

Rank and File Optional Rules

Supplement 1

Waiver tests

When units are charged they will normally only need to take a morale test if they have lost a stand to fire this turn or if they are a single figure stand that has taken a hit this turn.

There are cases where a unit is charged and it may begin to waiver before the enemy even comes into contact with them – the charging unit may unnerve the target so much that it becomes unsteady or breaks. This is mainly the case where the charge is coming in from flank or rear or is from particularly ferocious or unnerving enemy.

The waiver test rules make some units that are the target of a charge take a test during the charge phase. This waiver test can break a unit that is already unsteady or make it become unsteady where it was previously in good morale. The waiver tests are taken immediately after **all** charging units have been moved, the results of the waiver test may mean that the target of a charge is no longer there – if this is the case the charge may continue on and hit other valid targets that were within range and charge arc. This is the same as when skirmishers evade a charge – the charging unit has the option to either halt on the spot where the unit was or continue and hit other valid targets that were unmasked by the evade (or in this case rout) of the target. When charging against a target that may flee it is advisable to mark the full extent of the charge so that you can calculate which enemy are now valid targets.

A waiver test must be carried out at the end of the charge phase when -

- You are charged in the flank or rear by any formed troops.
- You are foot troops being charged frontally by shock troops (foot or mounted) that are of a better morale class than you unless you are currently in square or defending a linear obstacle/building.
- You are skirmishers wanting to stand and hold your ground against any formed troops.
- Period specific rules – shock cavalry do not cause waiver tests when charging frontally during the 'Industrial Age'.

A waiver test is carried out just like any other morale test and all the usual modifiers apply including those for charging if you should happen to have to take a waiver test as part of a charge. Throughout the rules where there are references to morale and rally tests these should now be read as morale, rally and waiver tests. The side that won the initiative decides which order the waiver tests are taken should it make any difference.

The results of a waiver test are that the unit may be fine and pass the test – in which case there is no further effect and all usual rules apply. Should the unit be in good morale and fail the test it will immediately become unsteady but will not be forced back 2D6 or 3D6 inches – it will become unsteady on the spot. Should the unit be unsteady when it fails a waiver test it will break and rout – immediately move the unit its rout distance away. The charger may continue his charge up to its full distance and may attack units that have just been unmasked. This may cause further waiver tests on the newly targeted unit. The unit may also pursue the target that has just been routed, as this target has already moved this phase if it is contacted it will be destroyed.

A unit will only take one waiver test in any charge phase no matter how many causes of waiver tests there may be upon it.

The rules on page 36 state that a unit that is the target of a charge may not try to rally in the rally phase. As all of the rally rolls have already been completed a unit that has failed a waiver test will not get a chance to rally this turn – even if it is no longer the target of a charge (because it has routed away for example).

A waiver test is only taken during the charge phase. With other optional rules there is the possibility that a charge may be activated during other phases – if this is the case then any waiver test is ignored and does not need to be rolled for.

Blown Cavalry

Cavalry that have just charged tend to need some time to re-organise and rest their blown horses. The combined effect of disorder and blown means that a mounted unit may not simply keep on charging every turn without some detrimental effect and fresh cavalry will have an advantage over blown cavalry in combat.

When a cavalry unit charges it will be moved, fired upon, pass waiver and morale tests as required, fight melee, break opponents and occupy ground as normal. After all of these things are done it will have a 'Cavalry Blown' (CB) marker placed with it. A cavalry unit may only have a single CB marker with it any time no matter how many times it charges without resting and reforming in between.

When fighting in melee a cavalry unit will suffer a -1 to hit modifier when it has a CB marker. Rolls of 6 will still hit as usual and all other modifiers or special rules still apply. The CB has no effect on movement or morale but only the chance to cause casualties in melee.

A cavalry unit will be able to remove its Cavalry Blown marker in any turn that it does not charge and is not currently routing. This is done at the end of the charge phase – just after all waiver tests have been taken and any results of those tests are carried out.

Uncontrolled Infantry

The uncontrolled cavalry rules on page 50 may also be applied to infantry units that have just won a melee. Some infantry types may be forced to declare a charge in the very next turn after they have won a melee.

The unit will have an uncontrolled charge chance just the same as cavalry, this may be as low as a 1 on a D6 or even automatic if you think that is justified by the troop type. If the unit fails its uncontrolled test it must charge against a valid target if there is one within its range and LOS. If there is no such target then the unit does not have to do anything different and may act as usual next turn.

If a unit passes its uncontrolled test it does not have to charge anything next turn and may simply act as normal. A unit that does pass its test may obviously still declare a charge next turn if it wanted to.

There are no special modifiers to an uncontrolled charge – all of the usual rules and modifiers apply. The disorder associated with an impetuous uncontrolled charge is cancelled out by the increased élan that the unit has after just winning a melee.

