

or had not yet been in combat. They are changed to **Elite** and **Raw**. The guidelines for rating unit experience have also changed as follows:

Elite (Elt). Superior quality soldiers representing either a renowned unit of seasoned veterans or a hand-picked, highly trained and disciplined unit that provides a specialized tactical capability such as: light infantry, jeagers, grenadiers, or guard.

Veteran (Vet). Professional soldiers that are well-disciplined, motivated, and had ample combat experience.

Trained (Trn). Drilled and disciplined troops, but with less motivation and/or combat experience.

Raw (Raw). Poorly trained and ill-disciplined troops, that are often newly recruited, and with little or no combat experience.

4. A new artillery unit is introduced, the **battalion gun**. A battalion gun is a single gun section that provides close support to a troop unit. It receives a +2 modifier in its maneuver check only when it is within 2" of any friendly troop unit.
- 5) American native "Indians" were irregular troops more suited for warfare in wooded terrain. They receive a +1 modifier if half or more of the unit is in wooded terrain, or a -1 when not located in woods.
6. In addition to the weight of the gun, guns are now categorized as either a light or heavy carriage. Heavy carriage guns are less maneuverable. If an unlimbered heavy carriage gun is within enemy close weapon range and not in a fortified position, and receives a Fall Back or Panic effect, it cannot limber and retreat. It is eliminated instead.

Figure 2.

PLAYER TURN SEQUENCE					
Maneuver (1st) Phase			Musketry & Cannonade (2nd) Phase		
1. Replace, detach and attach leaders.			1. Opponent resolves all defensive fire combat.		
2. Repeat steps a, b, and c to resolve all maneuver checks:			2. Resolve all offensive fire combat.		
a. Select participating units and leaders for one maneuver check and resolve the check.			Charge (3rd) Phase		
b. Declare charges. Opponent declares cavalry countercharges.			1. Players jointly resolve all charge combat.		
c. Maneuver units according to the effects. Move charging and countercharging units first.			2. Move breakthrough charge units.		
d. Move detached leaders.			3. Resolve all breakthrough charge combat.		

MOVEMENT RATE					
Full Move / Double Quick					
		Open Ground	Broken Ground	Rough Ground	Road
Infantry	Line	10 / 14	8 / 12	6 / 10	12
	Open Order or Field Column	12 / 16	10 / 14	8 / 12	
	March Column	12 / 16	10 / 14	8 / 12	
	Broken	16	14	12	
Cavalry	Line	18 / 24	12 / 16	4 / 6	-
	Open Order or Field Column	18 / 24	14 / 20	6 / 8	-
	March Column	18 / 24	14 / 20	6 / 8	x1.5
	Dismounted Open Order	12 / 16	10 / 14	8 / 12	-
Leader	Broken	24	20	8	x1.5
	11a Siege Gun - Heavy Carriage	6 / 8	4 / 6	2 / 4	x2
	11b Foot Gun - Lt. & Hy. Carriage	8 / 12	6 / 10	4 / 6	x2
	11c Galloper Gun - Light Carriage	12 / 16	8 / 12	4 / 6	x2
Leader	Mounted	24	20	12	x1.5
	Dismounted	16	14	12	x1.5

TROOP MANEUVERS		GUN MANEUVERS	
WELL HANDLED		WELL HANDLED	
Full move		Full move	
Half move and		Fire	
Change formation; Raw unit disordered by broken or rough ground		Limber or unlimber	
Passage of lines; Both units disordered if one is disordered, raw, or moved through broken or rough ground		Pivot	
March by the flank a half move		16 Rally	
14 Deploy to the front; Raw unit disordered by broken or rough ground		Replenish ammunition	
Change front		Lt. carriage only:	
Face by the rear rank		Full move and unlimber or limber and full move	
Scale major obstacle		Unlimber and fire	
Replenish ammunition		Pivot and fire	
TARDY		Hand haul 2"; Galloper 4"	
Half move		17 TARDY	
Full move disordered		Full move	
Change formation to line, open order, or garrison; Raw unit disordered by broken or rough ground		Fire	
Face by the rear rank		Limber or unlimber	
Scale major obstacle		Pivot	
HASTY		Lt. carriage only:	
Cavalry counter charge halfway		Limber and full retreat silenced	

GAME SCALE	
Figures: 10-15mm	
1 troop stand: 40 men	
1 gun stand: 2 guns	
1" ground: 25 yards	
1 turn: 10-15 minutes	

7. Two Maneuver Table effects, Rally with Elan, and Rally, are now expanded to three effects as follows:

Rally with Élan. Remove the disordered marker and return to good order. If broken, a unit reforms in good order into line or open order, facing toward the enemy. The rallied unit also may voluntarily perform one Well Handled maneuver or holds position and may refuse a flank.

