Black Powder Grand Tactical Commander Reference Sheet

Phases
Initiative - Command - Charge - End Phase

Initiative Phase
• carry out action against nearest visible enemy unit
• engineers carry out engineering tasks

Command Phase
Modifiers
 -1 each successive order to the same formation
 -1 per 20cm distance (except Scout)
 -1 moving in dense terrain
 -1 charging the enemy

Movement Formations *(per stand in unit)*
Line: +1 Save Die
Extended Line: +1 Save Die
March Column: +1 to Command Die for Command units touching bases with all stands in march column, only one stand may fire to the front and none to flank
Attack Column: Only front rank stands may fire; no saves
Square: No saves against ranged weapons, must form if enemy cavalry within 30cm and no friendly cavalry present
Disordered: None

Command Bonuses *(double one scored)*
Command Roll: 2 actions may be carried out by each unit

Firing
Modifiers (per unit)
 +1 within half range or target of Mounted Cavalry Charge
 -1 target in extended line or prone
 +2 firing on enemy flank or rear
 +1 Infantry per unit versus Infantry in square
 +1 Artillery per stand versus Infantry in square

Hit Definitions
• troops in the open are hit on 4+
• troops in soft or partial cover are hit on 5+
• troops in hard or full cover (fortified works) are hit on 6

Road Movement Bonus
• 5cm for foot and transport units; 10cm for cavalry units.

Charge
Attack Values (per stand in unit)
3   Mounted Cavalry; No Sabre. 4 Mounted Cavalry; Sabre
2   Infantry
1   All other troops

Modifiers (per stand in unit)
 +1 charging the enemy
 +1 each unit in support (within 10cm and LOS)
 -1 suppressed
 -2 fighting to flank or rear (each)

Result (by unit)
• score equal hits, fight another round
• more hits: loser retreats 1/2 move, winner consolidates
• twice as many hits: loser KO, winner consolidates

Suppression
• roll one die for each hit taken in the current attack
• suppressed if any die equal to/greater than score to hit

Fall-Back
• test only when a unit is already suppressed
• roll one die for each hit taken in the current attack
• total scores and move unit away from nearest attacker

End Phase
• remove all outstanding hits
• recover suppressed units (active player only)
• check scenario victory conditions

Breakpoint
All units except command, recce, transport units count towards the breakpoint.

Constructions

Wooden Building, Breast Works		3 Hits, no save
Brick Building, Log Works		6 Hits, Save on 5+
Stone Building, Fortified Works		9 Hits, Save on 4+
Stone Fortification		12 Hits, Save on 3+

Command Blunder *(double six scored by CO or HQ; applied to units under that HQ or CO)*
1 CEASE FIRING! Roll one die and the command unit takes this number of attacks from firing.
2 CROSS-FIRE! The three units nearest the command unit each take 3 attacks in the flank from firing.
3 RE-LOCATE! The command unit moves half-move directly away from the nearest visible enemy unit.
4 PULL BACK! All unsuppressed units in the open half-move away from the nearest visible enemy unit.
5 OPEN FIRE! All unsuppressed units fire to their front.
6 LET'S GET 'EM! All unsuppressed units in the open half-move towards the nearest visible enemy unit.

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Fall-Back
- troops are knocked-out when falling back further than 10cm in one fall-back result (except recce or guerrillas)
- dug-in troops & deployed guns are knocked-out when falling back further than 10cm, otherwise they hold
- troops are knocked-out when falling back into enemy units, impassable terrain, or off-table
- troops falling back into friendly troops halt, suppressing them

Charge *(Within 20cm, no measuring allowed; Initiative or Command Phases)*
- any unit with an attack value (except command and recce units) can support a charge within 10cm & LOS
- troops may only charge across an obstacle when they begin their move in base contact with that obstacle

Retreat
- units retreating into enemy units, impassable terrain or off-table are KO
- units retreating into suppressed friendly units, in which case *both* units are knocked-out
- retreating unlimbered guns are knocked-out

Testing For Casualties
1. take the attack value of each unit attacking the same target
2. apply any modifiers to the attack value of each unit, then roll this number of dice, grouped by the score to hit
3. one hit is achieved for each score equal to or greater than the score required to cause hits (see *Hit Definitions*)
4. roll one die for each new hit taken - one hit is saved for each score equal to or greater than the save value; if there is a save value
5. if the total number of hits against the target is equal to or greater than its *hits* value, it is knocked-out
6. unless the unit was knocked-out, roll one die for each hit taken in the current attack
7. the unit will become suppressed if any die score equal to or greater than the score required to cause hits
8. if already suppressed, total the scores and move the unit this distance directly away from the nearest attacking unit

Actions
Move: A unit may move up to its maximum move distance in any direction
Deploy: A unit may mount/dismount transport/horses, change formation or limber/unlimber towed guns
Fire: A unit may fire once at a single enemy unit within range, line-of-sight and line-of-fire
Charge: A unit may charge once at a single visible enemy unit within range.

Terrain Effects
Linear: Stop on contact; cross normally next turn
Low Area: Stop inside on contact; cross at half speed next turn
High Area: Stop inside on contact: cross at quarter speed next turn
High Ground: No additional effect
Partially Wet: Troops on foot only who treat it as High Area Terrain
Shallow Wet: Treat as Linear
Deep Wet: Impassible except at bridge of via boat
Dense Terrain (Culcumative halving of movement except on roads running through negate for road movement)
   Dense for Foot and Cavalry: Mud, soft sand, deep snow, swamp, marsh
   Dense for Towed Guns: All except roads, open ground and gentle hills
   Dense for Transport: Rough ground, woods, mud, soft sand, deep snow, built-up areas except on roads

Movement Formation Deployment

Current Formation	Line	Extended Line	March Column	Attack Column	Square	Disordered
Line	N/A	Yes	Yes	No	Yes	Yes
Extended Line	Yes	N/A	No	No	No	Yes
March Column	Yes	No	N/A	Yes	Yes	Yes
Attack Column	Yes	No	Yes	N/A	Yes	Yes
Square	Yes	No	Yes	Yes	N/A	Yes
Disordered	Yes	No	Yes	Yes	Yes	N/A

Movement Rates *(Standard Rates; check Army List for specialty rates)*
CO/HQ: 10/30cm (Dismounted/Mounted); **Infantry:** 8-12cm; **Cavalry:** 30cm;
Artillery Manhandled: 5cm; **Artillery Prolonge:** 10cm; **Limbered Artillery:** 15/30cm (Foot/Horse).