



MANEUVER TABLE

COMMAND RADIUS

- 8" clear line of sight
- Attached to first unit in a contiguous line of march
- 4" line of sight through fields, twilight or fog, attached, or dismounted

DIE ROLL MODIFIERS

| | |
|-------------------------------------|---|
| +2 Excellent leader | +2 Fresh troops |
| +1 Good leader | 0 Worn |
| 0 Average | -2 Spent |
| -1 Poor | +2 Battery (only Arg '18+ & Ch '20+) |
| +1 Attached leader or brave colonel | +1 Attack, field or march column, square, garrison, limbered gun, or linear cover |
| -1 Prov. cmd | -2 Outflanked within 8" or broken |
| -1 Gaucho cavalry | -1 Heavy casualties |
| +2 Guard | -2 Greater losses |
| +1 Elite | -1 Each key position lost |
| 0 Regular | +1 British |
| -1 Militia | -1 Skirmisher |
| -2 Peasant | |

| DIE RESULT | In Cmd | Out of Cmd | EFFECTS | |
|------------|------------|--|---|-----------------------------|
| | | | Troops in Good Order and All Guns | Disordered or Broken Troops |
| 10 or more | 13 or more | Quick Step. Well Handled maneuver at the Quick Step rate. | Rally with Elan. Return to good order and tardy maneuver. | |
| 7-9 | 10-12 | Well Handled maneuver. | | |
| 3-6 | 6-9 | Tardy maneuver. | Rally. Retreat out of close range. Hold position if out of close range, in square, or fortified. Return to good order. | |
| 2 | 3-5 | | Wavering. Retreat out of close range. Hold position if out of close range, in square, or fortified. Broken troops reform. Remain disordered. | |
| 1, 0, -1 | 2, 1 | Fall Back. Troops retreat out of close range disordered. Guns in close range limber and full retreat silenced, and lose all unlimbered heavy artillery. Hold position and fire only if out of close range, in square, or fortified. | Panic. Retreat broken. | |
| -2 or less | 0 or less | Panic. Troops full retreat broken. Guns limber and full retreat silenced. Lose all unlimbered heavy artillery and fixed artillery. | 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 counter charges and hasty squares.
 - c. Maneuver units according to the effects. Form hasty squares and move charging/counter charging 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.

TROOP MANEUVERS

WELL HANDLED

- Full move
- Half move and
- Change to any formation; militia or peasant unit disordered by broken or rough ground
- Passage of lines; both units disordered if one is disordered, militia or peasant moved over broken or rough ground
- Face by the rear rank
- March by the flank a half move
- Scale major obstacle
- Replenish ammunition

TARDY

- Half move
- Change formation to line, skirmish line, square, or garrison; militia or peasant unit disordered by broken or rough ground
- Face by the rear rank
- Scale major obstacle

HASTY

- Cavalry counter charge halfway
- Infantry form hasty square; militia or peasant unit disordered by broken or rough ground

GUN MANEUVERS

WELL HANDLED

- Full move
- Fire and/or Pivot (1 gun base)
- Fire or Pivot (2+ gun bases)
- Limber or unlimber
- Prolong 2"
- Rally
- Replenish ammunition
- Lt. carriage only (1S, 2S):*
Full move and unlimber
- Limber and full move
- Unlimber and fire
- Pivot and/or fire

TARDY

- Half move
- Fire
- Limber or unlimber
- Pivot
- Rally
- Lt. carriage only (1S, 2S):*
Limber and full retreat silenced

HASTY

- Silenced and crew takes shelter in square

MOVEMENT RATE

| | Road | Open Ground | Broken Ground | Rough Ground |
|--------------------------------|---------|-------------|---------------|--------------|
| Full Move / Quick Step | | | | |
| Line | - | 12 / 16 | 8 / 12 | 6 / 10 |
| Skirmish Line or Attack Column | - | 12 / 16 | 10 / 14 | 8 / 12 |
| March Column | 18 / 24 | 12 / 16 | 10 / 14 | 8 / 12 |
| Square | - | 4 / 6 | 3 / 4 | 2 / 3 |
| Broken | 24 | 16 | 14 | 12 |
| | | | | |
| Line | - | 18 / 24 | 12 / 16 | 4 / 6 |
| Field Column | - | 18 / 24 | 14 / 20 | 6 / 8 |
| March Column | 24 / 36 | 18 / 24 | 14 / 20 | 6 / 8 |
| Dismounted Skirmish Line | - | 12 / 16 | 10 / 14 | 8 / 12 |
| Broken | 36 | 24 | 20 | 8 |
| | | | | |
| Foot Artillery - | 18 / 24 | 12 / 16 | 8 / 12 | 4 / 6 |
| Horse Artillery - | 24 / 36 | 18 / 24 | 12 / 16 | 4 / 6 |
| | | | | |
| Mounted | 36 | 24 | 20 | 12 |
| Dismounted | 24 | 16 | 14 | 12 |

MUSKETRY & CANNONADE TABLE

| MUSKETRY FIRE POINTS | | Close Range | | |
|---------------------------|----|-------------|-----|--|
| Rifle (R) | 4" | 8" | 12" | |
| | 1 | 1 | 1/2 | |
| Musket (M) or Carbine (C) | 1 | | | |

| CANNONADE FIRE POINTS | | Canister | | | | | Shot & Shell | | | | | |
|-----------------------------|----|----------|-----|-----|-----|-----|--------------|--|--|--|--|--|
| | 4" | 12" | 24" | 36" | 48" | 60" | | | | | | |
| (12S, 24S) Heavy Gun (HG) | 5 | 4 | 3 | 2 | 1 | | | | | | | |
| (8S) Medium Gun (MG) | 5 | 3 | 2 | 1 | | | | | | | | |
| (6S, 4S) Light Gun (LG) | 4 | 3 | 2 | 1 | | | | | | | | |
| (36#) Hvy How./Mortar (HH) | 5 | 3 | 3 | 4 | | | | | | | | |
| (5.5") Howitzer (H) | 4 | 2 | 2 | 3 | | | | | | | | |
| (2S, 1S) V. Light Gun (VLG) | 2 | 1 | | | | | | | | | | |

