DIE RESULT

**Troops in Good Order and Guns Effects**

- **Double Quick.** Well handled maneuver at the double quick rate.

- **Well Handled.** maneuver.

- **Tardy.** maneuver.

- **Full Back.** Troops retreat out of close range disordered. Guns in close range limber and full retreat silenced. Lose all unlimbered heavy carriage guns. Hold position and fire only if out of close range, in square, or fortified.

- **Panic.** Troops full retreat broken. Guns limber and full retreat silenced. Lose all unlimbered heavy carriage and fixed guns.

**Disordered or Broken Troops Effects**

- **Rally with Elan.** Return to good order and well handled maneuver.

- **Rally.** Return to good order and tardy maneuver.

- **Shaken.** Retreat out of close range. Hold position if out of close range, in square, or fortified. Return to good order.

- **Wavering.** Retreat out of close range. Hold position if out of close range, in square, or fortified. Broken troops reform. Remain disordered.

- **Panic.** Retreat broken. Lose 1 stand and additional stands equal to the die result difference less than 0.

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**MANEUVER TABLE**

**COMMAND RADIUS**

- 8” clear line of sight
- Attached to first unit in a contiguous line of march
- 4” line of sight through dense chaparral, twilight, attached, or dismounted

**DIE ROLL MODIFIERS**

- +1 Gallant leader
- 0 Able
- -1 Poor
- -1 Attached leader or brave colonel
- -1 Provisional command
- -2 Out of command
- +2 Battery
- +1 Field or march column, square, garrison, limbered gun, or linear cover
- +1 Outflanked within 8”, or broken
- -1 Key position lost
- -1 Heavy casualties
- -2 Greater losses

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**PLAYER TURN SEQUENCE**

1. **Musketry & Cannonade**
   1. Opponent resolves all defensive fire combat.
   2. Resolve all offensive fire combat.

2. **Charge**
   1. Players jointly resolve all charge combat.
   2. Move breakthrough charge units.
   3. Resolve all breakthrough charge combat.

---

**MUSKETRY & CANNONADE**

- Full move
- Half move and change 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 Deploy to the front; Raw unit disordered by broken or rough ground
- Change front
- Face by the rear rank
- Scale major obstacle
- Rally
- Replenish ammunition
- Light carriage only:
  - Full move and unlimber or limber and full move
  - Unlimber and fire
  - Pivot and fire
  - Pivot and fire
- Flying artillery only on a double quick:
  - Full move, unlimber and fire
  - Limber, full move and unlimber

**TROOP MANEUVERS**

**WELL HANDLED**

- Full move
- Half move
- Change 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 Deploy to the front; Raw unit disordered by broken or rough ground
- Change front
- Face by the rear rank
- Scale major obstacle

**TARDY**

- Full move in disorder; Mexican cavalry cannot charge in disorder
- 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; Mexican cavalry cannot charge in disorder
- Infantry form hasty square; Raw unit disordered
- Skirmishers evade; full retreat broken
- Scale major obstacle

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**GUN MANEUVERS**

**WELL HANDLED**

- Full move
- Fire
- Limber or unlimber
- Pivot
- Rally
- Replenish ammunition
- Light carriage only:
  - Full move and unlimber or limber and full move
  - Unlimber and fire
  - Pivot and fire
  - Pivot and fire
- Flying artillery only on a double quick:
  - Full move, unlimber and fire
  - Limber, full move and unlimber

**TARDY**

- Full move
- Fire
- Limber or unlimber
- Pivot
- Light carriage only: Limber and full retreat silenced

**HASTY**

- Silenced and crew takes shelter in square within 4"
### MUSKETRY & CANNONADE TABLE

#### FIRE POINT MODIFIERS

-1: Raw troops or guns firing

-1: Troop target in field, broken, about faced, passage of lines, or marched by the flank, or crossed abatis

+1: Enfiladed, square, march column, or storming column

-1: Gun target is limbered or enfiladed

#### DIE ROLL MODIFIERS

-1: Target in partial cover or open order

-2: Full cover, or open order in partial cover

-3: Fortified position

#### EFFECTS

- Swept from the Field. DEFENDER lose 2 stands and additional stands equal to the die result difference over 9. Troops full retreat broken. Limbered guns full retreat silenced. Lose all unlimbered guns. Check for Fallen Leader if attached.

- 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 to full move after 1st combat. Disordered if charged over broken or rough ground, cavalry, or after 2nd combat.

- Falter. ATTACKER attacked defender lose 1 stand if already disordered. Retreat 2" from enemy. Cavalry may recall to full move after 1st combat. Disordered if charged over broken or rough ground, cavalry, or after 2nd combat.

- Recoil. ATTACKER lose 1 stand and disordered. Retreat out of close range. Cavalry may recall up to a full move after 1st combat. Lost 1 additional stand and full retreat broken if defeated by cavalry or outflanked.

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

#### 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 suffers the next lower effect.

- Low on Ammo. on a base die roll of 3. Mark one gun stand or unit of troops firing full bore or more stands.

- Fallen Leader. Check on a base die roll of 10: Effect applies to the closest leader within 4" of the target.

### CHARGE TABLE

#### DIE ROLL MODIFIERS

- Elite unit
- Veteran
- Trained
- Raw
- Fresh troops
- Worn
- Skilled
- Outnumbered by 3:2
- 2:1
- 3:1 or more
- Cavalry outnumbered by infantry
- Supported guns
- Unsupported guns
- Disordered troops or silenced gun
- Brave colonel or leader attached

#### EFFECTS

- Open order, hasty square, Mexican national guard or auxiliaries
- Outflanked, broken, march column, or limbered guns
- Defending favorable ground
- Strong position
- Fortified position
- Cold steel, lancers, or breakthrough
- Cavalry charge over open ground
- Broken ground
- Rough ground, stationary, or vs. square

### FALLEN LEADER TABLE

#### EFFECTS

- Shot dead in the saddle
- Mortally wounded
- Grievously wounded
- Remove leader from game
- More flesh wound
- Remove leader for one turn
- Horse shot out from under
- Leader dismantled for one turn
- Coat pierced but unscathed
-Staff officer struck
-Coolly ignores the fire
No effect

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<thead>
<tr>
<th>TARGET</th>
<th>Elite</th>
<th>Veteran</th>
<th>Trained</th>
<th>Raw</th>
<th>Fresh troops</th>
<th>Worn</th>
<th>Skilled</th>
<th>Outnumbered</th>
<th>2:1</th>
<th>3:1 or more</th>
<th>Cavalry outnumbered</th>
<th>Supported guns</th>
<th>Unsupported guns</th>
<th>Disordered troops or silenced</th>
<th>Brave colonel or leader attached</th>
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<thead>
<tr>
<th>DIE ROLL</th>
<th>EFFECTS</th>
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<tr>
<td>8 or more</td>
<td>Sweep from the Field. DEFENDER lose 2 stands and additional stands equal to the die result difference over 9. Troops full retreat broken. Limbered guns full retreat silenced. Lose all unlimbered guns. Check for Fallen Leader if attached.</td>
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<tr>
<td>8 to 7</td>
<td>Drive Back. DEFENDER lose 1 stand. Troops disordered and 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. Light carriage guns limbered up, and limbered guns, full retreat silenced. Lose all unlimbered heavy carriage or fixed guns. Troops and guns hold position if fortified or in square.</td>
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</table>
| 4 to 7   | 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. Disordered if charged over broken or rough ground, cavalry, or after 2nd combat.
| 4 or 5   | 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 attacked defender 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.
| 0       | 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.
| -3      | 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. |