

### Different Schools of officer thought...

To act on card a unit must have an officer or character in range:

- Veteran unit D10 – 18"
- Drilled unit D8 – 12"
- Raw unit – 8"

If not in range a unit will hunker down and wait for orders. They will fight in melee if charged and will return fire on an enemy unit within 12".

If a unit has a Sergeant or senior Sergeant with it, then there are additional actions it can undertake when out of command. These depend on the experience of the sergeant.

Raw sergeant: Unit may fire on targets to their front or flank.

Drilled sergeant: Unit may fire on targets to their front or flank.

Unit may take cover or move to better cover within 6"

Veteran sergeant: Unit may fire on targets to their front or flank.

Unit may take cover or move to better cover within 6"

Unit may charge and melee an enemy to their front.

Raw cavalry sergeant: ?

Drilled cavalry sergeant: ?

Unit may take cover or move to better cover within 6"

Veteran cavalry sergeant: ?

Unit may take cover or move to better cover within 6"

Unit may charge and melee an enemy to their front.

A unit acting on its card in-command has limitations and advantages depending on the officer's tactical preferences/ competence.

Depending on officer type (nominated by scenario or rolled on nationality table)

| Formation & Control | Close order             | Loose order               | Skirmish order            |  |
|---------------------|-------------------------|---------------------------|---------------------------|--|
|                     | -1 on cover saves       | Full use of cover,        | Save on hits in the open, |  |
|                     | 4" moves                | 6" move                   | 4" moves (vet 6")         |  |
| Tactics             | Frontal assault bayonet | Frontal assault firepower | Defensive supremacy       |  |
|                     | -1 on morale            | Standard morale           | +1 on morale              |  |
|                     | +1 on melee             |                           | -1 on melee               |  |

- Each officer will be a combination of these two factors, ie. **Close order** / **Firepower** or **Skirmish order** / **Defensive**.
- The unit acting under that officer automatically gets the bonuses and vulnerabilities that apply.

Officers are also rated for their competence: Genius, competent or Dunderhead. Roll 2D6:

|      |   | <b>German</b> | <b>British</b>  |
|------|---|---------------|---|
| 12   | - | Genius        | Genius  |
| 5-11 | - | Competent     | Competent   |
| 4    | - | Competent     | Dunderhead (except for recent Colonial service regiments) |
| 3    | - | Dumkopf       | Dunderhead (except for recent Colonial service regiments) |
| 2    | - | Dumkopf       | Dunderhead  |

A Genius level officer gets an extra card in the activation deck that is a wild card (any card except end of turn.)

A Dunderhead / Dumkopf officer has an extra card in the activation deck, **Lost Orders**, which cancels the next unit activation