Tentative steps for our fan-based adaptations to Dave Brown’s General d’Armee rules for use in conflicts of the American War of Independence (or American Revolution – depending on where you live!)


Several of our members have extensive collections for this period of history and broad experience with rule-sets such as ‘British Grenadier’ by “Eclaireur”, ‘Redcoats & Rebels’ published by Phillip A. Jones, ‘Black Powder’ by Warlord Games and even WRG 1685-1845 – eek!

The following AWI amendments we have used for Dave Brown’s superb General d’Armee Napoleonic rule-set draw (not surprisingly) to some extent on those mentioned above. The amendments below are listed in order that the subject appears in the contents of the General d’Armee rule-book. Hopefully others will find these useful in broadening the scope of General d’Armee into the earlier American conflict.

All the AWI amendments suggested here are provided on a modified Quick Reference Play-sheet downloadable (with kind permission from David CR Brown himself) from the files section of the Border Reivers Society website.

1. **Availability of ADCs** (GdA P7)
   a. Because the armies at this time and theatre of operations were usually a lot smaller compared to European conflicts (and certainly in contrast to the later Napoleonic conflicts for which ‘General d’Armee’ rules are designed), the number of brigades deployed in a game will tend to be smaller and therefore the number of ADCs fewer.
   b. ADC’s are important to using GdA successfully so we use the following in an attempt to re-dress the balance somewhat: -
   c. Roll 1xD6 per Commander in Chief: - 6 = Incomparable; 2-5 = Campaigner; 1 = Blusterer (GdA Commissariat grade ignored)
      i. Incomparable CinC gains 2 ADCs
      ii. Campaigner CinC gains one extra ADC
      iii. Blusterer CinC does not gain any extra ADCs
   d. Or if running an evenly-matched game give the CinC on each side campaigner status.
   d. Use the CinC optional rules and Brigadier Quality (GdA P 97) if players wish.

2. **The Army** (GdA P7)
   a. **ADC Postings** (GdA P30)
      i. We do not use the **Artillery Assault Fire** or **Skirmishers**! ADC taskings.
   b. **Cavalry** (GdA P11)
      i. Cavalry predominantly operate as small units.
      ii. No heavy cavalry or lancers (reports of some of Lauzun’s Hussars equipped with spears/lances can probably be discounted as too few to consider – and were they really trained as lancers/ulans?)
      iii. Some ‘cavalry’ were really mounted infantry much of the time.
      iv. Cavalry mount/remount is a formation change. Volley fire by dismounted cavalry use inferior volley: – musket/rifle range = 15cm [9"], Carbine range = 10cm [6”]
         1. Cavalry can go into skirmish order like Light Battalions (P68 GdA) either mounted or dismounted.
         2. Mounted cavalry skirmishers don’t really operate the same way as skirmishing infantry. We envision them more as small groups of horsemen shooting from suitable firing positions before riding away to reload.
         3. A small cavalry unit generates 2 bases, a standard unit generates 3 and a large unit (if you can find one historically!) generates 4 skirmish bases.
         4. Dismounted skirmishing cavalry move at infantry skirmisher rates. Mounted skirmishing cavalry move slightly faster than close-order cavalry at 30cm [18”].
         5. Can fire from the saddle (if armed with shoulder weapons – not all cavalry were) but only in skirmish order. Reduce ranges for this: - all shoulder weapons = 10cm [6"].
6. Dismounted skirmish cavalry fire ranges is the same as foot skirmishers, except carbine skirmish range remains at 10cm [6”].
7. Shooting at cavalry skirmishers incurs a -1 fire modifier for volley and artillery fire (compared to -2 for infantry skirmishers).

c. Troop Grading (GdA P12) (By no means complete and again – very ‘tongue in cheek’ – adjust to whatever you consider more appropriate.)

i. Elite
2. Combined British Light battalions (post April 1775)
3. British Guards battalions (post 1776)
4. Morgan’s American 1st Rifle Regiment 1777+
5. American combined Light battalions post 1779+

ii. Veteran (Line in ‘British Grenadier’ rules)
1. Regular British infantry battalions.
2. Superior Continental units 1778+
4. German combined grenadier battalions. Superior German line battalions (Hesse Kassel Bose regiment and regiment Von Rall).
5. French Composite Chasseur or Grenadier infantry battalions.

