



DIE ROLL MODIFIERS

+1	Within 9" command radius* of each detached corps and division leader
+2	Detached exceptional leader
+2	Each attached corps and division leader
+3	Attached exceptional leader
+1	Exceptional brigade commander
+2	Crack brigade
+1	Veteran
0	Experienced
-1	Green
+2	Fresh brigade
0	Worn
-2	Spent
+1	Field or march column, or linear cover
-1	Broken
-2	Outflanked within 3" of enemy
-1	Key position lost
-1	Heavy casualties
-2	Greater losses

* 1.5" command radius through woods or 3" for open woods or twilight

		MANEUVER TABLE	
		Good Order	Disordered and Broken
DIE RESULT	10 or more	Double Quick. May perform one maneuver at the double-quick rate.	Rally with Elan. Return to good order and may perform one maneuver.
	6 to 9	Well Handled. May perform one maneuver.	Rally. Return to good order. May half move, deploy from column, or dismount cavalry.
	4, 5		Shaken. Retreat beyond musketry and canister range. Hold position if out of range or fortified. Return to good order.
	2, 3	Tardy. May half move, deploy from column, or dismount cavalry.	Wavering. Retreat beyond musketry and canister range. Hold position if out of range or fortified. Broken troops reform. Remain disordered.
	0, 1	Disengage. Retreat disordered beyond musketry and canister range. Hold position in good order if out of range or fortified.	Panic. Full retreat broken. 1 stand skedaddles if already broken.
	-1 or less	Panic. Full retreat broken.	Rout. Full retreat broken. 1 stand skedaddles.

PLAYER TURN SEQUENCE

Maneuver (1st) Phase

1. Replace, detach, and attach leaders.
2. Maneuver brigades and batteries in any order. Each brigade must first resolve a maneuver check and maneuver according to the table effect. Remove disordered, silenced and low on ammunition markers, and reform broken brigades. Attached leaders move with their unit. Declare a charge so opposing cavalry may countercharge to meet halfway.
3. Move detached leaders.

Musketry & Cannonade (2nd) Phase

1. Opponent resolves all defensive fire combat.
2. Resolve all offensive fire combat.

Charge (3rd) Phase

1. Players jointly resolve all charge combat.
2. Move all brigades with a breakthrough charge.
3. Resolve all breakthrough charge combat.

MOVEMENT RATE

Full Move / Double Quick

		Open Ground or Road	Broken Ground	Rough Ground	Good Road Bonus
Infantry	Line/Supt. Line	9 / 12	6 / 9	5 / 8	-
	Field Column	9 / 12	8 / 11	6 / 9	-
	March Column	9 / 12	8 / 11	6 / 9	x 1.5
	Broken	12	11	9	-
Cavalry	Line/Supt. Line	14 / 18	9 / 12	3 / 5	-
	Field Column	14 / 18	11 / 15	5 / 6	-
	March Column	14 / 18	11 / 15	5 / 6	x 1.5
	Dismounted	9 / 12	8 / 11	6 / 9	-
	Broken	18	15	6	-
Artillery	Field Battery	7 / 9	5 / 6	3 / 5	x 2
	Horse Battery	9 / 14	6 / 9	3 / 5	x 2
Leader		18	15	9	x 1.5

MANEUVERS

BRIGADE

Full move or double quick
Passage of lines and half move; Disordered if passing through a disordered unit
Change formation into line or supported line and hold; Cavalry may dismount or mount up and half move
Change formation into field or march column and half move; Cavalry must mount up
Change formation to or from garrison and half move; Cavalry must dismount to garrison and may mount up to exit
March by the flank a half move
Face by the rear rank and hold
Replenish ammunition and hold if beyond enemy musketry and canister range, or in a fortified position

