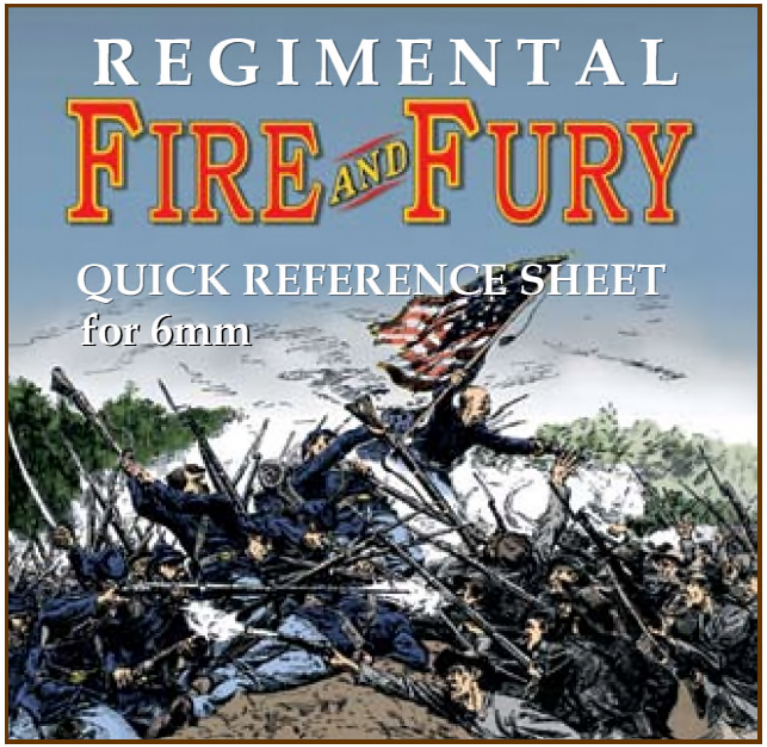

Maneuver Table

Command Radius

6″ clear line of sight
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	Gallant leader	+2	Fresh troops
0	Able	0	Worn
-1	Poor	-2	Spent
+1	Attached leader or brave colonel	+2	Battery
-1	Provisional command	+1	Field or march column, garrison, limbered gun, or linear cover
+2	Crack unit	-2	Outflanked within 6″ or broken
+1	Veteran	-1	Key position lost
0	Trained	-1	Heavy casualties
-1	Green	-2	Greater losses

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

Player Turn Sequence

Maneuver (1st) Phase

1. Replace, detach 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.

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

Full Move / Double Quick

		Open Ground	Broken Ground	Rough Ground	Road
Infantry	Line	9 / 12	6 / 9	5 / 8	-
	Field Column or Extended Line	9 /12	8 / 11	6 / 9	-
	March Column	9 /12	8 / 11	6 / 9	14 / 18
	Broken	12	11	9	18
Cavalry	Line	14 / 18	9 / 12	3 / 5	-
	Field Column or Extended Line	14 / 18	11 / 15	5 / 6	-
	March Column	14 / 18	11 / 15	5 / 6	18 / 24
	Dismounted Extended Line	9 /12	8 / 11	6 / 9	-
	Broken	18	15	6	24
Artillery	Field Gun	9 /12	6 / 9	3 / 5	14 / 18
	Horse Gun	14 / 18	9 / 12	3 / 5	18 / 24
Leader	Mounted	18	15	9	24
	Dismounted	12	11	9	18

Troop Maneuvers

WELL HANDLED

- Full move
- Half move and
- Change formation; Green unit disordered by broken or rough ground
- Passage 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

- Half 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

HASTY

- Cavalry countercharge halfway

Gun Maneuvers

WELL HANDLED

- Full move and unlimber
- Limber and full move
- Unlimber and fire
- Pivot and fire
- Hand haul 1.5"
- Rally
- Replenish ammunition

TARDY

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

Game Scale

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

Musketry & Cannonade Table

Musketry Fire Points

	Close Range 3″	6″	9″	12″
Rifle Musket (RM)	1		½	
Repeater (RP)	2		½	
Breechloader (BL)	2	1	½	
Inferior Rifle (IR)	1		½	
Rifle Carbine (RC)	1		½	
Smoothbore Musket (SM)	1	½		
Shotgun & Hunting Rifle (SH)	1	½		