iii. Line (2nd Line in ‘British Grenadier’ rules)
1. Inexperienced British line regiments (except 7th foot at Cowpens and Highlanders) others within one year of landing during Southern campaigns.
2. Superior loyalist units such as Tarleton’s British Legion, Rawdon’s Volunteers and Simcoe’s Queen’s Rangers.
3. Average Continental units 1776-1778.
4. Average Continental Light Infantry.
5. Continental Artillery 1778+
7. Superior American Militia or Irregular Units such as Marion’s Rangers, Morgan’s Rifles 1775-76, Some of Pulaski’s Legion.
9. Regular British and Loyalist Cavalry.
10. German (Hessian) line units.
12. French overseas troops such as the Port au Prince regiment.

iv. Militia (classed as Recruit in ‘General d’Armee’)
1. Loyalist regiments such as De Lancy’s or King’s regiment, Cherokee war-band.
2. Loyalist Militia.
3. Inferior Continental units up to 1776
4. Inferior American State units c1755 onwards
6. Indian Sepoy regiments.
7. American militia such as New Hampshire, Massachusetts & Connecticut during the northern campaigns. Virginia militia during the southern campaigns.

v. Levy We class Levy as ‘recruit’ but only give them 3 casualty dice in melee. (Points = Recruit -20pts).
1. Iroquois war-bands.
2. Inferior militia such as North and South Carolina regiments 1780-81 and Pennsylvania militia.
4. Partisan militia or irregulars
3. Unit Formations (GdA P16)
   a. Loose Order (“Loose Files and American Scramble!”)
      i. The practice of fighting in two ranks instead if the traditional three and increasing the spacing of infantry files. Soldiers stood at a greater distance apart and three ‘orders’ were used to specify the distance to be expanded or contracted as necessary; “order” (two intervals), “open order” (four intervals), and “extended order” (ten intervals).
      ii. Only available to British regiments after Bunker Hill, specifically during the New York Campaign onwards, Brunswickers and Hesse Hanau from 1777, and Continental infantry in the later part of the conflict. The hired German regiments that joined Howe’s army in 1776 also adopted the two-rank formation but the Hessian troops retained the traditional close-order system of fighting throughout the war.
      iii. Loose-order can be formed by infantry in line formation (but not column or square).
      iv. Is classed as a formation change (Elite & Veteran troops can move and change formation – all others move or change formation).
      v. Represented on the table by spacing close-order bases slightly apart or using a marker of some sort next to the unit concerned (or both!).
      vi. Loose-order line provides a -1 fire modifier when receiving volley fire and artillery fire but does not affect skirmish or garrison fire.
      vii. Loose-Order infantry ‘bounce-through’ target is only hit on a CD roll of 5 or 6 (not the normal 4,5,or 6).
      viii. Loose-order line movement is faster than close-order lines so make it the same as infantry in column (15cm [9”]).
      ix. Loose-order crossing rough-terrain and obstacle penalties remain the same as close-order troops.
      x. Infantry in loose-order vs. infantry in close-order -1 charge modifier.
      xi. Loose order infantry become unformed in melee with close-order troops.
      xii. Loose-order troops may move through (interpenetrate) any troop-type without penalty and vice-versa. A unit becomes unformed if interpenetrated (or interpenetrating) during a charge unless passing a discipline test.
   b. Bayonets
      i. American/Loyalist/Militia rifles/muskets without bayonets. -1 Charge Modifier when charged by troops with bayonets. -1CD in Melee. Skirmishers sans bayonet take a discipline test to evade as normal (P50 GdA). Close order units without bayonets can voluntarily retire from charging close-order troops without firing (P83 GdA) or stand and fire. If the choice to voluntarily retire is made then such troops must first pass a discipline test. Pass = Retire but lose 1 fatigue casualty. Fail = stand without firing.
   4. Charge Combat (GdA P39)
   a. Columns
      i. Manoeuvre columns only.
      ii. No charging in column formation unless attacking narrow defiles such as fieldworks or bridges where charging in line is not possible.
      iii. No massed columns.
   b. Charge Modifiers (GdA P46)
      i. Delete Infantry in Column vs. Cavalry +2. Leave infantry in square vs cavalry +2 (but practised rarely and then only by Elite, Veteran and perhaps well-trained line units in America).
      ii. Add Loose-order infantry vs. cavalry -2.
      iii. Delete Heavy Cavalry +1.
      iv. Delete Lancers vs. Infantry +1.
      v. Delete Campaign Cavalry vs. Heavy/Battle Cavalry.
      vi. Add Infantry without bayonets -1.
   c. Charge Results
      i. British Cavalry do not have to ‘Charge On’
5. Movement and Terrain (GdA P56)
   a. Movement
      i. Hessian close-order infantry (not jaegers) reduce all moves by 15mm [1"] except retire, retreat and rout.
      ii. Movement by infantry in loose-order formation is 15cm [9"] (same as infantry in column and infantry lines in 'Pickett's Charge' – ACW sister set to G'd'A).
      iii. No Horse Artillery.
      iv. Delete the requirement to take a Discipline Test for Moving Square within 15cm [9"] of cavalry.
   b. Formation Changes (GdA P58)
      i. Loose-order can be formed by infantry in line formation (but not column or square).
      ii. Loose-order is classed as a formation change (Elite & Veteran troops can move and change formation – all others move or change formation).
      iii. Loose-order is represented on the table by spacing close-order bases slightly apart or using a marker of some sort next to the unit concerned (or both!).
      iv. No emergency formation change to square.
      v. No emergency limber and withdrawal of artillery.
   c. Interpenetration (GdA P59)
      i. Loose-order troops may move through (interpenetrate) any troop-type without penalty and vice-versa. However, a unit becomes unformed if interpenetrated (or interpenetrating) during a charge unless passing a discipline test.

