



MANEUVER TABLE

COMMAND RADIUS

- 12" clear line of sight
- Attached to a contiguous line of march
- 6" line of sight through dense woods, twilight or fog, attached, or dismounted

DIE ROLL MODIFIERS

+1 Gallant leader	+2 Fresh troops
0 Able	0 Worn
-1 Poor	-2 Spent
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+1 Attached leader or brave colonel	+2 Battery
-1 Provisional command	+1 Field or march column, garrison, limbered gun, or linear cover
-2 Out of command	-2 Outflanked within 12", or broken
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+2 Crack unit	-1 Key position lost
+1 Veteran	-1 Heavy casualties
0 Trained	-2 Greater losses
-1 Green	

Troops in Good Order and Guns Effects

DIE RESULT	8 or more	Double Quick. Well handled maneuver at the double quick rate.
	3 - 7	Well Handled maneuver.
	1, 2	Tardy maneuver.
	0, -1	Fall Back. Troops retreat out of close range disordered. Guns in close range limber and full retreat silenced. Hold position and fire only if out of close range, or fortified.
	-2 or less	Panic. Troops retreat broken. Guns limber and full retreat silenced. Lose all fixed guns.

Disordered or Broken Troops Effects

DIE RESULT	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	Wavering. Retreat out of close range. Hold position if out of close range or fortified. Broken troops reform. Remain disordered.
	0 or less	Panic. Retreat broken. Lose 1 stand 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 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.

MOVEMENT RATE

		Full Move / Double Quick			
		Open Ground	Broken Ground	Rough Ground	Road
Infantry	Line	18 / 24	12 / 18	10 / 16	-
	Field Column or Extended Line	18 / 24	16 / 22	12 / 18	-
	March Column	18 / 24	16 / 22	12 / 18	28 / 36
	Broken	24	22	18	36
Cavalry	Line	28 / 36	18 / 24	6 / 10	-
	Field Column or Extended Line	28 / 36	22 / 30	10 / 12	-
	March Column	28 / 36	22 / 30	10 / 12	36 / 48
	Dismounted Extended Line	18 / 24	16 / 22	12 / 18	-
Leader	Mounted	36	30	18	48
	Dismounted	24	22	18	36

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
- Deploy to the front; Green unit disordered by broken or rough ground
- Change front
- Face by the rear rank
- Scale major obstacle
- Replenish ammunition

TARDY

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

HASTY

- Cavalry counter charge halfway

GUN MANEUVERS

WELL HANDLED

- 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 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

GAME SCALE

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

MUSKETRY & CANNONADE TABLE

MUSKETRY FIRE POINTS

	Close Range			
	6"	12"	18"	24"
Rifle Musket (RM)	1		1/2	
Breechloader (BLC or BLR)	2	1	1/2	1/2
Repeater (RPC or RPR)	2		1/2	1/2
Inferior Rifle (IR) or Rifle & Carbine (RC)	1		1/2	
Smoothbore Musket (SM) or Shotgun & Hunting Rifle (SH)	1	1/2		

Rifle
Carbine

FIRE POINT MODIFIERS

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

DIE ROLL MODIFIERS

-4	1 pt.	+1	Firing repeaters or buck & ball (SM) in a charge, or sharpshooters firing
-3	2 pts.	-1	Green troops or guns firing
-2	3 pts.	+1	Troop target in field column, cavalry, marched by the flank, about faced, passage of lines, crossed an abatis, or broken
-1	4,5 pts.	+2	March column or enfiladed
0	6-8 pts.	+1	Gun target is limbered, enfiladed, or in close range
+1	9-11 pts.	-1	Target in partial cover or extended line
+2	12-14 pts.	-2	Full cover or extended line in partial cover
+3	15-19 pts.	-3	Fortified position
+4	20-24 pts.		
+5	25 or more points		

CANNONADE FIRE POINTS

	Close Range			Shot & Shell			
	6"	18"	Canister	54"	72"	90"	108"
Heavy Rifle (HR)	4			3			2
Light Rifle (LR)	3			3			2 1
Heavy Smoothbore (HS)	5	4		3	2		1
Light Smoothbore (LS)	4	3		2			1
Heavy Howitzer (HH)	6	4		3			
Light Howitzer (LH) or Mountain Howitzer (MH)	5	3		3			

DIE RESULT	TARGET				EFFECTS	ADDITIONAL EFFECTS
	Crack	Veteran	Trained	Green		
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. 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 3" 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 damaged and 1 stand silenced. Charge checked.	Charge Home. Resolve charge combat next phase.
7, 8, 9	7, 8	7	7	-	Charge checked or charge home with cold steel. Charge home.	Massed Target. Units within 3" behind target suffer the next lower effect.
6	6	5, 6	5, 6	-	Galling Fire. Troops disordered or lose 1 stand if already disordered. Charge home. 1 gun stand silenced.	Low on Ammo. On a base die result of 10, mark one gun stand or unit of troops firing half or more stands.
-	5	4	3, 4	-	Lively Fire. From cannonade only, troops disordered or 1 gun stand silenced. Musketry no effect. Charge home.	Fallen Leader check on a base die result of 10. Effect applies to the closest leader within 6" of the target.
5 or less	4 or less	3 or less	2 or less	-	Desultory Fire. No effect. Charge home.	

CHARGE TABLE

DIE ROLL MODIFIERS

+2	Crack unit	-1	Extended line
+1	Veteran	-3	Outflanked, broken, march column, or limbered guns
0	Trained	+1	Defending favorable ground
-1	Green	+2	Strong position or fortified
+2	Fresh troops	+1	Cold steel or breakthrough
0	Worn	+2	Cavalry charge over open ground
-2	Spent	+1	Broken ground
-1	Outnumbered by 3:2	0	Rough ground, mounted infantry, or stationary
-2	2:1		
-3	3:1 or more		
+1	Supported guns		
-1	Unsupported guns		
-1	Disordered troops or silenced gun		
+1	Attached leader or brave colonel		

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, 2, 3	Coolly ignores the fire No effect.

DIE RESULT DIFFERENCE	EFFECTS
8 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 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.
4 to 7	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.
1, 2, 3	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.
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,-2,-3	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. DEFENDER hold position. Cavalry disordered. Countercharging cavalry may carry the position or recall up to a full move.
-4 to -7	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.
-8 or more	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.