### Maneuver Table

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

**DIE ROLL MODIFIERS**
- +1 Field or march column, garrison, limbered gun, or linear combat
- +2 Outflanked within 6” or broken
- +1 Key position lost
- +1 Heavy casualties
- -2 Greater losses

<table>
<thead>
<tr>
<th>DIE ROLL MODIFIERS</th>
<th>EFFECTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>+1 Gallant leader</td>
<td>Rally with Élan. Return to good order and tardy maneuver.</td>
</tr>
<tr>
<td>0 Able</td>
<td>Rally. Retreat out of close range. Hold position if out of close range or fortified. Return to good order.</td>
</tr>
<tr>
<td>+1 Attached leader or brave colonel</td>
<td>Panic. Retreat broken.</td>
</tr>
<tr>
<td>-1 Provisional command</td>
<td>Rout. Retreat broken. Lose 1 stand and additional stands equal to the die result difference less than 0.</td>
</tr>
<tr>
<td>+2 Battery</td>
<td>Rally. Retreat out of close range. Hold position if out of close range or fortified. Return to good order.</td>
</tr>
</tbody>
</table>

### Die Result

<table>
<thead>
<tr>
<th>In Command</th>
<th>Out of Command</th>
<th>Troops in Good Order and Guns</th>
<th>EFFECTS</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>
</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>
</tr>
<tr>
<td>2, 3</td>
<td>5, 6</td>
<td>Tardy maneuver.</td>
<td>Waivering. Retreat out of close range. Hold position if out of close range or fortified. Broken troops reform. Remain disordered.</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></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></td>
</tr>
<tr>
<td>-2 or less</td>
<td>0 or less</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Maneuver (1st) Phase
1. Replace, detach and attach leaders.
2. Repeat steps a, b, and e 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.

### 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 breakthrough charge units.
3. Resolve all breakthrough charge combat.

### 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>9 / 12</td>
<td>6 / 9</td>
<td>5 / 8</td>
<td>-</td>
</tr>
<tr>
<td>Field Column or Extended Line</td>
<td>9 / 12</td>
<td>8 / 11</td>
<td>6 / 9</td>
<td>-</td>
</tr>
<tr>
<td>March Column</td>
<td>9 / 12</td>
<td>8 / 11</td>
<td>6 / 9</td>
<td>14 / 18</td>
</tr>
<tr>
<td>Broken</td>
<td>12</td>
<td>11</td>
<td>9</td>
<td>18</td>
</tr>
<tr>
<td>Line</td>
<td>14 / 18</td>
<td>9 / 12</td>
<td>3 / 5</td>
<td>-</td>
</tr>
<tr>
<td>Field Column or Extended Line</td>
<td>14 / 18</td>
<td>11 / 15</td>
<td>5 / 6</td>
<td>-</td>
</tr>
<tr>
<td>March Column</td>
<td>14 / 18</td>
<td>11 / 15</td>
<td>5 / 6</td>
<td>18 / 24</td>
</tr>
<tr>
<td>Dismounted Extended Line</td>
<td>9 / 12</td>
<td>8 / 11</td>
<td>6 / 9</td>
<td>-</td>
</tr>
<tr>
<td>Broken</td>
<td>18</td>
<td>15</td>
<td>6</td>
<td>24</td>
</tr>
<tr>
<td>Field Gun</td>
<td>9 / 12</td>
<td>6 / 9</td>
<td>3 / 5</td>
<td>14 / 18</td>
</tr>
<tr>
<td>Horse Gun</td>
<td>14 / 18</td>
<td>9 / 12</td>
<td>3 / 5</td>
<td>18 / 24</td>
</tr>
<tr>
<td>Mounted</td>
<td>18</td>
<td>15</td>
<td>9</td>
<td>24</td>
</tr>
<tr>
<td>Dismounted</td>
<td>12</td>
<td>11</td>
<td>9</td>
<td>18</td>
</tr>
</tbody>
</table>

### Game Scale
Figures: 6mm
- 1 troop stand: 40 men
- 1 gun stand: 2 guns
- 2” ground: 75 yards
- 1 turn: 10-15 minutes

### Figures:
6mm
### Musketry & Cannonade Table

**Fire Point Modifiers**
- +1 Buck and ball (SM) or sharps
- +1 Target in field column, cavalry, matched by the flank, about faced, passage of lines or broken

**Die Roll Modifiers**
- -1 Green musketry
- -1 Limbered or enfladed gun

**Targeting**
- 3:1 or more
- 2:1
- Outnumbered by 3:2

**Die Result**
- 1 gun stand silenced and damaged.
- Charge checked. Guns silenced and 1 stand wrecked. Lose cold steel, breakthrough and cavalry charge modifiers.

**Firing**
- Shot dead in the saddle
- Grievously wounded
- Mortally wounded
- Wound
- Shot & Shell

**Hit Result**
- 1 gun stand silenced.
- Charge checked. Guns silenced and 1 stand wrecked. Lose cold steel, breakthrough and cavalry charge modifiers.

**Additional Effects**
- Charge Checked. Retreat charging unit 1.5” from enemy. Cavalry may recall up to a full move.
- Charge Home. Resolve charge combat next phase.
- Massed Target. Units within 1.5” 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 3” of the target.

### Charge Table

**Die Roll Modifiers**
- +2 Crack unit
- +1 Veteran
- 0 Trained
- -1 Green
- +2 Fresh troops
- +2 Worn
- +2 Spent
- +1 Outnumbered by 3:2
- +2 2:1
- +3 3:1 or more
- +1 Supported guns
- -1 Unsupported guns
- +1 Disordered troops or silenced gun
- +1 Brave colonel or leader attached

**Extended Line**
- 1 Extended line
- 3 Outflanked, broken, march column, or limbered guns
- 1 Defending favorable ground
- 2 Strong position or fortified
- 1 Cold steel or breakthrough
- 2 Cavalry charge over open ground
- 1 Broken ground
- 0 Rough ground, mounted infantry or stationary

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

**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.

**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.

**Falter.** ATACKER disordered or lose 1 stand if already disordered. Retreat 1.5” from enemy. Cavalry may recall up to a full move after 1st combat. Full retreat broken if outflanked.

**Recoil.** ATACKER 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.** ATACKER lose 2 stands and additional stands equal to the die result difference over 9. Full retreat broken. Check for Fallen Leader if attached.