6. Skirmishers (GdA P65)
   a. Skirmishers: - As in 'General d'Armee' there are two types of skirmish unit but with differences: -
      i. Specialist light infantry units, such as composite battalions made up of combined light companies, or irregular native units that fight in skirmish order. (Light Battalions P68 GdA).
         1. Light battalions can form in close-order, loose-order and skirmish order. Restricted only to those light battalions which were historically able to do so.
         2. Irregular skirmish native units and partisans are able to fight in skirmish order only.
         3. At times, entire line-grade or militia-grade battalions were deployed in skirmish order: -
            • When generating these inferior stand-ins for light infantry subtract one skirmish base from the total; so, a small battalion = 2 bases, standard battalion = 3 bases, a large battalion = 4 bases.
            • Unless part of scenario, we suggest no more than 1 in 3 units allowed to do this.
            • Such skirmish groups cannot reform back into close-order during the course of the battle.
            • Skirmish units generated (above) can operated independently of the brigade skirmish group (below) if generated.
   b. A Brigade Skirmish Group made up from companies (usually light) detached from the line battalions (while skirmishing units were often sent out to occupy woods, buildings, or other specific terrain features on a particular battlefield, the use of "skirmish lines" to screen close-order troops was generally not carried out in the AWI in the same way as in Napoleonic times).
      i. At the start of the game, each battalion in the brigade generates one skirmish base (as in P65 GdA). If half or more battalions in a brigade consist of centre (hat) companies only (no light companies), subtract one skirmish base. Note: - German or French battalions consisting entirely of centre companies cannot generate any skirmish bases.
      ii. If half or more battalions in a brigade consist of militia-grade subtract two skirmish bases. Levy battalions do not contribute any bases to a brigade skirmish group.
      iii. If a combined light battalion has already been made up by stripping the combined light companies of all the line battalions (1/2 or more) in the same brigade then any brigade skirmish group must be formed from unspecialised line infantry (no light companies – see above).
iv. The brigade skirmishing group generated above may be split into two or more smaller groups under the command of the brigade.

v. ‘Reinforcing the Brigade Skirmish Line’ (P67 GdA) rules are not used.

vi. The loss of the brigade skirmishing group (or groups) does not trigger a faltering brigade (but the loss of a specialist light-infantry unit/battalion does).

vii. Skirmish screens are always classed as ‘Ineffective’ targets (P71 GdA). Unless specifically targeted, Artillery shot always passes through skirmishers and hits close-order or loose-order troops behind as normal. Cannister and Volley Fire passes through the screen and hits the troops behind but the first casualty goes on the skirmishers.