Rally. Remove the disordered marker and return to good order. If broken, a unit reforms in good order into line or open order, facing toward the enemy. The rallied unit also may voluntarily perform one Tardy maneuver or holds position and may refuse a flank.

Shaken. Troops currently within close range and the arc of fire of enemy weapons must retreat until they reach a position just beyond close range. If necessary, the unit

may retreat further than its full movement rate to reach a location beyond close range. A unit located outside of close range holds position. Remove the disordered marker. If broken, a unit reforms in good order into line or open order, facing toward the enemy. A unit may not perform any other maneuver, but may still fire.

8. Two Maneuver Table effects, Panic and Rout, are combined into one effect as follows:

Panic. The unit loses formation and retreats the full move rate for broken, away from the enemy, and toward the friendly table edge. One troop stand is removed equal to the die result difference less than zero. For example, if the modified die result is a negative two, remove two stands from the broken unit.

Movement Rates Changes (see Figure 2)

9. In earlier wars of the Black Powder Era, infantry in line

Figure 3.

MUSKETRY FIRE POINTS		Close Range			
		4"	8"	12"	
18 → Rifle (R)		1	1/2		
19 → Musket (M)		1	1/2		
20 → Carbine (C)		1			

CANNONADE FIRE POINTS		Grapeshot/ Close Range		Solid Shot & Shell			
		4"	12"	24"	36"	48"	60"
21 → Siege Gun (SG)		6	5	4	3	2	1
Heavy Gun (HG)		5	4	3	2	1	
Medium Gun (MG)		5	3	2	1		
Light Gun (LG)		4	3	2	1		
Siege Howitzer (SH)		5	3	3	4		
Howitzer (H)		4	2	2	3		
Galloper Gun (GG)		3	2	1			
Amusette (A)		2	1	1/2			

MUSKETRY & CANNONADE TABLE

FIRE POINT MODIFIERS

x 1/2 Firing disordered, low on ammo, or damaged gun

DIE ROLL MODIFIERS

-5 less than 1 fire point	-1 Raw troops or guns firing
-4 1 pt.	+1 Muskets firing buck & ball in a charge, or marksmen
-3 2 pts.	
-2 3 pts.	
-1 4 pts.	
0 6 pts.	
+1 9 pts.	
+2 12 pts.	
+3 15 pts.	
+4 20 pts.	
+5 25 or more points	

DIE RESULT	TARGET				EFFECTS	ADDITIONAL EFFECTS
	Elite	Veteran	Trained	Raw		
	11 or more	11 or more	11 or more	11 or more		
					Withering Fire. Troops disordered and lose 2 stands. Charge checked. 1 gun stand wrecked and remaining stands silenced. Lose one additional troop or gun stand on a 15 or more.	Charge Checked. Retreat charging unit 2" from enemy. Cavalry may recall up to a full move.
					Telling Fire. Troops disordered and lose 1 stand. 1 gun stand damaged and 1 stand silenced. Charge checked. Charge checked or charge home with cold steel. Charge home.	Charge Home. Resolve charge combat next phase.
					Galling Fire. Troops disordered or lose 1 stand if already disordered. Charge home. 1 gun stand silenced.	Massed Target. Units within 2" behind target suffer the next lower effect.
					Lively Fire. From cannonade only, troops disordered or 1 gun stand silenced. Musketry no effect. Charge home.	Low on Ammo. On a base die result of 10, mark one gun stand or unit of troops firing half or more stands.
					Desultory Fire. No effect. Charge home.	Fallen Leader check on a base die result of 10. Effect applies to the closest leader within 4" of the target.

formation move at a slower rate than in field or march column, or open order.

