**Maneuver Table**

**COMMAND RADIUS**
- 12” clear line of sight
- Attached to first unit in a contiguous line of march
- 6” line of sight through dense woods, twilight or fog, attached, or dismounted

**DIE ROLL MODIFIERS**
- **+1** Gallant leader
- **-1** Poor
- **+1** Attached leader or brave colonel
- **-1** Provisional command
- **+2** Crack unit
- **+1** Veteran
- **0** Trained
- **-1** Green
- **+2** Battery
- **+1** Field or march column, garrison, limbered gun, or linear cover
- **-2** Outflanked within 12” or broken
- **-1** Key position lost
- **-1** Heavy casualties
- **-2** Greater losses

<table>
<thead>
<tr>
<th>In Command</th>
<th>Out of Command</th>
<th>Troops in Good Order and Guns</th>
<th>EFFECTS</th>
<th>Disordered or Broken Troops</th>
</tr>
</thead>
<tbody>
<tr>
<td>8 or more</td>
<td>11 or more</td>
<td>Double Quick. Well handled maneuver at the double quick rate.</td>
<td>Rally with Élan. Return to good order and tardy maneuver.</td>
<td></td>
</tr>
<tr>
<td>4 - 7</td>
<td>7 - 10</td>
<td>Well Handled maneuver.</td>
<td>Rally. Retreat out of close range. Hold position if out of close range or fortified. Return to good order.</td>
<td></td>
</tr>
<tr>
<td>2, 3</td>
<td>5, 6</td>
<td>Tardy maneuver.</td>
<td>Wavering. Retreat out of close range. Hold position if out of close range or fortified. Broken troops reform. Remain disordered.</td>
<td></td>
</tr>
<tr>
<td>1</td>
<td>3, 4</td>
<td>Fall Back. Troops retreat out of close range disordered. Guns in close range limber and full retreat silenced. Hold position and fire only if out of close range, or fortified.</td>
<td>Panic. Retreat broken.</td>
<td></td>
</tr>
<tr>
<td>0, -1</td>
<td>1, 2</td>
<td>Panic. Troops retreat broken. Guns limber and full retreat silenced. Lose all fixed guns.</td>
<td>Rout. Retreat broken. Lose 1 stand and additional stands equal to the die result difference less than 0.</td>
<td></td>
</tr>
<tr>
<td>-2 or less</td>
<td>0 or less</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**PLAYER TURN SEQUENCE**

**Maneuver (1st) Phase**
1. Replace and attach leaders.
2. Repeat steps a, b, and c to resolve all maneuver checks:
   a. Select participating units and leaders for one maneuver check and resolve the check.
   b. Declare charges. Opponent declares cavalry countercharges.
   c. Maneuver units according to the effects. Move charging and countercharging units first.

**Troop Maneuvers**
- **WELL HANDLED**
  - Full move
  - Half move and Change formation; Green unit disordered by broken or rough ground
  - Passade of lines; Both units disordered if one is disordered, green, or moved through broken or rough ground
  - March by the flank; a half move
  - Face by the rear rank
  - Scale major obstacle
  - Replenish ammunition

- **TARDY**
  - Full move
  - Change formation to line, extended line, or garrison; Green unit disordered by broken or rough ground
  - Face by the rear rank
  - Scale major obstacle

**Gun Maneuvers**
- **WELL HANDLED**
  - Full move and unlimber
  - Limber and full move
  - Unlimbered and fire
  - Pivot and fire
  - Hand haul 3”
  - Rally
  - Replenish ammunition

- **TARDY**
  - Full move limbered
  - Fire
  - Limber or unlimber
  - Pivot
  - Rally
  - Limber and full retreat silenced

**Movement Rate**

<table>
<thead>
<tr>
<th>Movement Rate</th>
<th>Open Ground</th>
<th>Broken Ground</th>
<th>Rough Ground</th>
<th>Road</th>
</tr>
</thead>
<tbody>
<tr>
<td>Line</td>
<td>18 / 24</td>
<td>12 / 18</td>
<td>10 / 16</td>
<td>-</td>
</tr>
<tr>
<td>Field Column or Extended Line</td>
<td>18 / 24</td>
<td>16 / 22</td>
<td>12 / 18</td>
<td>-</td>
</tr>
<tr>
<td>March Column</td>
<td>18 / 24</td>
<td>16 / 22</td>
<td>12 / 18</td>
<td>28 / 36</td>
</tr>
<tr>
<td>Broken</td>
<td>24</td>
<td>22</td>
<td>18</td>
<td>36</td>
</tr>
<tr>
<td>Field Gun</td>
<td>28 / 36</td>
<td>18 / 24</td>
<td>6 / 10</td>
<td>-</td>
</tr>
<tr>
<td>Field Column or Extended Line</td>
<td>28 / 36</td>
<td>22 / 30</td>
<td>10 / 12</td>
<td>-</td>
</tr>
<tr>
<td>March Column</td>
<td>28 / 36</td>
<td>22 / 30</td>
<td>10 / 12</td>
<td>36 / 48</td>
</tr>
<tr>
<td>Dismounted</td>
<td>18 / 24</td>
<td>16 / 22</td>
<td>12 / 18</td>
<td>-</td>
</tr>
<tr>
<td>Broken</td>
<td>36</td>
<td>30</td>
<td>12</td>
<td>48</td>
</tr>
<tr>
<td>Field Gun</td>
<td>18 / 24</td>
<td>12 / 18</td>
<td>6 / 10</td>
<td>28 / 36</td>
</tr>
<tr>
<td>Horse Gun</td>
<td>28 / 36</td>
<td>18 / 24</td>
<td>6 / 10</td>
<td>36 / 48</td>
</tr>
<tr>
<td>Mounted</td>
<td>36</td>
<td>30</td>
<td>18</td>
<td>48</td>
</tr>
<tr>
<td>Dismounted</td>
<td>24</td>
<td>22</td>
<td>18</td>
<td>36</td>
</tr>
</tbody>
</table>