7. **Fire Combat** *(GdA P73)*

a. **Artillery**

   i. Super-light (lighter than 3pdr), Light (3-4 pdr), Medium (6 pdr), Heavy (9pdr-12pdr) and Siege (heavier than 12pdr).

   ii. Usually deployed in small packets (one- or two-gun models representing 2 to 4 guns).

   iii. We class ‘standard’ batteries for this period as batteries of 4-Gun (2 models). The reduced effectiveness of the smaller batteries is catered for by adjusting the Firing Casualty Table for artillery by shifting the close, effective and long-range results along to the right by one column (see adjusted casualty table, below and on the modified play-sheet). Smaller 2-gun (1 model) sections carry a -1 fire-modifier and larger 6-gun (3 model) batteries gain a +1 fire-modifier.

iv. No ‘Assault Fire’ is used in these amendments.

v. Artillery (other than Siege guns) can move or change formation (limber/unlimber). Siege guns do not move during a game. Only light guns can fire (-2) in the same turn after moving or changing formation. Super light guns (grasshoppers) have their own rules (see below).

vi. Deduct 15 points for 4-Gun batteries in the Gd'A rules and reduce 2-gun batteries/sections by 30 points.

<table>
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<th>AWI FIRING CASUALTY TABLE</th>
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<td><strong>3 or Less</strong></td>
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<td><strong>4</strong></td>
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<tr>
<td>SUPERIOR VOLLEY</td>
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<td>Elite/Veteran/British</td>
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<tr>
<td>BATTERY FIRE</td>
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<tr>
<td>CLOSE RANGE</td>
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<tr>
<td>EFFECTIVE RANGE</td>
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<td>LONG RANGE</td>
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FD = Lose Fire Discipline. FC = Lose a Fatigue Casualty. DT = Target takes Discipline Test. Double 6 = Destiny!

Bounce-Through = unit within 10cm [6"] directly behind the target suffers 1 CD.

FD = Lose 1 Fatigue Casualty (Elite batteries ignore first FC result). Artillery Double 1 = Low on Ammunition.

Standard gun batteries are classed as 2-gun, 4-Gun or 6-Gun Batteries. Deduct -1 from Artillery Fire Modifier for 2-gun battery/section, add +1 for a 6-Gun Battery.

Howitzer Batteries gain an extra CD if a DT hit is scored at Effective or Long Ranges. Fire breaks out in a BUA if the DT hit rolls an unmodified ‘6’.

b. **Super light ‘grasshopper’ or ‘galloper’ guns.**

   i. One model super light gun represents single guns or sections of two guns. They are usually assigned to individual battalions / regiments.

   ii. Any guns that accompany a battalion or regiment are represented by a single gun model which generates a bonus of an additional 1CD when the unit fires. This bonus lasts for as long as the unit remains fresh. Thereafter it is assumed the trained gunners have taken casualties and/or are out of ammo, etc and the gun model is removed.
iii. The gun moves at the same rate as the infantry unit. No limber teams are necessary. We additionally specify the super-light gun is also lost if the parent unit is forced to retreat or rout or if the unit crossed terrain that artillery is normally not able to cross.

iv. Points cost per integrated super-light gun is 15? points per model.

v. Battalion Guns were not used by British, French or German units (apart from the Walbeck contingent).

c. Howitzer Sections/Batteries:

i. Artillery batteries made up entirely of howitzers fire as normal artillery at close (canister) range but at effective and long range gain an extra CD (casualty dice) if causing a Discipline Test on a target (this is similar to the ‘Elite Battery Inflicts Discipline Test’ Artillery Fire modifier in GdA except it takes place only at effective or long range).

ii. Howitzers firing at BUAs (Built up Areas) may start fires. Any CD roll of ‘6’ is deemed to start a fire (add +1 for each major building in the BUA with thatched or wooden shingle roof).

iii. Note: the following paragraphs are adapted from ‘General de Brigade’ 2nd edition.

iv. Extinguishing Fires. If a fire does take hold defending troops can roll a 5 or 6 in the movement phase to extinguish the flames. If they fail or there are no troops defending the BUA then a major fire takes hold.

v. Effects of Fire. Once a major fire has taken hold it cannot be extinguished and will reduce the number of firing and melee Casualty Dice (CD) by -1 for each major fire in the BUA per turn for the remainder of the game. Attackers in melee with a BUA garrison must also deduct one CD per major fire from the total number of casualty dice generated (with modifiers). Fires do not represent the entire BUA being engulfed (at least initially) but rather a significant part, thus reducing the ability of defending troops to co-ordinate an effective defence.

