Retreat/Rout) effects other Morale tests this period |
| Note | 1. Were more than one unit is charging it is possible to have chargers that both close to Break in and fail. 2. When other units charging or in melee test morale the effects of any units to the right failing to charge should be taken into account. |

Infantry vs Artillery Charge Sequence

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| 1. If the Chargers are outside charge Range, they will remain in Position but loose ½ movement.
2. Defenders then ignore the Charge intent with no effect to them (i.e. they do not loose ¼ movement etc)
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| 1 | Charging unit(s) Test Morale |
| If ok the unit will Charge | If not ok the unit remains in position unable to move during the turn & the charge ends |
| 2 | Defender(s) Test Morale |
| If ok they remain in Position | If not ok the unit reacts as per it’s morale result immediately |
| Chargers are Moved to the Fire Point (6”) | Chargers must move at least ½ a turn forward or may opt to charge other units in the original charge path |
| 3 | The Artillery will fire Canister at the Charges during the artillery fire phase |
| 4 | If Casualties are caused the Chargers test morale (If not they move straight into contact) |
| 5 | Chargers Test Morale |
| If ok they move into contact to fight Melee | If not ok they react as per the morale result |
| They will remain in position & move in the Compulsory phase |
| The units state (Retreat/Rout) effects other Morale tests this period |
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Cavalry vs Artillery Charge Sequence

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| 1. If the Chargers are outside Charge Range, they will remain in Position and loose ½ a turn
2. Defenders then ignore the Charge intent with no effect to them (i.e. they do not loose ¼ movement etc)
3. Cavalry cannot charge over Linear objects
4. Cavalry may not charge into, out of or through Woods or Orchards
 |
| 1 | Charging unit(s) Test Morale |
| If ok the unit will Charge | If not ok the unit remains in position for the full turn & the charge ends |
| 2 | Defender(s) Test Morale |
| If ok they remain in Position | If not ok the unit reacts as per it’s morale result immediately |
| Chargers are Moved to the Fire Point (12”) | Chargers must move at least ½ a turn forward or may opt to charge other units in the original charge path |
| 3 | The Artillery will fire Canister at the Cavalry during the artillery fire phase |
| 4 | If Casualties are caused the Cavalry test morale (If not they move straight into contact) |
| 5 | Chargers Test Morale |
| If ok they move into contact to fight Melee | If not ok they react as per the morale result |
| They will remain in position & move in the Compulsory phase |
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Cavalry vs Cavalry Charge Sequence

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| The Charge is Declared | Both sides are Charging (Reciprocal) |
|  | Counter Charge (Declared or Automatic) |
| 1. If the Chargers are outside Charge Range, they will remain in Position and loose ½ a turn
2. Defenders then ignore the Charge intent with no effect to them
3. Cavalry cannot charge over Linear objects
4. Cavalry may not charge into, out of or through Woods or Orchards
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| Reciprocal Charge |
| 1 | All Units Test Morale |
| If ok the unit will Charge | If not ok the unit remains in position, may not move during the Turn (and if contacted counts as Stationary) |
| 2 | If units on both side passed morale move them into contact at the mid way point (or pro rata if different move rates)Fight a Normal Cavalry melee |
| 3 | If units from 1 side did not pass morale, move chargers into contactThe charging units will perform an Unopposed Cavalry CombatThen fight a Normal Cavalry melee |
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| Counter Charge |
| 1 | Chargers Test Morale |
| 2 | If ok they move ¼  | If not ok the unit remains stationary |
| 3 | Defenders Test Morale (Count as being charged) |
| 4 | If ok, move to midway point | If not ok, move attackers into contact |
| Fight a normal Cavalry Melee | The charging units will perform a ‘Free Hack’ |
|  | Then fight a Normal Cavalry melee |
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| Cavalry Caught in the Flank |
| The charging units will perform an Unopposed Cavalry CombatThis replaces the 1st round of CombatIf the losers pass their Morale check they will fight a 2nd round of combat as normal. |
| Cavalry Caught Stationary |
| The charging units will perform an Unopposed Cavalry CombatA normal melee is then foughtNB – The action reduces the figures eligible for the 1st round, no morale test is required due to the action |

Cavalry vs Infantry Charge Sequence

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| --- | --- |
| The Charge is Declared | The Infantry will ‘Stand and Fire’ |
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| 1. If the Chargers are outside Charge Range, they will remain in Position and loose ½ a turn
2. Defenders then ignore the Charge intent with no effect to them
3. Cavalry cannot charge over Linear objects
4. Cavalry may not charge into, out of or through Woods or Orchards
5. As long as the charging unit is formed at the start of the charge moving over terrain that will unform it is allowed.
6. The last 6” of a Cavalry charge must be in a straight line
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| STAND & FIRE Reaction |
| 1 | Charging unit(s) Test Morale |
| If ok the unit will Charge | If not ok the unit remains in position unable to move during the turn & the charge ends |
| 2 | Defender(s) Test Morale |
| If ok they remain in Position | If not ok the unit reacts as per it’s morale result immediately |
| Chargers are Moved to the Fire Point (6”) | Chargers must move at least ½ a turn forward or may opt to charge other units in the original charge path |
| 3 | Defenders role for the range of Volley for fire |
| 4 | Defender(s) fire on the Chargers during the Musket phase |
| 5 | If Casualties are caused the Chargers test morale (If not they move straight into contact) |
| 6 | Chargers Test Morale |
| 7 | If ok they move into contact to attempt Breakthrough | If not ok they react as per the morale result |
| They will remain in position & move in the Compulsory phase |
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| Note | Where more than one unit is charging it is possible to have chargers that both close to Melee and fail. When units in melee test morale the effects of any units failing to charge should be taken into account. |
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| Form Close Column (When Charged from the Flank) |
| 1 | The Defender still has to test Morale for receiving a charge, and then before firing and/or contact attempts the formation change as below |
| 2 | The Defender must be in Column of Attack when the charge is declared |
| 3 | The unit (Defender) looses ¼ movement as Reaction time |
| 4 | 1st Class & Above take ¼ of a turn to form Close Column2nd class and Militia take ½ of a turn to form Close column |
| 5 | If the Close Column is formed before contact, they react as per ‘Stand & Fire’ from point 3 (and may fire if loaded) |
| 6 | They may fire / melee with 2 Ranks of the column that face the charging unit(s) |
| Note | If the unit fails to form the Close Column they will fight the melee Unformed (-4) |
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| About Face (When Charged to the Rear) |
| 1 | The Defender still has to test Morale for receiving a charge, and then before firing and/or contact attempts the formation change as below |
| 2 | The unit (Defender) looses ¼ movement as Reaction time |
| 3 | 1st Class & Above loose 1” of movement to About Face2nd class and Militia loose 2” of movement to About Face |
| 4 | If the unit completes the About Face before contact, they react as per ‘Stand & Fire’ from point 3 (and may fire if loaded) |
| 5 | The number of troops able to fire / melee is as per the normal rules |
| Note | If the unit fails to About Face they will fight the melee as Unformed (-4) |