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
+2 Fresh troops
0 Worn
-2 Spent
+2 Battery
+1 Field or march column, garrison, limbered gun, or linear cover
-2 Outflanked within 12”, or broken
-1 Key position lost
-1 Heavy casualties
-2 Greater losses

MANEUVER TABLE

COMMAND RADIUS
12” clear line of sight
Attached to first unit in a contiguous line of march
6” line of sight through dense woods, twilight or fog, attached, or dismounted

DIE ROLL MODIFIERS

1 Fresh troops
0 Worn
-1 Spent
+1 Battery
+1 Field or march column, garrison, limbered gun, or linear cover
-2 Outflanked within 12”, or broken
-1 Key position lost
-1 Heavy casualties
-2 Greater losses

Troops in Good Order and Guns Effects

<table>
<thead>
<tr>
<th>DIE RESULT</th>
<th>MODIFIER</th>
</tr>
</thead>
<tbody>
<tr>
<td>8 or more</td>
<td>+1</td>
</tr>
<tr>
<td>3 - 7</td>
<td></td>
</tr>
<tr>
<td>1, 2</td>
<td>-1</td>
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<tr>
<td>0, -1</td>
<td>-2</td>
</tr>
<tr>
<td>-2 or less</td>
<td>-3</td>
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</table>

Disordered or Broken Troops Effects

<table>
<thead>
<tr>
<th>DIE RESULT</th>
<th>MODIFIER</th>
</tr>
</thead>
<tbody>
<tr>
<td>11 or more</td>
<td>+1</td>
</tr>
<tr>
<td>5 - 10</td>
<td></td>
</tr>
<tr>
<td>3, 4</td>
<td>+1</td>
</tr>
<tr>
<td>1, 2</td>
<td></td>
</tr>
<tr>
<td>0 or less</td>
<td>-2</td>
</tr>
</tbody>
</table>

PLAYER TURN SEQUENCE

Maneuver (1st) Phase
1. Replace, detach and attach leaders.
2. Repeat steps a, b, 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.
   d. Move detached leaders.

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 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
Half move
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
halway

GUN MANEUVERS

WELL HANDLED
Full move and unlimbered, or limber and full move; double quick not allowed if HH or HR
Unlimber and fire
Pivot and fire
Hand haul 3”; 6” 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

MOVEMENT RATE

Full Move / Double Quick

<table>
<thead>
<tr>
<th>MOVEMENT RATE</th>
<th>Open Ground</th>
<th>Broken Ground</th>
<th>Rough Ground</th>
<th>Road</th>
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<tbody>
<tr>
<td>Infantry</td>
<td>18 / 24</td>
<td>12 / 18</td>
<td>10 / 16</td>
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</tr>
<tr>
<td>Line</td>
<td>18 / 24</td>
<td>16 / 22</td>
<td>12 / 18</td>
<td>-</td>
</tr>
<tr>
<td>Field Column</td>
<td>18 / 24</td>
<td>16 / 22</td>
<td>12 / 18</td>
<td>-</td>
</tr>
<tr>
<td>Expanded Line</td>
<td>28 / 36</td>
<td>22 / 30</td>
<td>10 / 12</td>
<td>-</td>
</tr>
<tr>
<td>March Column</td>
<td>28 / 36</td>
<td>22 / 30</td>
<td>10 / 12</td>
<td>36 / 48</td>
</tr>
<tr>
<td>Broken</td>
<td>24 / 28</td>
<td>22 / 30</td>
<td>12 / 18</td>
<td>-</td>
</tr>
<tr>
<td>Cavalry</td>
<td>36 / 48</td>
<td>30 / 34</td>
<td>12 / 18</td>
<td>-</td>
</tr>
<tr>
<td>Field Gun</td>
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<td>18 / 24</td>
<td>18 / 24</td>
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</tr>
<tr>
<td>Horse Gun</td>
<td>28 / 36</td>
<td>22 / 30</td>
<td>10 / 12</td>
<td>-</td>
</tr>
<tr>
<td>Mounted</td>
<td>36 / 44</td>
<td>30 / 34</td>
<td>18 / 24</td>
<td>-</td>
</tr>
<tr>
<td>Leader Artillery</td>
<td></td>
<td>24 / 22</td>
<td>22 / 18</td>
<td>36 / 48</td>
</tr>
</tbody>
</table>

GAM E SCALE

Figures: 25mm
1 troop stand: 40 men
1 gun stand: 2 guns
1.5” ground: 25 yards
1 turn: 10-15 minutes
MUSKETRY POINTS

MUSKETRY & CANNONEER TABLE

*Firing disordered, low on ammo, or damaged gun*

**IDE ROLL MODIFIERS**

<table>
<thead>
<tr>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
<th>+1</th>
<th>+2</th>
<th>+3</th>
<th>+4</th>
<th>+5</th>
<th>+6</th>
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</thead>
<tbody>
<tr>
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<td>-3</td>
<td>-2</td>
<td>-1</td>
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**FIRE POINT MODIFIERS**

-5 less than 1 fire point
-4 1 pt.
-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
+6 Fortified position

**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. Charge home. 1 gun stand silenced.

**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.

**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 3" from enemy. Cavalry may recall up to a full move.

**CHARGE HOME**

Resolve charge combat next phase.

**MASSED TARGET**

Units within 3" behind target suffer the next lower effect.

**LOSE 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 6" of the target.

**CHARGE TABLE**

**DIE ROLL MODIFIERS**

<table>
<thead>
<tr>
<th>+2</th>
<th>+1</th>
<th>0</th>
<th>-1</th>
<th>-2</th>
<th>-3</th>
<th>+2</th>
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**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**

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. ATTACKER carry the position. Retreat 3" 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**

**EFFECTS**

**SHOT DEAD IN THE SADDLE**

Remove leader from game.

**MORTALLY WOUNDED**

Remove leader from game.

**GRIEVOUSLY WOUNDED**

Remove leader from game.

**MERE FLESH WOUND**

Remove leader from game.

**HORSE SHOT OUT FROM UNDER LEADER**

Remove leader from game.

**COAT PIERCED BUT UNSCATCHED**

Remove leader from game.

**STAFF OFFICER STRUCK**

Remove leader from game.

**COOLLY IGNORES THE FIRE**

No effect.

**DIE ROLL MODIFIERS**

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**EFFECTS**

**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.

**REPELLED**

ATTACKER lose 2 stands and additional stands equal to the die result difference over 9. Full retreat broken. Check for Fallen Leader if attacked.

**DEFENDER hold position. Cavalry disordered. Countering cavalry may carry the position or recall up to a full move.**

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