10. Extended line is changed to **open order**. Not all units may deploy in open order. Rules for open order are explained on page X.
11. Artillery has new movement rate categories based upon the weight of the gun and carriage.
 - a. Siege guns are mounted on a heavy carriage (hcSG). They have the slowest artillery movement rate
 - b. Light and heavy carriage field gun (hcHG, hcMG and lcLG) are slightly more mobile than a siege gun.
 - c. The galloper gun is a very light weight gun on a light carriage gun has a movement rate comparable to ACW field artillery. The rules for galloper guns are explained on page X.

12. Units in march column, limbered guns and leaders may now combine on- and off-road movement at a prorated rate. The far right column on the Movement Rates Chart is the road bonus multiplier for prorating movement on a road in good condition. Prorated road moment is explained on page X.

Troop Maneuver Changes (see Figure 2)

13. The unit experience rating of Green, is renamed Raw.
14. For simplicity, the basic rules only allow a march column to deploy into a line formation facing along its line of march. A new maneuver, **deploy to the front**, allows a unit to change formation from a march column into line facing perpendicular to its line of march. See rule on page X.
15. The list of Tardy maneuvers now includes a new maneuver, **full move disordered**, that allows a unit in

Figure 4.

CHARGE TABLE	
DIE ROLL MODIFIERS	
+2 Elite unit	-1 Open order or no bayonets
+1 Veteran	-3 Outflanked, broken, march column, or limbered guns
0 Trained	+1 Defending favorable ground
-1 Raw	+2 Strong position or fortified
+2 Fresh troops	+1 Cold steel, breakthrough, or indians in woods
0 Worn	+2 Cavalry charge over open ground
-2 Spent	+1 Broken ground
-1 Outnumbered by 3:2	0 Rough ground, or stationary
-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	

FALLEN LEADER TABLE	
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.

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. Limbered guns full retreat silenced. Lose all unlimbered guns. Check for Fallen Leader if attached. ATTACKER breakthrough charge a half move towards closest enemy. Carry the position after 2nd combat. Disordered if charged over broken or rough ground, cavalry, or after 2nd combat.
5 to 8	Troops disordered and 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. Limbered guns, and light carriage guns limber up, and full retreat silenced. Lose all unlimbered guns if defeated by cavalry, and all unlimbered heavy carriage guns. ATTACKER carry the position. Cavalry must breakthrough charge a half move towards 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 2" from enemy. Cavalry may recall up to a full move after 1st combat. Full retreat broken if outflanked. Limbered guns, and light carriage guns limber up, and full retreat silenced. Lose all unlimbered heavy carriage guns. Hold position if fortified, troops disordered and guns silenced ATTACKER carry the position. Retreat 2" 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 2" 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 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.

FALLEN LEADER TABLE

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

good order to move up to its full move rate at the cost of becoming disordered. See rule on page X.

Gun Maneuver Changes (see Figure 2)

16. A gun can no longer perform a rally maneuver if it rolls a Tardy effect. A gun must roll a Well Handled effect to rally and remove a silenced marker.
17. Only light carriage guns (lcLG and lcGG) may perform most of the maneuvers allowed by artillery in the American Civil War. Maneuvers for a heavy carriage gun are more limited.

Musketry and Cannonade Table Changes (Figure 3)

The weapons range and fire point values are modified to represent the earlier AWI period.

18. Rifle (R) is the same as the inferior rifle category in the later ACW period.
19. The smoothbore musket (M) is used by infantry throughout the Black Powder Era, with a close range out to 4" and a maximum range of 8" for 15mm figures.
20. Marines and dismounted dragoons are armed with a shorter barrel smoothbore carbine (C), that can only fire at close range out to 4".
21. Gun types are the 18- and 24-pounder siege gun (SG), 12-pounder heavy field guns (HG), 8-pounder medium gun (MG), 4- and 6-pounder light gun (LG), 3-pounder galloper gun (GG), 8" siege and 5.5" howitzer (SH and H), and a small hand-held cannon called an amusette (A). AWI artillery is explained later.
22. The -1 modifier for Green troops firing is changed to Raw troops and guns firing.
23. The term sharpshooter is changed to marksmen.
- 24) There is no longer a +1 modifier for firing at mounted cavalry. The smoothbore weapons of this period were less accurate and shorter ranged, so mounted cavalry was still an effective combat arm on the battlefield.
25. The term extended line is changed to open order.
26. The target experience ratings of Crack and Green are changed to Elite and Raw.