8. ENFILADE, OBLIQUE, FLANKING AND CROSSFIRE

Not featured in ‘General d’Armee’ but we think it important. Contrary to many wargaming rule systems, enfilade did not just mean firing directly down the flank of an enemy formation in line. Gunners of the period knew that angles of up to 45° could dramatically increase the number of casualties caused from artillery roundshot. The concept is identical to positioning machine guns in WW1 so deadly ‘crossfire’ was achieved against advancing enemy formations (see diagram below).

We suggest a simple amendment: +1CD fire modifier for artillery firing at 45° or less against any enemy close-order line formation or gun battery (same as firing at column target). Note: We suggest such targets can be hit at any range (not just close and effective as in standard Gd'A).
9. **Casualty Status** (GdA P14)
   a. Large Batteries = 4 to 6 Guns (2 to 3 models).
   b. Standard Batteries = 3 to 4 guns (2 models)
   c. **Add** an extra box for small gun batteries or sections (1 model): - 3/4 (5=Dispersed)

10. **Discipline Test** (GdA P81)
    a. **Discipline Test Modifiers**
       i. Delete Line to square when charged (if large battalion).
    b. **Discipline Test Requirement**
       i. Drop the requirement for infantry in line not in cover to take a Discipline Test when charged by cavalry for regulars on both sides but leave it for recruits (militia) or infantry in loose-order or attacked in flank or rear.
       ii. **Add** Militia (recruits) or Levy not in cover charged by British Line (or better) infantry.
       iii. **Add** Test when interpenetration occurs through/by loose-order troops during a charge. Fail becomes unformed.
       iv. Delete the requirement for a Discipline Test for Moving Square within 15cm [9"] of cavalry.
       v. **Add** on the same line as “7+ = Unit Obey Orders and Remain Formed” ** “Hessian & French close-order infantry unformed on a score of 7”**

11. **Melee** (GdA P87)
    a. **Melee Modifiers**
       i. **Add** infantry without bayonets -1CD.
       ii. **Add** loose-order infantry become unformed in melee with close-order troops.
       iii. **Delete** heavy cavalry and all references to lancers.
       iv. **Add** on the same line as “Artillery hit in flank or rear” (6) and then in the bottom box: - (6) Or 2-Gun (1-Model) Artillery attacked.

**OPTIONAL RULES**

1. **Battle Line Order of Precedence**
   b. When battle was anticipated the army commander would arrange his order of battle to suit his requirements for the coming action and to keep his regiments and their officers happy over precedence. Precedence was particularly important in the British army in this period but could also apply to the French and German armies too.
      i. In any set-piece battle with British infantry brigades deployed with battalions/regiments side-by-side, each battalion/regiment must form up with the most senior unit positioned on the right of the line and the next most senior to the left of that and then the next and so-on until the brigade is deployed with the most junior regiments on the left and the most senior on the right.
      ii. Example 1: “Brigade of Guards in America” would deploy as follows: Light Company(ies) - 2nd Battalion - 1st Battalion - Grenadier Company(ies).
      iii. Example 3: Combined Grenadier/Light Brigade(s) would deploy as follows: 2nd Grenadier Battalion - 2nd Light Battalion - 1st Light Battalion - 1st Grenadier Battalion.
      iv. Any battalion/regiment which is out of place runs the risk of **Disquieting** the brigade.
      v. A **Disquieted** brigade that becomes **Hesitant** will remain **Hesitant** on an ADC attachment re-roll, unless the re-roll scores a 4, 5 or 6.
      vi. A **Redeploy** ADC tasking will needed to redepoly the brigade units in the correct precedence.
      vii. If the game does not involve a set-piece engagement however (perhaps the scenario involves the army commander being surprised) he might well have to ignore precedence and march out and deploy quickly from wherever his men had camped or whatever his order of march had been. In which this optional order of precedence rule would not apply.
SMOKE (Suggestion)

Eye witness accounts agree that large volumes of smoke were an intrinsic part of a ‘Horse & Musket’ battlefield. If you believe in the importance of getting the right ‘look’ into a game that uses detailed miniatures and terrain, then placing smoke markers certainly gives a good impression of a battle in the black powder era. Gd’A suggests using smoke to indicate infantry units that have lost fire discipline, which is OK, but this tends to appear a bit sparse overall. Of course, the easy thing to do is just put down lumps of kapok willy-nilly every time a unit fires just for the look of the thing, but it is much more satisfying if smoke markers are linked to some meaningful rule.