BATTERY

Move at the double quick
Limber up and full move
Full move and unlimber*
Unlimber* and fire
Pivot up to 45° and fire
Displace** to rally and/or replenish ammunition
*May only unlimber within its leader's command radius or if attached to a brigade assigned to the same command
**Limber up and retreat at least half the full-move rate and beyond enemy musketry and canister range; Fixed battery in fortified position holds position

FALLEN LEADER TABLE

		EFFECTS	
DIE RESULT	10	Felled by sniper	Remove leader and replace after one full turn.*
	9	Shot dead in the saddle	
	8	Mortally wounded	
	7	Grievously wounded	No command radius, half move, and lose exceptional rating for one full turn.
	5, 6	Horse shot out from under	
	4	Mere flesh wound	No effect on leader.
3	Coat pierced but unscathed		
2	Staff officer struck		
1	Coolly ignores the fire		

*Replacement leader cannot be rated exceptional

MUSKETRY & CANNONADE TABLE

MUSKETRY FIRE POINTS

	Musketry Range			
	1.5"	3"	4.5"	6"
Rifle Musket (RM)	2		1	
Mixed Muskets (MM) or Rifle & Carbine (RC)	2		1	
Repeater (RP)	4	3	1	
Breechloader (BL)	3		1	
Smoothbore Musket (SM) or Shotgun & Hunting Rifle (SH)	2	1		

CANNONADE FIRE POINTS

	Canister Range		Shot & Shell Range						
	3"	4.5"	9"	13"	18"	22"	27"	31"	45"
Fortress, Siege or Naval Gun (FG, SG, NG)	10		6		4	3	2	1	
Heavy Rifle (HR)	8		4		3	2			
Light Rifle (LR)	6		4		3	2			
Rifle & Napoleon (RN)	8	6	4		3	1			
Rifle & Smoothbore (RS)	7	5	4	3	2	1			
Napoleon (NP)	10	8	4	3	2				
Smoothbore (SB)	8	6	4	3	2	1			

FIRE POINT MODIFIERS

x $\frac{1}{2}$ Firing disordered, low on ammunition, or damaged battery

DIE ROLL MODIFIERS

-4	1 pt.	-1	Green brigade or battery firing, or faulty fuses*
-3	2 pts.	+1	Brigade target in field column, cavalry, marched by the flank, passage of lines, changed formation, about faced, broken, or crossed abatis
-2	3 pts.	+2	Enfiladed, or in march or storming column
-1	4, 5 pts.	+1	Battery target is limbered or enfiladed
0	6-8 pts.	-1	Target in partial cover or dismounted cavalry
+1	9-11 pts.	-2	Full cover
+2	12-14 pts.	-3	Fortified
+3	15-19 pts.		
+4	20-24 pts.		
+5	25 or more points		

*Optional modifier for Confederate batteries firing at shot & shell range

DIE RESULT	TARGET				EFFECTS	ADDITIONAL EFFECTS
	Crack	Veteran	Experienced	Green		
	11 or more	11 or more	11 or more	11 or more		
-	10	10	9, 10	Withering Fire. Brigade disordered and lose 2 troop stands or battery wrecked. Charge checked. Lose 1 additional troop stand on a 15 or more.	Charge Checked. Charging brigade halts 1" from enemy. Charging or countercharging cavalry may recall up to a full move.	
10	9	9	8	Telling Fire. Brigade disordered and lose 1 troop stand, or battery damaged and silenced. Charge checked. Charge home if charging in column.	Charge Home. Resolve charge combat next phase.	
7, 8, 9	7, 8	7, 8	7	Charge home.	Low on Ammo. On a base die result of 10, mark a brigade firing half or more stands, or a battery.	
6	6	5, 6	5, 6	Galling Fire. Brigade disordered or battery silenced. Lose 1 troop stand if already disordered or broken. Charge home.	Fallen Leader. On a base die result of 10, check for Fallen Leader if target has an attached leader.	
-	5	4	3, 4	Lively Fire. Brigade disordered or battery silenced from cannonade. No effect if only musketry. Charge home.		
5 or less	4 or less	3 or less	2 or less	Desultory Fire. No effect. Charge home.		