SKIRMISHER CHECK
When a unit is shot at it rolls 1d10. If the score is equal to or more than its skirmisher rating number then the firer suffers a -1 shooting modifier this fire phase.

| Unit Effectiveness | | | Unit Effectiveness | | |
|--------------------|----------|------------|--------------------|----------|------------|
| Spirited | Reliable | Unreliable | Spirited | Reliable | Unreliable |
| 2/-/1 | 2/-/1 | 2/-/1 | 10/7/4 | 10/8/5 | 10/9/7 |
| 3/-/1 | 3/2/1 | 3/-/2 | 11/8/5 | 11/9/6 | 11/10/8 |
| 4/2/1 | 4/3/2 | 4/-/3 | 12/8/5 | 12/9/6 | 12/10/8 |
| 5/3/2 | 5/4/3 | 5/4/3 | 13/9/6 | 13/10/7 | 13/11/9 |
| 6/4/2 | 6/5/3 | 6/5/4 | 14/10/6 | 14/11/7 | 14/12/9 |
| 7/5/3 | 7/6/4 | 7/6/5 | 15/11/7 | 15/12/8 | 15/13/10 |
| 8/5/3 | 8/6/4 | 8/7/6 | 16/11/7 | 16/12/8 | 16/13/10 |
| 9/6/4 | 9/7/5 | 9/8/7 | 17/12/8 | 17/13/9 | 17/14/11 |

- FIRE POINT MODIFIERS**
- x 1/2 Firing disordered, low on ammo, or damaged gun
- DIE ROLL MODIFIERS**
- +1 British
 - 1 Militia or Peasant shooting
 - 1 Skirmisher Check
 - +1 Target in attack column, cavalry, about faced, passage of lines, marched by the flank, limbered, enfiladed gun, or broken
 - +2 March column, square, or enfiladed troops
 - 1 Target in partial cover or skirmishers
 - 2 Full cover, or skirmisher in partial cover
 - 3 Fortification position

| DIE RESULT | TARGET | | | | EFFECTS | ADDITIONAL EFFECTS |
|------------|------------|------------|------------|-----------------|--|---|
| | Guard | Elite | Regular | Militia Peasant | | |
| 11 or more | 11 or more | 11 or more | 11 or more | 11 or more | Withering Fire. Troops disordered and lose 2 stands. Charge checked. British infantry may countercharge. Guns silenced and 1 stand wrecked. Lose stands for each one over 14. | Charge Checked. Retreat charging unit 2" from enemy. Cavalry may recall up to a full move. |
| - | 10 | 9, 10 | 8, 9, 10 | 8, 9, 10 | Telling Fire. Troops disordered and lose 1 stand. 1 gun stand silenced and damaged. Charge checked. British infantry may countercharge. | Charge Home. Resolve charge combat next phase. |
| 10 | 9 | 8 | 7 | 7 | Charge home - cold steel only. | Massed Target. Units within 2" behind target suffers the next lower effect. |
| 7, 8, 9 | 7, 8 | 7 | - | - | Charge home. | Low on Ammo on a base die result of 10 (9, 10 if poor commissariat). Mark one gun stand or unit of troops low on ammo. |
| 6 | 6 | 5, 6 | 5, 6 | 5, 6 | Galling Fire. Troops disordered or lose 1 stand if already disordered. Charge home. 1 gun stand silenced. | Fallen Leader check on a base die result of 10. Effect applies to the closest leader within 4" of the target. |
| - | 5 | 4 | 3, 4 | 3, 4 | Lively Fire. Troops disordered or 1 gun stand silenced from cannonade. Musketry no effect. Charge home. | |
| 5 or less | 4 or less | 3 or less | 2 or less | 2 or less | Desultory Fire. No effect. Charge home. | |

CHARGE TABLE

| DIE ROLL MODIFIERS | |
|--------------------------------------|---|
| +2 Guard unit | -1 Skirmish line or Hasty square |
| +1 Elite | -3 Outflanked (<i>hasty sq</i>), march column, or limbered guns |
| 0 Regular | +1 Defending favorable ground |
| -1 Militia | +2 Strong position or fortified |
| -2 Peasant | +1 Cold steel, lancers, or breakthrough |
| +2 Fresh troops | +2 Cavalry charge over open ground |
| 0 Worn | +1 Broken ground or vs. hasty square |
| -2 Spent | 0 Rough ground, stationary or vs. square |
| -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 Gaucho cavalry | |
| Granaderos cavalry | |

| Cavalry reign-in check | | | | |
|------------------------|---|---|---|---|
| G | E | R | M | P |
| 8 | 7 | 4 | 3 | 1 |

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 and heavy artillery. 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 | 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, in square or outflanked. Guns limber & full retreat. Lose fixed & heavy artillery. ATTACKER carry the position. Cavalry tests for reigning in resulting in breakthrough charge a half move towards closest enemy after 1st combat or recall. Disordered if charged over broken or rough ground, cavalry or 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. Guns limber and full retreat. Lose fixed and heavy artillery. Hold position if fortified or in square. ATTACKER carry the position. Retreat 2" if the defender is fortified or in square - cavalry may recall (in good order) 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, lancer, 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 if it passes a reign in check. |
| -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 if it passes a reign in check. |
| -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 if it passes a reign in check. |