**DIE ROLL MODIFIERS**

- **+1** Gallant leader
- **0** Able
- **-1** Poor
- **+1** Attached leader or brave colonel
- **-1** Provisional command
- **-2** Out of command
- **+2** Elite unit
- **+1** Veteran
- **0** Trained
- **-1** Raw
- **+2** Battery
- **+1** Field or march column, square, garrison, limbered gun, mounted pack gun, or linear cover
- **-2** Outflanked within 12", or broken
- **-1** Key position lost
- **-1** Heavy casualties
- **-2** Greater losses

**TROOP MANEUVERS**

- **WELL HANDLED**
  - Full move
  - Half move and
  - Charge formation; Raw unit disordered by broken or rough ground
  - Passage of lines; Both units disordered if one is disordered, raw, 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**
  - Full move disordered
  - Change formation to line, open order, square, or garrison; Raw unit disordered by broken or rough ground
  - Face by the rear rank
  - Scale major obstacle

- **HASTY**
  - Cavalry counter charge halfway
  - Infantry form hasty square; Raw unit disordered
  - Infantry in open order evade

**GUN MANEUVERS**

- **WELL HANDLED**
  - Full move
  - Fire
  - Limber or unlimber
  - Pivot
  - Rally
  - Replenish ammunition

- **TARDY**
  - Full move
  - Fire
  - Limber or unlimber
  - Pivot
  - Light carriage gun: Limber and full retreat silenced
  - Pack gun:
    - Full move dismounted
    - Mount up or dismount
    - Pivot and fire

- **HASTY**
  - Silenced and crew takes shelter in square

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**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

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**MOVEMENT RATE**

<table>
<thead>
<tr>
<th>Troops in Good Order and Guns Effects</th>
<th>Disordered or Broken Troops Effects</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>DIE RESULT</strong></td>
<td></td>
</tr>
<tr>
<td>8 or more</td>
<td>8 or more</td>
</tr>
<tr>
<td>Double Quick, Well handled maneuver</td>
<td>Rally with Elan, Return to good order and well handled maneuver</td>
</tr>
<tr>
<td>3 - 7</td>
<td>5 - 10</td>
</tr>
<tr>
<td>Well Handled maneuver</td>
<td>Rally, Return to good order and tardy maneuver</td>
</tr>
<tr>
<td>1, 2</td>
<td>3, 4</td>
</tr>
<tr>
<td>Tardy maneuver.</td>
<td>Shaken, Retreat out of close range. Hold position if out of close range, in square, or fortified. Return to good order</td>
</tr>
<tr>
<td>0, -1</td>
<td>1, 2</td>
</tr>
<tr>
<td>Fall Back, Troops retreat out of close range disordered, Guns full retreat silenced, and lose all guns that cannot retreat beyond close range. Hold position and fire only if out of close range, in square, or fortified.</td>
<td></td>
</tr>
<tr>
<td>-2 or less</td>
<td>0 or less</td>
</tr>
<tr>
<td>Panic, Troops full retreat broken. Guns full retreat silenced. Lose all unlimbered or dismounted guns.</td>
<td></td>
</tr>
</tbody>
</table>

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**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.
   c. Maneuver units according to the effects. Form hasty squares and move charging and countercharging units first.
   d. Move detached leaders.

---

**TROOP Maneuvers**

**WELL HANDLED**

- Full move
- Half move and
- Charge formation; Raw unit disordered by broken or rough ground
- Passage of lines; Both units disordered if one is disordered, raw, 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**

- Full move disordered
- Change formation to line, open order, square, or garrison; Raw unit disordered by broken or rough ground
- Face by the rear rank
- Scale major obstacle

**HASTY**

- Cavalry counter charge halfway
- Infantry form hasty square; Raw unit disordered
- Infantry in open order evade
# Musketry & Cannonade Table

**MUSKETRY FIRE POINTS**

<table>
<thead>
<tr>
<th>Close Range 6'</th>
<th>12'</th>
</tr>
</thead>
<tbody>
<tr>
<td>Musket (M)</td>
<td>1</td>
</tr>
<tr>
<td>Carbine (C)</td>
<td>1</td>
</tr>
</tbody>
</table>

**CANNONADE FIRE POINTS**

<table>
<thead>
<tr>
<th>Gun Type</th>
<th>Canister</th>
<th>Shot, Shell</th>
</tr>
</thead>
<tbody>
<tr>
<td>Medium Gun (MG)</td>
<td>5</td>
<td>3</td>
</tr>
<tr>
<td>Light Gun (LG)</td>
<td>4</td>
<td>3</td>
</tr>
<tr>
<td>Very Light Gun (VLG)</td>
<td>3</td>
<td>2</td>
</tr>
</tbody>
</table>

## Fire Point Modifiers

- x ½: Firing disordered, low on ammo, or damaged gun
- -1: Raw troops firing
- -1: Troop target in field column, broken, about faced, passage of lines, or marched by the flank
- +1: March column, square, or enfiladed troops
- +1: Gun target limbered, mounted or enfiladed
- -1: Target in partial cover or open order
- -2: Full cover, or open order in partial cover

## Charge Table

### Die Roll Modifiers

- +2: Elite unit
- +1: Veteran
- 0: Trained
- -1: Raw
- -2: Fresh troops
- 0: Worn
- -2: Spent
- -3: Outnumbered by 3:2
- -2: 3:1 or more
- -1: Supported guns
- -1: Unsupported guns
- -1: Disordered troops or silenced gun
- +1: Brave colonel or leader attached

### 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.
- 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.

### Fallen Leader Table

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>Shot dead in the saddle</th>
<th>Mortally wounded</th>
<th>Grievously wounded</th>
<th>Removed leader from game.</th>
</tr>
</thead>
<tbody>
<tr>
<td>10</td>
<td>10</td>
<td>9</td>
<td>8</td>
<td></td>
</tr>
<tr>
<td>9</td>
<td>9</td>
<td>8</td>
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<td>7</td>
<td>7</td>
<td></td>
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<tr>
<td>6</td>
<td>6</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

- Falter: ATTACKER disordered or lose 1 stand if already disordered. Retreat 3" from enemy. Cavalry may recall up to a full move after 1st combat. Full retreat broken if outflanked. Limbered, mounted and dismounted pack guns, and light carriage guns limber up, and full retreat silenced. Lose all unlimbered and dismounted guns if defeated by cavalry, and all limbered heavy carriage guns.
- 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, in square, or outflanked. Limbered guns, mounted and dismounted pack guns, and light carriage guns limber up, and full retreat silenced. Lose all unlimbered and dismounted guns if defeated by cavalry, and all limbered heavy carriage guns.

## Fallen Leader Modifiers

- Charge Checked. Retreat charging unit 3" from enemy.
- Charge Home. Retreat charging unit 3" from enemy.
- Massed Target. Units within 3" 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 6" of the target.