**7.22.23**

Hello All,

These are some optional rules that I have been playing with lately and I wanted to share them with the FKE community.

* When drawing the Commander Cards from the Command Deck. When the second “End of Turn” card is pulled, continue pulling the rest of the deck. These Commanders may still attempt to move but if they pass their initiative roll, they only get **HALF A MOVE**. If they fail they get **NO MOVE.**

*I find this useful for convention games so that everyone stays involved. The other option is to not use the End of Turn cards.*

* THE UNITS OF A COMMANDER THAT DOES NOT HAVE HIS CARD DRAWN MAY STILL ATTEMPT TO RALLY UNITS AND THE COMMANDER MAY HIMSELF MOVE

*I consider this to be the officers and NCO’s automatically doing their job.*

* A UNIT ONLY NEEDS TO BE **2”** AWAY FROM ENEMY UNITS TO **RALLY**, THIS REMOVES **ALL DISORDER** **EXCEPT PERMANENT DISORDER MARKERS**. UNITS THAT SUCCESSFULLY **RALLY** MAY TURN TO ANY FACING

*I use this when playing with the adjusted Firing/Melee rule listed below. The ability to inflict multiple hits really makes Rallying off multiple hits necessary.*

* PUT **WHITE** MARKERS ON **ACTIVATED COMMANDERS** TO HELP KEEP TRACK

*Just a helpful hint.*

* USE YELLOW MARKERS FOR DEMORALIZED COMMANDS

*Just a helpful hint*

* INFANTRY UNITS MAY USE **PASSAGE OF LINES** IF ONE UNIT IS **IN FRONT OF AND WITHIN 2”** OF THE UNIT BEHIND IT. SIMPLY EXCHANGE THEIR POSITIONS. THIS MAY NOT BE DONE IF IN MELEE. UNIT B IN THE DIAGRAM MAY FIRE BUT WOULD TAKE THE MODIFIER FOR MOVING

CAVALRY MAY DO THE SAME BUT ONLY NEED TO BE WITHIN 4”

**DIAGRAM**

**\_\_\_A\_\_\_ \_\_\_B\_\_\_**

A B

**\_\_\_B\_\_\_ \_\_\_A\_\_\_**

*Passage of lines happened and this seemed the easiest way to represent this. Influenced by the new optional Combat rules.*

* A UNITS **FIRING/MELEE VALUE** IS HOW MANY D6 ARE ROLLED. ALL UNITS START WITH **A BASE OF 3 OR LESS TO SCORE A HIT.** USE THE NORMAL MODIFIERS ON THE SCORE TO HIT. NOT THE NUMBER OF DICE.

*This is probably the biggest change posted here. I started to use this to speed up the game but makes reserves more important.*

* **UNLIMBERED ARTILLERY MAY FIRE AT ENEMY FORMATIONS THAT ACTIVATE AND ARE WITHIN RANGE AND ANGLE AT THE END OF THEIR MOVE. *(They should fire at the closest target but use your common sense)* THEY WILL STILL GET TO FIRE WHEN THEIR OWN ACTIVATION OCCURS. THIS GIVES ARTILLERY MULTIPLE SHOTS IN A TURN.**
* **ULIMBERED ARTILLERY ROLL 3D6 FOR ALL RANGES**

GENERALLY IT IS:

CANNISTER- WITHIN 3” NO PASS THROUGH FIRE Units shot by cannister have a negative Morale Modifier

MEDIUM- WITHIN 6” POSSIBLE PASS THROUGH FIRE

LONG- WITHIN 12” POSSIBLE PASS THROUGH FIRE

* **PASS THROUGH HITS REQUIRE A SEPARATE ROLL FOR EACH ONE.**
* **THERE IS A -1 MODIFIER FOR LONG RANGE ARTILLERY SHOTS.**
* **REACTION ARTILLERY SHOTS ARE A -1 MODIFIER**
* **THERE ARE NO LONG RANGE MORALE SAVES IF HIT**

*The above makes artillery more powerful*