Charge Combat Table Changes (see Figure 4)

27. The unit experience ratings of Crack and Green are changed to Elite and Raw.
28. The term extended line is replaced with open order.
29. Troops not armed with bayonets, usually militia and rifle armed units, suffer a -1 modifier. The modifier is noncumulative for a unit also deployed in open order.

30. Indian troops in wooded terrain receive a +1 modifier. The modifier is noncumulative if the indians are also conducting as breakthrough charge.

31. On a Hard Pressed or Driven Back effect, unlimbered heavy carriage guns cannot retreat and are eliminated.
32. All unlimbered guns are eliminated if they are defeated by a Swept from the Field effect, or by cavalry on a Driven Back effect.



Prorating Road Movement

A road is a linear terrain feature rated as open ground for its entire length, and is the width of one stand. A road passing over a bridge or through a shallow ford is considered open ground. Units in march column, broken units, limbered battery, and leaders may move on a road.

All or part of the unit or leader movement can be spent moving on a road. The unit or leader may move on a road if they start movement aligned on or with at least one stand touching the road. A brigade in any other formation that rolls a Well Handled or Double Quick effect, with at least one stand touching the road, may change formation and half move in march column on the road. Similarly, an unlimbered battery touching the road may limber and move on the road. A unit or leader also can begin moving on a road if they later make contact with the road during movement.

To move on the road, the unit or leader simply follow the path of the road. The march column formation, limbered artillery or leader must be aligned on the road as they move. There are no restrictions or penalties for changing direction as they move along the path. A unit or leader may move forward in the direction they are currently facing, or they can about face and move along the road in the opposite direction.

All roads have the same movement rate as open ground, but carry a second rating as being either in **good** or **poor condition**. Good roads provide a **road bonus** for the distance traveled on the road. The road bonus multiplies the distance traveled by x1.5 for infantry, cavalry, and leaders, and x2 for limbered artillery (see Figure X on page X). Roads in poor condition do not provide a multiplier and are only open ground.

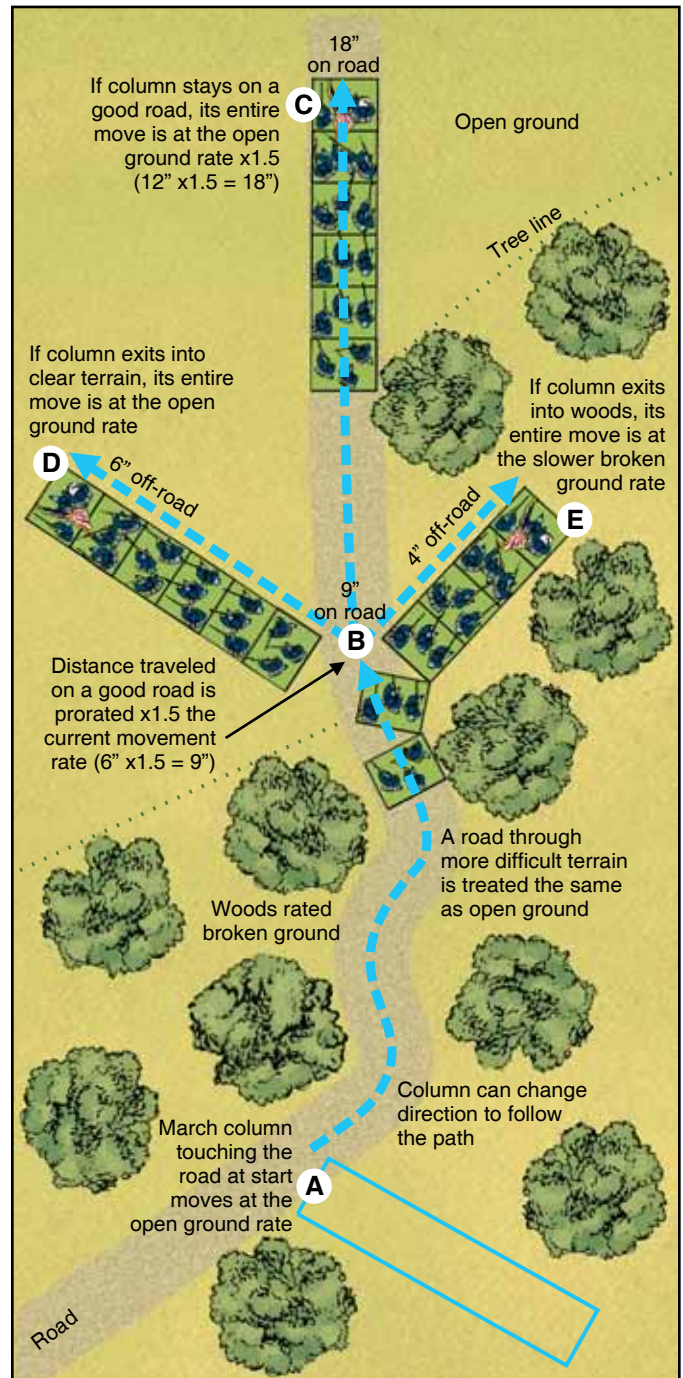
Units and leaders may move entirely on a road or combine on and off road movement. How far they can move depends upon the current movement rate. A unit that starts aligned on or touching a road can immediately move on the road at the open ground movement rate. If the unit does not touch the road at start, its movement rate will be based on the level of difficulty for the terrain it must move through to reach the road. For example, if a unit moves through woods rated broken ground, the movement rate for both off and on the road will be at that rate. Likewise, if a unit starts on a road and exits at some point into broken ground, the movement rate also will be at that rate for both on and off the road. Whenever a unit combines on and off road movement through terrain of different levels of difficulty, it must move at the slowest rate for its entire movement.