CHARGE TABLE

DIE ROLL MODIFIERS

+2	Crack brigade or battery
+1	Veteran
0	Experienced
-1	Green
+2	Fresh brigade
0	Worn
-2	Spent
-1	Outnumbered by 3:2
-2	2:1
-3	3:1 or more
+1	Attached leader or exceptional brigade commander
-1	Disordered or silenced
-1	Low on ammunition
+1	Supported
-1	Dismounted cavalry or detached battery
-3	Outflanked, broken, march column, or limbered battery
+1	Defending favorable ground
+2	Strong position
+3	Fortified
+1	Rebel Yell* or breakthrough
+2	Cavalry charge over open ground
+1	Broken ground
0	Rough ground, mounted infantry or stationary

* Optional modifier for charging Confederate infantry

** *Desperate Struggle*: lose Rebel Yell, breakthrough, and cavalry charge modifiers, and adjust modifiers for troop condition, outnumbered, disordered, and silenced

EFFECTS

DIE RESULT DIFFERENCE	EFFECTS
8 or more	Swept from the Field. DEFENDER lose 2 troop stands or 1 battery wrecked. Additional troop stands or batteries are captured equal to the die result difference over 10. Troops full retreat broken. Batteries limber up and full retreat silenced. Fixed batteries are captured. Check for Fallen Leader if attached. ATTACKER breakthrough charge a half move at the double quick toward closest enemy. Disordered if charged over broken or rough ground, or cavalry. Carry the position disordered after 2nd combat.
4 to 7	Driven Back. DEFENDER troops disordered and batteries silenced. Lose 1 troop stand or 1 battery damaged. Troops retreat beyond musketry and canister range. Cavalry may recall up to a full move. Batteries limber up and full retreat. Fixed batteries are captured. If defeated by cavalry or outflanked, 1 additional troop stand or battery is captured, and troops full retreat broken. ATTACKER carry the position. Cavalry must breakthrough charge a half move at the double quick toward closest enemy. Disordered if charged over broken or rough ground, or cavalry. Carry the position disordered after 2nd combat.
1, 2, 3	Hard Pressed. DEFENDER troops disordered and batteries silenced. Lose 1 troop stand if already disordered or broken, or damage 1 battery. Troops retreat 1.5" from enemy. Cavalry may recall up to a full move after 1st combat. Full retreat broken if outflanked. Batteries limber up and full retreat. Fixed batteries are captured. ATTACKER carry the position. Cavalry may recall up to a full move after 1st combat. Disordered if charged over broken or rough ground, cavalry, or after 2nd combat.
0	Desperate Struggle. BOTH sides lose 1 troop stand or 1 battery damaged, troops disordered and batteries silenced. Cavalry cannot recall. Lose or adjust modifiers and roll again.**
-1, -2, -3	Falter. ATTACKER disordered, lose 1 stand if already disordered, and retreat 1.5" from enemy. Cavalry may recall disordered up to a full move after 1st combat. Full retreat broken if outflanked. DEFENDER hold position. Cavalry disordered. Countercharging cavalry may carry the position or recall up to a full move.
-4 to -7	Recoil. ATTACKER disordered, lose 1 stand and retreat beyond musketry and canister range. Cavalry may recall up to a full move after 1st combat. If defeated by cavalry or outflanked, 1 additional troop stand or battery is captured, and troops full retreat broken. DEFENDER hold position. Cavalry disordered. Countercharging cavalry may carry the position or recall up to a full move.
-8 or less	Handsomely Repulsed. ATTACKER lose 2 stands and additional stands are captured equal to the die result difference over -10. Full retreat broken. Check for Fallen Leader if attached. DEFENDER hold position. Cavalry disordered. Countercharging cavalry may carry the position or recall up to a full move.