

# COLD STEEL & CANISTER™

## TABLE PAGE 2

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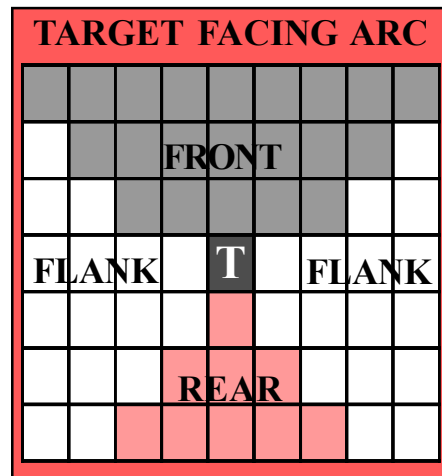
# RALLY AND MORALE

2.1 Unit Size	Green / Conscript				Casualties + Modifiers					
	0	1	2	3	4	5	6	7	8	
03 or less	6	4	2	elim	-	-	-	-	-	
04 - 08	6	5	4	3	2	1	elim	-	-	
09 +	6	5	4	3	2	2	1	elim	-	

2.2 Unit Size	Veteran				Casualties + Modifiers					
	0	1	2	3	4	5	6	7	8	
03 or less	6	4	3	2	elim	-	-	-	-	
04 - 08	7	6	5	4	3	2	elim	-	-	
09 +	7	6	5	4	4	3	2	elim	-	

2.3 Unit Size	Crack / Elite				Casualties + Modifiers					
	0	1	2	3	4	5	6	7	8	9
03 or less	7	5	3	3	2	elim				
04 - 08	8	7	6	5	4	3	2	elim	-	-
09 +	8	7	6	6	5	5	4	3	2	elim

2.4 Unit Size	Grenadier / Guard				Casualties + Modifiers						
	0	1	2	3	4	5	6	7	8	9	10
03 or less	8	6	4	3	3	2	elim				
04 - 08	9	8	7	6	5	4	3	2	elim	-	-
09 +	9	8	7	7	6	5	4	4	3	2	elim



"elim" or worse requires a "1" to pass morale



2.5 MORALE FAILURE TABLE			
MISSED BY	RESULT	DISTANCE 1D6	
		1-3	4-6
01	FALLBACK	1	2
02	RETREAT	3	4
03+	ROUT	4	5

## 2.6 Rally Sequence

**Good Order** MAY USE REMAINING AP

**BAD ORDER** MOVE DISTANCE 1D6

	BAD ORDER	
	1-3	4-6
LEVEL 0 BAD ORDER	0	0
LEVEL 1 BAD ORDER	1 / 0	2 / 0
LEVEL 2 BAD ORDER	3	4
LEVEL 3 BAD ORDER	4	5

### TO RALLY MAKE A MORALE CHECK ADDING ANY MODIFIERS + CASUALTIES.

DURING THE **MOVEMENT PHASE** UNITS NOT ENGAGED IN MELEE MUST USE AVAILABLE AP TO RALLY. UNITS MAKE A MAXIMUM OF 2 RALLY ATTEMPTS PER TURN, 3 IF A LEADER IS PRESENT IN THE SAME SPACE. UNITS UNABLE TO RALLY WILL MOVE TOWARD THE FRIENDLY BOARD EDGE AT THE ABOVE LISTED BAD ORDER SPEED. UNITS WHICH RALLY TO GOOD ORDER MAY USE REMAINING AP AT PLAYER DISCRETION. EACH RALLY ATTEMPT USES 1 AP.

## 2.7 MORALE CHECK CAUSES & MODIFIERS

EVENT	MORALE CHECK MODIFIER
SUFFER RANGED WEAPON KIA	0
RALLY ATTEMPT	0
ROLL TO CLOSE INTO MELEE	+1
RETREATED ADJACENT	+1
RETREATED THROUGH	+2
ROUTED ADJACENT	+2
ROUTED THROUGH (CAUSES DISORDER)	+3
OCCUPY "BURNING" SPACE (EACH TURN)	0
INFANTRY OR ARTILLERY ADJACENT TO ENEMY CAVALRY: Artillerists (when unlimbered) that "made 1" abandon the guns and move away into an infantry square, heavy terrain, or away 1 space.  Limbered guns that "made 1" move away normally.	TWO +2 MC's  INFANTRY: MADE 2 -CHOICE MADE 1 -FORM SQUARE MADE 0 -HALT  ARTILLERIST & SKIRMISH: MADE 2 -CHOICE MADE 1 -MOVE AWAY 1 SPACE MADE 0 -FALL BACK

## 2.8 MORALE CHECK MODIFIERS

STATUS	MODIFIER
IN: HEAVY TERRAIN	-1
IN: STRONG PT. TERRAIN	-2
GOOD ORDER LEADER IN GRID SPACE Leader must be in unit(s) chain of command	-1
ROLLING TO CLOSE VS FLANK / REAR	-2
ROLLING TO CLOSE VS BAD ORDER	-1
CAVALRY ROLLING TO CLOSE: CAVALRY VS INFANTRY IN SQUARE CAVALRY VS INFANTRY NOT IN SQUARE	+4 -2



## 2.9 BRIGADE MORALE TABLE

EVENT	NUMBER OF D6
PER BAD ORDER / ELIM IN FANTRY BATTALION	1
PER BAD ORDER / ELIM FOOT OR HORSE BATTERY	1
PER KIA BRIGADE C.O.	1
PER BAD ORDER / ELIM CAVALRY REGIMENT	2
KIA DIVISION / CORPS C.O.	1 Every Brigade in his command

ROLL THE TOTAL NUMBER OF D6. EACH "5" OR "6" ROLLED CAUSES THE BRIGADE COMMANDER TO MOVE 1 SPACE TOWARD THE FRIENDLY BOARD EDGE.