MANEUVER TABLE

MOVEMENT RATE

<table>
<thead>
<tr>
<th>Movement</th>
<th>Open Ground</th>
<th>Broken Ground</th>
<th>Rough Ground</th>
<th>Road</th>
</tr>
</thead>
<tbody>
<tr>
<td>Line</td>
<td>12 / 16</td>
<td>8 / 12</td>
<td>6 / 10</td>
<td>-</td>
</tr>
<tr>
<td>Field Column</td>
<td>12 / 16</td>
<td>10 / 14</td>
<td>8 / 12</td>
<td>-</td>
</tr>
<tr>
<td>March Column</td>
<td>12 / 16</td>
<td>10 / 14</td>
<td>8 / 12</td>
<td>18 / 24</td>
</tr>
<tr>
<td>Broken</td>
<td>16</td>
<td>14</td>
<td>12</td>
<td>24</td>
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</table>

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<tr>
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<th>Road</th>
</tr>
</thead>
<tbody>
<tr>
<td>Line</td>
<td>18 / 24</td>
<td>12 / 16</td>
<td>6 / 8</td>
<td>-</td>
</tr>
<tr>
<td>Field Column</td>
<td>18 / 24</td>
<td>14 / 20</td>
<td>6 / 8</td>
<td>-</td>
</tr>
<tr>
<td>March Column</td>
<td>18 / 24</td>
<td>14 / 20</td>
<td>6 / 8</td>
<td>24 / 36</td>
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<tr>
<td>Dismounted Extended Line</td>
<td>12 / 16</td>
<td>10 / 14</td>
<td>8 / 12</td>
<td>-</td>
</tr>
<tr>
<td>Broken</td>
<td>24</td>
<td>20</td>
<td>8</td>
<td>36</td>
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<tbody>
<tr>
<td>Line</td>
<td>12 / 16</td>
<td>8 / 12</td>
<td>4 / 6</td>
<td>18 / 24</td>
</tr>
<tr>
<td>Field Gun</td>
<td>12 / 16</td>
<td>12 / 16</td>
<td>4 / 6</td>
<td>24 / 36</td>
</tr>
<tr>
<td>Horse Gun</td>
<td>18 / 24</td>
<td>12 / 16</td>
<td>4 / 6</td>
<td>24 / 36</td>
</tr>
<tr>
<td>Mounted</td>
<td>24</td>
<td>20</td>
<td>12</td>
<td>36</td>
</tr>
<tr>
<td>Dismounted</td>
<td>16</td>
<td>14</td>
<td>12</td>
<td>24</td>
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</tbody>
</table>

PLAYER TURN SEQUENCE

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 MANEUVERED
Full move
Half move
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
Change front
Face by the rear rank
Scale major obstacle
Replenish ammunition

TARDY
Full move disordered
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

Disordered or Broken Troops Effects

TROOP MANEUVERS

WELL MANEUVERED
Full move and unlimber, or limber and full move; double quick not allowed if HH or HR
Unlimber and fire
Pivot and fire
Hand haul 2" if MH, or not allowed if HH or HR
Prolong a half move to rear; not allowed if HH or HR
Rally
Replenish ammunition

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

HASTY
Cavalry countercharge halfway

Gun Maneuvers

WELL MANEUVERED
Full move unlimbered, or limber and full move; double quick not allowed if HH or HR
Unlimber and fire
Pivot and fire
Hand haul 2", 4" if MH, or not allowed if HH or HR
Prolong a half move to rear; not allowed if HH or HR
Rally
Replenish ammunition

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

HASTY
Cavalry countercharge halfway

GAMe SCALE

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

DIE ROLL MODIFIERS

+1 Gallant leader
0 Able
-1 Poor
+1 Attached leader or brave colonel
-1 Provisional command
-2 Out of command
+2 Crack unit
+1 Veteran
0 Trained
-1 Green

TAKE ACTION

11 or more
Rally with Elan. Return to good order and well handled maneuver.
5 - 10
Rally. Return to good order and tardy maneuver.
3, 4
Shaken. Retreat out of close range. Hold position if out of close range or fortified. Return to good order.
1, 2
0 or less
Panic. Retreat broken. Lose 1 stand equal to the die result difference less than 0.

8" clear line of sight
Attached to a contiguous line of march
4" line of sight through dense woods, twilight or fog, attached, or dismounted
MUSKETRY & CANNONADE TABLE

MUSKETRY FIRE POINTS

<table>
<thead>
<tr>
<th>Rifle Musket (RM)</th>
<th>Breechloader (BLC or BLR)</th>
<th>Repeater (RP)</th>
<th>Improved Rifle (IR) or Rifles &amp; Carbines (RC)</th>
<th>Smoothbore Musket (SM)</th>
<th>Shotgun &amp; Hunting Rifle (SH)</th>
</tr>
</thead>
<tbody>
<tr>
<td>1/2</td>
<td>1/2</td>
<td>1/2</td>
<td>1/2</td>
<td>1/2</td>
<td>1/2</td>
</tr>
</tbody>
</table>

CANNONADE FIRE POINTS

<table>
<thead>
<tr>
<th>Heavy Rifle (HR)</th>
<th>Light Rifle (LR)</th>
<th>Heavy Smoothbore (HS)</th>
<th>Light Smoothbore (LS)</th>
<th>Heavy Howitzer (HH)</th>
<th>Light Howitzer (LH) or Mountain Howitzer (MH)</th>
</tr>
</thead>
<tbody>
<tr>
<td>4</td>
<td>2</td>
<td>3</td>
<td>2</td>
<td>2</td>
<td>2</td>
</tr>
</tbody>
</table>

FIRE POINT MODIFIERS

<table>
<thead>
<tr>
<th>-1</th>
<th>-1</th>
<th>-1</th>
</tr>
</thead>
</table>

DIE ROLL MODIFIERS

-5 | -3 | -1 | +1 | +3 | +5 |
|---|---|---|---|---|---|

EFFECTS

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.

Telling Fire. Troops disordered and lose 1 stand. 1 gun stand damaged and 1 stand silenced. Charge checked. Charge home.

Galling Fire. Troops disordered or lose 1 stand if already disordered. Charge home. 1 gun stand silenced.

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 2” from enemy. Cavalry may recall up to a full move.

Charge Home. Resolve charge combat next phase.

Massed Target. Units within 2” 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 4” of the target.

CHARGE TABLE

DIE ROLL MODIFIERS

+2 | +1 | 0 | -1 | -2 | -3 | -4 | -5 |
|---|---|---|---|---|---|---|---|

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.

ATTACKER breakthrough charge a half move at the double quick toward closest enemy. Carry the position after 2nd combat. Disordered if charged over broken or rough ground, cavalry, or after 2nd combat.

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 at the double quick toward closest enemy after 1st combat. Disordered if charged over broken or rough ground, cavalry, or after 2nd combat.

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 guns. Hold position if fortified, with 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.

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

DIE ROLL MODIFIERS

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

EFFECTS

Fallen. 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.

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.

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.

Shot dead in the saddle, Mortally wounded, Grievously wounded, Remove leader from game.

Mere flesh wound, Remove leader for one turn.

Horse shot out from under Leader dismounted for one turn.

Coat pierced but unscathed, Staff officer struck, Coolly ignores the fire, No effect.