So, the following amendment is suggested to give a perfect excuse for using more smoke markers!

Place smoke tufts on all close-order infantry and artillery battery units that have fired in the charge phase or firing phase. These are left in place and only removed when the units have not moved at the end of the movement phase in the following turn (assume the unit or battery has had time to ‘reload’ properly if you like). See the revised game turn-sequence list below for extra clarification.

The ‘inferior fire’ modifier in the Infantry and Artillery Fire Modifiers Chart now only takes effect on units that have fired in the last (or a previous) turn (marked with smoke) and have subsequently moved in the current turn (no chance to ‘reload’ properly you see). Infantry units that have not fired last turn (not marked with smoke) are not penalised with the movement ‘inferior fire’ modifier. Artillery without smoke markers can unlimber or move without a -2 penalty (but not both).

Players will require another marker for ‘Loss of Fire Discipline’ (different coloured smoke, discarded muskets, shakos perhaps), and also need to remember to remove smoke at the end of the movement phase from units that have not moved (or charged) during the current turn.

We use this amendment for our 25mm/28mm games as we think it adds a bit of extra ‘flavour’ for this size of game. Obviously, players may want to ignore this amendment when playing larger games using smaller scale figures.

GAME TURN-SEQUENCE (with revised smoke rules)

1. Command & Initiative
2. Charges
   Place smoke on close-order and artillery units that provide defensive fire.
3. Movement
   Remove smoke from any unit that has not moved or charged (including changing formation) or provided defensive fire this turn.
4. Firing
   Close-order infantry that are not marked with smoke, are not penalised with the movement ‘inferior fire’ modifier. Artillery without smoke markers can unlimber or move without a -2 penalty (but not both) when they fire.
   Place smoke on all close-order and artillery units that fire.
5. Melee

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<th>3. MOVEMENT</th>
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<td>• Declare Charges + supports.</td>
<td>• Phasing player moves.</td>
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<td>• Place Smoke.</td>
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SUGGESTIONS FOR QUICKER, MORE DECISIVE GAMES (some untried as yet!).
If club–time is at a premium then try using one or more of these suggestions: -

1. Remove any brigade that receives a Sauve qui Peut! result (GdA Page 36).
2. Remove any routed unit and treat as dispersed. (GdA Page 84)
3. In small games involving just a few brigades, allow the CinC one extra ADC over the normal number allowed (GdA Page 8).
   i. Incomparable CinC gains 2 ADCs
   ii. Campaigner CinC gains one extra ADC
   iii. Blusterer CinC does not gain any extra ADCs
4. Demoralised Brigades (Normally over 50% of units lost. GdA Page 86).
   Instead, total up the number of units in a brigade. The resulting number becomes the brigade ‘demoralising point’. For each unit that is lost to the brigade, deduct 2 points. For each unit with a 2nd level casualty score, deduct 1 point. If the total is less than 0 (zero) then the brigade becomes demoralised. This is especially good for brigades with odd numbers of units. Remember, brigade skirmishers do not have levels of casualties so they are either fresh or dispersed! For even faster games, make the demoralising point ‘0’ rather than less than ‘0’
5. Reduce the cost of ADCs for ‘Infantry Assault!’ task from 2 to 1 (jury still out on this one).
6. Reduce the casualty levels (GdA Page 14). The rules suggest reducing the dispersal level by 2 but we like to reduce the 2nd level by the same number too. Artillery needs to be a bit different because of the way we represent them but you end up with something like the chart below: -

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<td>REGIMENT SIZE/CAUSALITIE</td>
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<td>INFANTRY &amp; CAVALRY</td>
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<tr>
<td>ARTILLERY</td>
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The above amended ‘Casualty Status Table’ with reduced casualty levels can be cut out and glued over the original (or preferably a copy!) of the General d’Armee Quick Reference Sheet. There is also an amended QRS that we use, on the Border Reivers Website with this (and other) options included.
INTERPENETRATION
Questions about this crop up at almost every game of Gd’A we play. Here are some salient points taken from the main rulebook and grouped in one place.