Cannonade Fire Points

	Close Range / Canister 3″	9″	Shot & Shell 27″	36″	45″	54″
Heavy Rifle (HR)	4		3		2	
Light Rifle (LR)	3		3		2	1
Heavy Smoothbore (HS)	5	4	3	2	1	
Light Smoothbore (LS)	4	3	2	1		
Light Howitzer (LH)	5	3	3			

Fire Point Modifiers

x½	Firing disordered, low on ammo, or damaged gun

Die Roll Modifiers

-4	1 fire point
-3	2 pts.
-2	3 pts.
-1	4, 5 pts.
0	6, 7 pts.
+1	8, 9 pts.
+2	10, 11 pts.
+3	12-14 pts.
+4	15 pts. and +1 for every 5 pts. over 15

+1	Buck and ball (SM) or sharpshooters
-1	Green musketry
+1	Target in field column, cavalry, marched by the flank, about faced, passage of lines or broken
+2	March column or enfiladed troops
+1	Limbered or enfiladed gun
-1	Target in partial cover or extended line
-2	Full cover or extended line in partial cover
-3	Fortified position

Die Result	Target: Crack	Veteran	Trained	Green	Effects	Additional Effects
	11 or more	11 or more	11 or more	11 or more	***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.	***Charge Checked.*** Retreat charging unit 1.5″ from enemy. Cavalry may recall up to a full move.
	-	10	9, 10	8, 9, 10	***Telling Fire.*** Troops disordered and lose 1 stand. 1 gun stand silenced and damaged. Charge checked.	***Charge Home.*** Resolve charge combat next phase.
	10	9	8	7	Charge checked or charge home with cold steel.	***Massed Target.*** Units within 1.5″ behind target suffer the next lower effect.
	7, 8, 9	7, 8	7	-	Charge home.	
	6	6	5, 6	5, 6	***Galling Fire.*** Troops disordered or lose 1 stand if already disordered. Charge home. 1 gun stand silenced.	***Low on Ammo.*** On a base die result of 10, mark one gun stand or unit of troops firing half or more stands.
	-	5	4	3, 4	***Lively Fire.*** From cannonade only, troops disordered or 1 gun stand silenced. Musketry no effect. Charge home.	***Fallen Leader*** check on a base die result of 10. Effect applies to the closest leader within 3″ of the target.
	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 unit
+1	Veteran
0	Trained
-1	Green
+2	Fresh troops
0	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
-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

Fallen Leader Table

DIE RESULT	EFFECTS
10	***Shot dead in the saddle***
9	***Mortally wounded***
8	***Grievously wounded*** Remove leader from game.
7	***Mere flesh wound*** Remove leader for one turn.
6	***Horse shot out from under*** Leader dismounted for one turn.
5	***Coat pierced but unscathed***
4	***Staff officer struck***
1 - 3	***Coolly ignores the fire*** No effect.

DIE RESULT DIFFERENCE	EFFECTS
9 or more	***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. ATTACKER breakthrough charge a half move toward closest enemy. Carry the position after 2nd combat. Disordered if charged over broken or rough ground, cavalry, or after 2nd combat.
5 to 8	***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. ATTACKER carry the position. Cavalry must breakthrough charge a half move toward closest enemy after 1st combat. Disordered if charged over broken or rough ground, cavalry, or after 2nd combat.
1 to 4	***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. ATTACKER carry the position. Retreat 1.5" if the defender is fortified. 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 stand, troops disordered, and guns silenced. Lose cold steel, breakthrough and cavalry charge modifiers. Adjust modifiers and roll again.
-1 to -4	***Falter.*** ATTACKER 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. DEFENDER hold position. Cavalry disordered. Countercharging cavalry may carry the position or recall up to a full move.
-5 to -8	***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. DEFENDER hold position. Cavalry disordered. Countercharging cavalry may carry the position or recall up to a full move.
-9 or more	***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. DEFENDER hold position. Cavalry disordered. Countercharging cavalry may carry the position or recall up to a full move.