If part of the movement was on a road in good condition, the road bonus multiplier only applies to that portion traveled on the road. A unit or leader that spends part of its movement in broken or rough ground and part on a road in good condition, must move at the slower rate for the entire distance traveled, but prorates the road bonus multiplier only for distance traveled on the good road.

A unit that starts in another formation, it may change formation into march column and half move. If the original formation

touches the road, it immediately changes to march column and half moves on the road. If it is not in contact with the road, it may change to march column and half move to reach the road, and continue on the road with any remaining movement.

Poor Roads. The narrow farm lanes and wooded trails prevalent on Civil War battlefields were often in poor condition. Rain also could turn a dirt road into mud. A road rated **poor** does not provide a road bonus, but still is treated as open ground if it passes through more difficult terrain. A unit or leader that starts movement on or touching a poor road can move on the road at the open ground rate. If a unit moves off a poor road into broken



or rough ground, it must move at the slower rate.

EXAMPLE: A Well Handled limbered battery is on a trail surrounded by woods. The battery can move 12" at the double quick rate over open ground if it remains limbered and on the trail. If it leaves the trail and moves through the woods, it loses the advantage of moving over open ground and must move 8" at the double quick rate over broken ground. Note, the unit would move at the slower full move rate 6" if it unlimbers.

Deploy to the Front

For simplicity, the basic rules only allow a march column to deploy into a line formation facing along its line of march. A new maneuver, **deploy to the front**, allows a unit to change formation from a march column into line facing perpendicular to its line of march.

A unit must roll a Well Handled effect during its maneuver check to perform this maneuver. The unit must expend the entire maneuver changing formation, and cannot move up to half its full move rate either before or after the formation change.