**Game Scale**

- Figures: 25mm
- 1 troop stand: 40 men
- 1 gun stand: 2 guns
- 1.5” ground: 25 yards
- 1 turn: 10-15 minutes
Cannonade Fire Points

- Heavy rifle (HR)
- Light rifle (LR)
- Heavy smoothbore (HS)
- Light smoothbore (LS)
- Light howitzer (LH)

Musketry Fire Points

- Rifle musket (RM)
- Repeater (RP)
- Breachloading (BL)
- Interior rifle (IR)
- Rifle carbine (RC)
- Smoothbore musket (SM)
- Shotgun & hunting rifle (SH)

Close Range

- 6" to 10" 2
- 11" to 15" 1
- 16" to 20" 0
- 21" to 26" -1
- 27" to 31" -2
- 32" to 36" -3

Shot & Shell

- 6" to 10" 2
- 11" to 15" 1
- 16" to 20" 0
- 21" to 26" -1
- 27" to 31" -2
- 32" to 36" -3

Example:
- 11 or more trained
- 10 or more trained
- 9 or more trained
- 8 or more trained
- 7 or more trained
- 6 or more trained
- 5 or less trained

**MUSKETEY & CANNONADE TABLE**

**FIRE POINT MODIFIERS**

- Firing disordered, low on ammo, or damaged gun

**DIE ROLL MODIFIERS**

- +1 Buck and ball (SM) or sharpshooters
- -1 Green musketry

**EFFECTS**

- Withering Fire. Troops disordered and lose 2 stands. Charge checked. Guns silenced and 1 stand wrecked. Lose additional stands equal to the die result difference over 14.
- Telling Fire. Troops disordered and lose 1 stand. 1 gun stand silenced and damaged. Charge checked. Charge checked or charge home with cold steel. Charge home.
- Gallant Fire. Troops disordered or lose 1 stand if already disordered. Charge home. 1 gun stand silenced. Musketry no effect. Charge home.
- Lively Fire. From cannonade only. Troops disordered or 1 gun stand silenced. Musketry no effect. Charge home.
- Desultory Fire. No effect. Charge home.

**ADDITIONAL EFFECTS**

- Charge Checked. Retreat charging unit 3" from enemy. Cavalry may recall up to a full move.
- Charge Home. Resolve charge combat next phase.
- Massed Target. Units within 3" behind target suffer the next lower effect.
- Low on Ammo. On a base die result of 10, mark one gun stand or unit of troops firing half or more stands.
- Fallen Leader. Check on a base die result of 10. Effect applies to the closest leader within 6" of the target.

**CHARGE MODIFIERS**

**DIE ROLL MODIFIERS**

- 9 or more
- 5 to 8
- 1 to 4
- 0

**EFFECTS**

- Swept from the Field. DEFENDER lose 2 stands and additional stands equal to the die result difference over 9. Troops full retreat broken. Guns limber and full retreat silenced. Lose fixed guns. Check for Fallen Leader if attached.
- Driven Back. DEFENDER lose 1 stand, troops disordered, and guns silenced. Troops retreat out of close range. Cavalry may recall up to a full move after 1st combat. Lose 1 additional stand and full retreat broken if defeated by cavalry or outflanked. Guns limber and full retreat. Lose fixed guns.
- Hard Pressed. DEFENDER troops disordered and guns silenced. Lose 1 troop stand if already disordered or damage 1 gun stand. Troops retreat 3" from enemy. Cavalry may recall up to a full move after 1st combat. Full retreat broken if outflanked. Guns limber and full retreat. Lose fixed guns. Hold position if fortified, with troops disordered and guns silenced.
- Desperate Struggle. BOTH sides lose 1 stand, troops disordered, and guns silenced. Lose cold steel, breakthrough and cavalry charge modifiers. Adjust modifiers and roll again.

**FALLEN LEADER TABLE**

**EFFECTS**

- Shot dead in the saddle
- Grievously wounded
- Mere flesh wound
- Horse shot out from under
- Coat pierced but unscathed
- Staff officer struck

**DIE ROLL MODIFIERS**

- 10
- 9
- 8
- 7
- 6
- 5
- 4
- 1 to 3

- Desperate Struggle. BOTH sides lose 1 stand, troops disordered, and guns silenced. Lose cold steel, breakthrough and cavalry charge modifiers. Adjust modifiers and roll again.

- Falter. ATTACKER disordered or lose 1 stand if already disordered. Retreat 3" from enemy. Cavalry may recall 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.

- Recoil. ATTACKER lose 1 stand and disordered. Retreat out of close range. Cavalry may recall up to a full move after 1st combat. Lose 1 additional stand and full retreat broken if defeated by cavalry or outflanked.

- Repulsed. ATTACKER lose 2 stands and additional stands equal to the die result difference over 9. Full retreat broken. Check for Fallen Leader if attached.