Passing Through Friendly Units (Interpenetration)
1. Skirmishers may move through any troop type without effect and vice versa.
2. Loose-Order troops may move through (interpenetrate) any troop-type without penalty and vice-versa. However, a unit becomes unformed if interpenetrated (or interpenetrating) during a charge unless first passing a discipline test.
3. Artillery, either deployed or limbered, may be moved through by any units taking normal movement (including Forwards movement) without effect.
4. All Close Order Infantry and Cavalry units may move (including Forwards movement) through other Close Order Infantry or Cavalry units, but both units will become Unformed. There is no movement penalty. Exception: units in Square or Column of companies cannot be voluntarily passed through.
5. Units must have sufficient movement to pass through friendly units completely; if they have insufficient movement, the manoeuvre may not be undertaken (i.e. a unit may not end its move in the middle of another unit).
6. Charging and Passing Through Friendly Units: no units may Charge through another unit except deployed Artillery or Skirmishers.
   a. If units charge through deployed Artillery, the Artillery will become Unformed.
   b. All units may charge through friendly Skirmishers without effect.
7. Passed though by Defeated Units: any Close Order unit that is passed through by either a Retiring, Retreating or Routing unit is Unformed. (see Chapter 8 - P81).

Falling Back Through Gaps Between Other Units
Unformed or Retiring units may fall back through a gap of any size between formed friendly units without unforming them. Retreating and Routing units may also fall back through a gap of any size between formed friendly units without unforming them, after the initial 10cm [6"] “straight back” compulsory movement.

Voluntary Retire Move (GdA P83)*
Close-Order and Loose-Order units may only undertake a ‘Voluntary Retire Move’ when Unformed*. A Voluntary Retire move incurs one Fatigue Casualty. (Units may About Face for free, there is no movement penalty). Skirmishers may Voluntary Retire when either Formed or Unformed without a casualty loss.

*Note: - we’ve talked about using this as a sort of ‘passage of lines’ move to rotate ‘spent’ formations back behind fresher formations. We also think it is perfectly OK for Elite and Veteran troops to do a voluntary retire move while they are still formed (unforming themselves in the process of course and losing a fatigue casualty – there has to be some penalty for doing this!).

REINFORCING A MELEE
Clarification Post by Archdukek TFL GdA Forum Thu Jul 20, 2017
The reinforcing unit simply adds their dice to the pool, after adding or deducting any CDs from the modifiers. Any casualties are split across the units fighting, with any excess going on the lead unit. (That's also consistent with the approach for handling Defensive Fire casualties on GdA page 44.)
Then compare the total hits caused to determine the winner.

HESITANT GARRISON FIRE
HESITANT (GdA P35)
Arc of fire is restricted to straight ahead. (Not applicable to Skirmishers or Garrison troops). Amendment confirmed by author Dave Brown on TooFatLardies General d’Armee Forum.
HESITANT BRIGADE MOVEMENT (Incorporated in GdA FAQ)
Rules state that Hesitant brigades cannot move any closer to the enemy. We allow movement to the rear or to either flank even though this might bring them closer to an enemy providing the hesitant unit is sheltered by friendly close-order troops and not in danger of being charged or targeted by enemy fire.

TERRAIN PENALTIES
Out of necessity wargaming figures occupy far greater depth than a real-life unit would. We suggest that any penalty for crossing rough terrain or linear obstacles (or leaving the table edge) only applies while the front edge of the leading figure-base is crossing the terrain. Once the front edge is clear then the penalty no longer applies and the unit may move at normal rate. This does not apply to flank movement (side stepping) of course.

BOUNCE-THROUGH FIRE (GdA Page 79) (Club Amendment)
Artillery Bounce-Through affects any unit (except Skirmishers) that is within 10cm [6"] of and directly behind the (front edge) of the target unit. Roll one CD for each unit hit. (Directly behind = behind (the front edge) and with at least half of the unit behind the original target. Behind is determined by the direction of fire from the firing battery).
We would also play it that any number of units (except Skirmishers) within the ‘bounce-through’ distance of 10cm [6"] gains an extra CD inflicted upon it.
Loose-Order infantry ‘bounce-through’ target is only hit on a CD roll of 5 or 6 (not the normal 4,5,or 6).
Note: - Wargame figures take up a lot more depth than they would in true ground scale. The unamended rule gives a target consisting of deep column of figures inconsistently greater bounce through depth than a target of two or more lines.