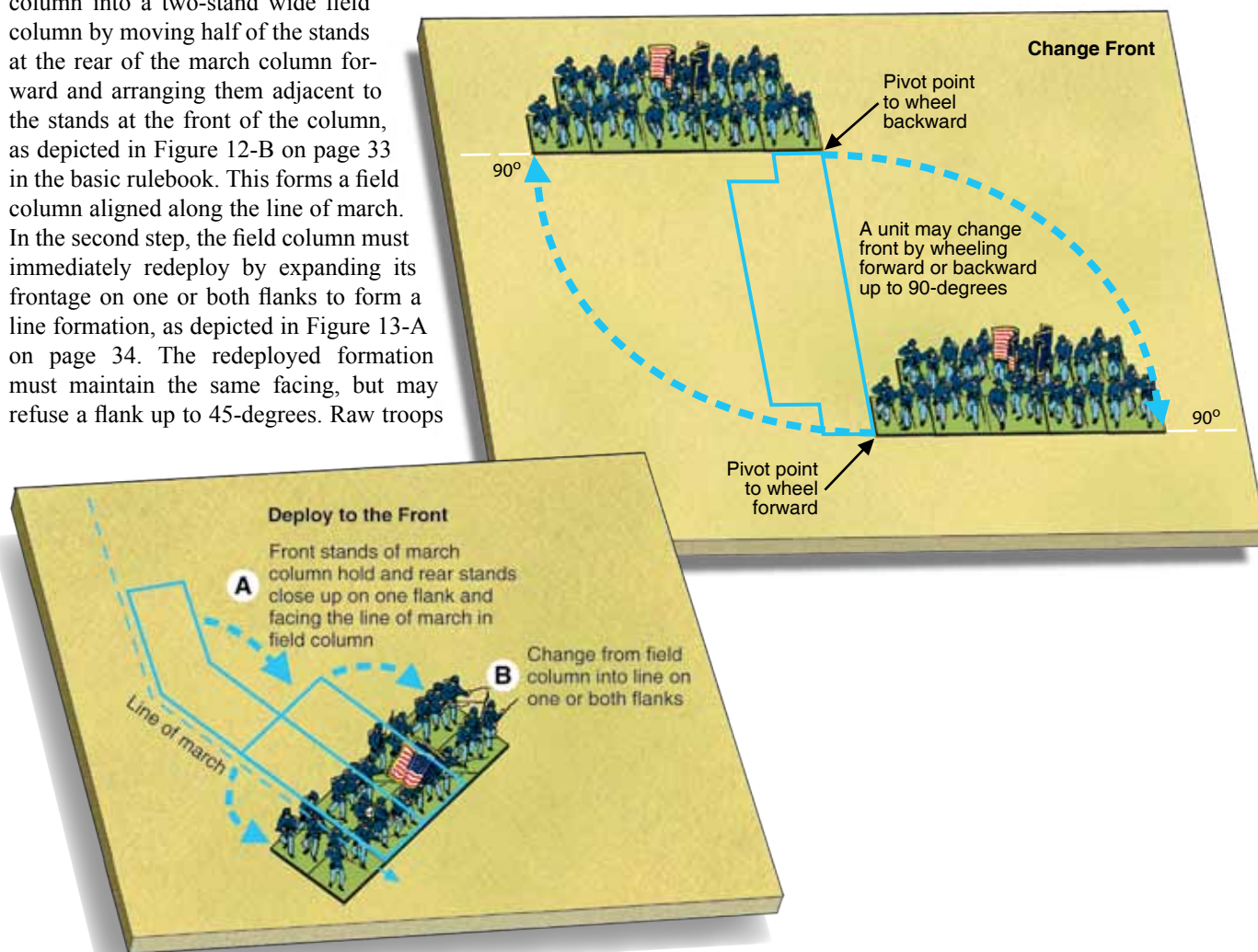
The deploy to the front maneuver is performed in a two-step process. First, the unit must temporarily deploy from march column into a two-stand wide field column by moving half of the stands at the rear of the march column forward and arranging them adjacent to the stands at the front of the column, as depicted in Figure 12-B on page 33 in the basic rulebook. This forms a field column aligned along the line of march. In the second step, the field column must immediately redeploy by expanding its frontage on one or both flanks to form a line formation, as depicted in Figure 13-A on page 34. The redeployed formation must maintain the same facing, but may refuse a flank up to 45-degrees. Raw troops

that deploy to the front in broken or rough terrain are marked disordered. Units only allowed to form open order, to include militia, light infantry detachments and dismounted dragoons, may deploy to the front from march column into open order.

Change Front

In the basic rules a unit in line or extended line may only wheel up to 45-degrees from its original facing at any point during its movement. As an optional rule, a unit in line or open order may perform a **change front** maneuver by wheeling forward or backwards up to 90-degrees (Figure 3). A unit must have a Double Quick, Well Handled or Tardy maneuver to change front. The unit can only conduct the wheel from its present position and it cannot combine a change front with any other maneuver such as an advance, withdraw, charge, oblique, about face, or march by the flank.

