

1 What is the ID number of the unit that wishes to charge or change formation

2 What action do you wish to perform

3 What modifiers will affect the charge or change of formation

These modifiers relate to units that wish to charge

If unit is performing any other type of formation change the GM needs to know if the unit is itself the target of a charge

Charges and Formation Changes - Carnage & Glory II

[300] 2/15th Polish Line

Charge
 Company Column
 Double Company Column
 March Column
 Three Rank Line
 Open Order
 Occupy Wood Buildings
 Occupy Stone Buildings
 Occupy Entrenchments
 Prepare to meet cavalry
 Doubling
 Sauve Qui Peut
 Cross Disruptive Terrain

Modifiers

- Did Unit advance toward enemy in previous move?
- Is General accompanying Unit?
- Is Unit supported by charging/attacking units?
- Will Unit cross linear obstacle to close with enemy?
- Will Unit close against enemy flank or rear?
- Will Unit close against enemy in Buildings?
- Will Unit close against enemy in Entrenchments?
- Will Unit close against enemy in Square or Masse?

500 Trained men 1 cannon
 Infantry [Heavy]
 Dbl.Comp.Column
 Status: Formed
 Fatigue: Fresh [15]
 Morale: Good [12]

Commanded by: [183] Mielzynski
 Current Orders: Attack

Select Combat Unit
 Initiate

Exit ?
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The screenshot shows the 'Fire Combat - Carnage & Glory II' window. It features a 'Combat Unit to Fire' section with details for '[294] 2nd Polish HA [6pdr Light]', including 'Direct Fire' options, unit statistics (131 men, 6 cannons, 78% ammo), and a 'Modifiers' list with checkboxes for cover, flank, skirmish, maneuvered, and attack/charge. A 'Target Combat Unit' section shows '[754] DR Kiev' with '198 mounted cavalry' and 'Shaken' status. A central area displays '100' for 'Percentage to Fire' and '375' for 'Range to Target', with a 'maximum: 1200' and 'cannister: 400' limit. A 'Firearm Range Charts' window is open in the background. Five callouts are present: 1 points to the firing unit ID, 2 to the target unit ID, 3 to the percentage to fire, 4 to the range to target, and 5 to the modifiers list.

1 What is the ID number of the unit that wishes to fire

2 What is the ID number of target unit

3 What is the percentage of the unit that wishes to engage in fire action

4 The range between the firing and the target units in paces / yards

5 What modifiers affect either the firing or the target unit

The Fire Action Phase Screen

1 → **First Army Unit**

2 → **Modifiers**

3 → **Percentage to Fight: 100**

4 → **Second Army Unit**

5 → **Modifiers**

6 → **Percentage to Fight: 100**

Engage **Exit** ?

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What is the ID number of the first army unit to engage in combat

What modifiers affect the first army combat unit

What is the percentage of the unit to be engaged – one opponent =100%, two opponents =50% etc

What modifiers affect the second army combat unit

What is the ID number of the second army unit to engage in combat

What is the percentage of the unit to be engaged – one opponent =100%, two opponents = 50% etc