The wheel forward or backwards always is measured from the front face of the unit with the pivot point touching the corner of the inside flank stand. A unit cannot wheel more than 90-degrees or further than its maximum movement rate. A unit cannot move after completing a change front, but it may refuse a flank..



Full Move Disordered

A unit that started the Maneuver Phase in good order, and rolled a Tardy effect during its maneuver check, may move up to its full movement rate and is mark disordered, or it may perform one of the other Tardy maneuvers in good order. A unit that started the phase in disorder or broken and rolled a Rally effect, may remain disordered and move up to its full move rate, or it may rally and return to good order and perform one of the other Tardy maneuvers. A broken unit must first reform into line facing toward the enemy before moving full disordered.

A unit that moves full disordered may only advance or withdraw in its current formation. It also may wheel or oblique up to 45-degrees during movement, charge, support a charge, and charge with cold steel. The disordered unit cannot change formation, change front, move by the flank or perform a passage of lines through another unit in line, march column, or field column; however, the unit may pass through a unit in open order or guns without penalty. The unit in line or open order also may refuse a flank after completing movement. If the disordered unit is targeted by defensive fire, including pass through fire, and suffers a Galling Fire effect during fire combat, it is considered already disordered and must lose one stand..

Open Order

The formation term “extended line” used in the basic rules is replaced with “**open order**.” This formation still represents a unit loosely deployed with intervals between each soldier, but with a few additional capabilities and restrictions. As with the original extended line, units in open order have the same longer movement rate and provide extra cover in fire combat, but are at a disadvantage when they engage in charge combat. An open order formation now has a capability to expand its frontage during movement.

Not all units may deploy in open order. Units designated as **light infantry** (LT) are well trained troops who may deploy in open order, in addition to the other standard infantry formations such as: line, field column, and march column. In other infantry units, only a few of their troop stands are trained as light infantry. These may be detached from their parent unit and operate as a separate detachment of light infantry. Note, a unit comprised of entirely of light infantry may also detach some of its stands as a separate detachment. A light infantry detachment maneuvers and fights as a separate unit during the battle and may only deploy in open order and march column. Poorly trained units such as militia, also may only maneuver and fight in open order or march column. Dismounted dragoons may only deploy in open order.

Open order looks similar to a line formation, in that all the stands in the unit are placed in two ranks, but with the frontage expanded with intervals of from one-half-inch to one-inch between the stands, and the rear rank stands overlapping, in checkerboard fashion, the intervals between the front rank stands. The stands must face in the same direction, but up to

half of the unit’s stands may be refused up to 45-degrees on one flank. Once deployed, the unit may expand its frontage without penalty as part of Well Handled or Tardy maneuver, at the beginning or end of its movement or at the end of retreat movement. To expand the frontage of a unit in open order, simply move the stands to the left and/or right from the center of the formation to create intervals up to 1” between each 15mm stand, or up to 1½” intervals in 25mm and ¾” in 6mm.

Elite Troops Charging with Cold Steel

Normally, a unit cannot fire if it is charging with cold steel. This represents troops ordered to fix bayonets with their muskets unloaded, so as not to tempt them to stop and shoot during the charge. It was a common observation that once troops halted and fired it was difficult to get them to move forward again. By contrast, better disciplined and experienced troops learned to hold their fire during the advance, and deliver a well-aimed volley at close range before closing with the bayonet.

Infantry units rated elite now have an additional advantage when charging. They can both charge with cold steel with its +1 charge combat modifier, and conduct offensive fire that turn. They cannot fire during a breakthrough charge.

Artillery

Artillery during the wars of the American War of Independence is for the most part more cumbersome, shorter ranged, and less effective, when compared to guns used during the American Civil War. To better show the technological differences, artillery is now categorized by both the gun type and gun carriage

Gun Type. Gun types are the 18- and 24-pounder siege gun (SG), 12-pounder heavy field guns (HG), 8-pounder medium gun (MG), 4- and 6-pounder light gun (LG), 3-pounder galloper gun (GG), 8” siege and 5.5” howitzer (SH and H), and a small hand-held cannon called an amusette (A).

Gun Carriage. Guns are further categorized by the weight of the carriage. Siege guns and howitzers, and heavy and medium guns are mounted on a **heavy carriage** (hcSG, hcSH, hcHG, and hcMG) which has a slower movement rate, and less mobile maneuver options. In addition, if an unlimbered heavy carriage guns is required to retreat out of close range in a maneuver check or in charge combat, it cannot limber and retreat, and is eliminated instead.

Light guns and howitzers mounted on a **light carriage** (lcLG, lcH). It is more mobile than a heavy carriage and it can perform all of the standard gun maneuvers, plus the maneuvers listed under “Light carriage only.”

Galloper Gun. A very light gun called a **galloper gun** (lcGG) has a limbered mobility comparable to the later field guns used in the American Civil War. In addition to being mounted on a light carriage, an unlimbered galloper gun may handhaul 4”, faster than the 2” for other light carriage guns.



Amusette. An amusette was something of a hybrid between a very large caliber musket and a hand-held canon, with a one man crew. More commonly mounted on a swivel on a wall, rampart, or ship, they were rarely seen in the battlefield. An amusette fired a much larger ball than a musket, was more accurate, and traveled much further. Sawed-off versions were also used as large shotguns by marines and sailors.

An amusette should be represented as one extra stand attached to an infantry unit occupying a defensive position. The stand does not count for numbers in charge combat and it cannot be eliminated as long as the unit remains on the table and has not moved away from its position. The stand is removed if the unit moves away from its defensive position, however, the loss of an amusette does not contribute towards heavy casualties or greater losses. The amusette suffers the same combat effects as its unit. Unlike a silenced gun which cannot fire, the firepoints from an amusette are halved when the unit is marked disordered. The stand rallies with its unit and it may fire on the turn it rallies. Fire from the amusette is a cannonade, so a troop unit is disordered or gun silenced from a Lively Fire effect if fired upon by an amusette.

Militia Morale

To determine how fast a unit drops from fresh to worn and spent, the designer also assigns the unit one of four morale levels: spirited (high morale), reliable (average), unreliable (low), and dispirited (very low). Morale ratings are subjective. A player might rate a unit spirited if it historically fought well in the battle or had a good reputation. A rating of unreliable can be given to units in their first battle or which historically performed poorly. A unit's morale might be lower if it forced marched to the battlefield or suffered heavy losses from the previous day's fighting, or simply to maintain a balance between the opposing forces. **Dispirited**, the lowest morale level, applies to militia or any unit that lacks regular discipline or continuous field service. Dispirited units have no staying power. A dispirited unit that starts with 12 or more stands, drops from fresh to worn after losing its first stand, and to spent after losing a second stand. A smaller unit drops from fresh to spent after the loss of only one stand.

Unit Effectiveness Ratings

Spirited	Reliable	Unreliable	Dispirited
2/-1	2/-1	2/-1	2/-1
3/-1	3/2/1	3/-2	3/-2
4/2/1	4/3/2	4/-3	4/-3
5/3/2	5/4/3	5/-4	5/-4
6/4/2	6/5/3	6/5/4	6/-5
7/5/3	7/6/4	7/6/5	7/-5
8/5/3	8/6/4	8/7/6	8/-7
9/6/4	9/7/5	9/8/7	9/-8
10/7/4	10/8/5	10/9/7	10/-9
11/8/5	11/9/6	11/10/8	11/-10
12/8/5	12/9/6	12/10/8	12/11/10
13/9/6	13/10/7	13/11/9	13/12/11
14/10/6	14/11/7	14/12/9	14/13/12
15/11/7	15/12/8	15/13/10	15/14/13
16/11/7	16/12/8	16/13/10	16/15/14
17/12/8	17/13/9	17/14/11	17/16/15
18/13/8	18/14/9	18/15/11	18/17/16
19/14/9	19/15/10	19/16/12	19/18/17
20/14/9	20/15/10	20/16/12	20/19/18
21/15/10	21/16/11	21/17/13	21/20/19
22/16/10	22/17/11	22/18/13	22/21/20
23/17/11	23/18/12	23/19/14	23/22/21
24/17/11	24/18/12	24/19/14	24/23/22
25/18/12	25/19/13	25/20/15	25/24/23

