**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 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 Elite unit
- +1 Veteran
- 0 Trained
- +1 Raw
- -2 Fresh troops
- 0 Worn
- -2 Spent
- +2 Battery
- +1 Field or march column, square, garrison, limbered 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 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
- Replenish ammunition

**TARDY**
- Half move or full move in disorder; Mexican cavalry cannot charge in disorder
- Change formation to line, open order, squar 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

---

**PLAYER TURN SEQUENCE**

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 counter charges. Declare hasty squares and move charging and countercharging units first.
   c. Move detached leaders.

---

**MOVEMENT RATE**

<table>
<thead>
<tr>
<th>Maneuver</th>
<th>Open Ground</th>
<th>Broken Ground</th>
<th>Rough Ground</th>
<th>Road Bonus</th>
</tr>
</thead>
<tbody>
<tr>
<td>US Line</td>
<td>18 / 24</td>
<td>12 / 18</td>
<td>10 / 16</td>
<td>-</td>
</tr>
<tr>
<td>MEX Line</td>
<td>18 / 24</td>
<td>12 / 16</td>
<td>10 / 12</td>
<td>-</td>
</tr>
<tr>
<td>Open Order or Field Column</td>
<td>18 / 24</td>
<td>16 / 22</td>
<td>12 / 18</td>
<td>x1.5</td>
</tr>
<tr>
<td>March Column</td>
<td>18 / 24</td>
<td>16 / 22</td>
<td>12 / 18</td>
<td>x1.5</td>
</tr>
<tr>
<td>Square</td>
<td>6 / 10</td>
<td>4 / 6</td>
<td>3 / 4</td>
<td>-</td>
</tr>
<tr>
<td>Broken</td>
<td>22 / 22</td>
<td>18</td>
<td>15</td>
<td>x1.5</td>
</tr>
<tr>
<td>Line</td>
<td>28 / 36</td>
<td>18 / 24</td>
<td>6 / 10</td>
<td>-</td>
</tr>
<tr>
<td>Open Order or Field Column</td>
<td>28 / 36</td>
<td>22 / 30</td>
<td>10 / 12</td>
<td>x1.5</td>
</tr>
<tr>
<td>March Column</td>
<td>28 / 36</td>
<td>22 / 30</td>
<td>10 / 12</td>
<td>x1.5</td>
</tr>
<tr>
<td>Dismounted Open Order</td>
<td>28 / 36</td>
<td>16 / 22</td>
<td>12 / 18</td>
<td>x1.5</td>
</tr>
<tr>
<td>Broken</td>
<td>24 / 24</td>
<td>20</td>
<td>12</td>
<td>x1.5</td>
</tr>
<tr>
<td>Siege Gun: Heavy Carriage</td>
<td>10 / 12</td>
<td>6 / 10</td>
<td>4 / 6</td>
<td>x2</td>
</tr>
<tr>
<td>Flying Artillery: Light Carriage</td>
<td>18 / 24</td>
<td>12 / 18</td>
<td>6 / 10</td>
<td>x2</td>
</tr>
<tr>
<td>Mounted</td>
<td>36</td>
<td>30</td>
<td>18</td>
<td>x1.5</td>
</tr>
<tr>
<td>Dismounted</td>
<td>24</td>
<td>22</td>
<td>18</td>
<td>x1.5</td>
</tr>
</tbody>
</table>

---

**TROOPS IN GOOD ORDER AND GUNS EFFECTS**
**Disordered or Broken Troops Effects**

---

**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
- Hand haul 3” or 6” if mtn. howitzer or rocket
- 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 6”
**MUSKETRY FIRE POINTS**

- **Close Range**
  - 6”
  - 12”
  - 18”

**CANNONADE FIRE POINTS**

<table>
<thead>
<tr>
<th>American</th>
<th>Siege Gun (SG)</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Heavy Gun (HG)</td>
<td>5</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Light Gun (LG)</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>1</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Heavy Howitzer (HH)</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>1</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Light Howitzer (LH)</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>1</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Hale Rocket (HR)</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>1</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Mexican</th>
<th>Siege Gun (SG)</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Heavy Gun (HG)</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>1</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Medium Gun (Mc)</td>
<td>3</td>
<td>3</td>
<td>2</td>
<td>1</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Light Gun (LG)</td>
<td>3</td>
<td>2</td>
<td>1</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**FALLEN LEADER TABLE**

<table>
<thead>
<tr>
<th>DIE RESULT</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
</tr>
</thead>
<tbody>
<tr>
<td>Efffects</td>
<td>Shot dead in the saddle</td>
<td>Mortally wounded</td>
<td>Grievously wounded</td>
<td>Mortally wounded</td>
<td>Mortally wounded</td>
<td>Mortally wounded</td>
<td>Mortally wounded</td>
<td>Mortally wounded</td>
<td>Mortally wounded</td>
<td>Mortally wounded</td>
</tr>
</tbody>
</table>

**CHARGE TABLE**

**DIE ROLL MODIFIERS**

- +1 Elite unit
- +4 Veteran
- +0 Trained
- +0 Raw
- +2 Fresh troops
- +0 Worn
- +0 Spent
- -1 Outnumbered by 32
- -2 2:1
- -3 3:1 or more
- -2 Cavalry outgunned by infantry
- -1 Supported guns
- -1 Unsupported guns
- -1 Disordered troops or silenced gun
- -1 Brave colonel or leader attached

**EFFECTS**

- +1 Open order, hasty square, Mexican national guard or auxiliaries
- +1 Outflanked, broken, column, or limbered gun
- +2 Defending favorable ground
- +1 Strong position
- -1 Broken ground
- -1 Casualty charge over open ground
- 0 Rough ground, stationary, or vs. square

**FALLEN LEADER EFFECTS**

- Shot in the saddle
- Mortally wounded
- Grievously wounded
- Mortally wounded
- Mortally wounded
- Mortally wounded
- Mortally wounded
- Mortally wounded

**FALLEN LEADER TABLE**

<table>
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<td>Mortally wounded</td>
<td>Mortally wounded</td>
<td>Mortally wounded</td>
</tr>
</tbody>
</table>

**MUSKETRY & CANNONADE TABLE**

**FIRE POINT MODIFIERS**

- +1 Firing disordered, low on ammo, or damaged gun
- -1 Raw troops or guns firing
- +1 Musket firing buck & ball in a charge, or sharpshooters
- -1 Troop target in field, broken, about faced, passage of lines, or marched by the flank, or crossed abatis
- -2 Enfiladed, square, march column, or storming column
- +1 Gun target is limbered or enfiled
- -1 Target in partial cover or open order
- +2 Full cover, or open order in partial cover
- +3 Fortified position

**EFFECTS**

- Withering Fire. Troops disordered and lose 2 stands. Charge it. 1 gun stand wrecked and remaining stands soldiers. Lose one additional troop or gun stand on a 15 or more.
- Telling Fire. Troops disordered and lose 1 stand. 1 gun stand silenced and damaged. Charge checked.
- Galling Fire. Troops disordered or lose 1 stand if already disordered. 1 gun stand silenced. Charge home. Mexican cavalry checked.
- Lively Fire. From cannonade only, troops disordered, or 1 gun silenced. Charge home. Mexican cavalry checked. Musketry no effect.
- 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 3” behind target suffers the next lower effect.
- Low on Ammo: on a base die result of 10. Mark one gun stand or unit of troops firing full bore or more stands.
- Fallen Leader: check on a base die result of 10. Effect applies to the closest leader within 6” of the target.

**EFFE CTS**

- 8 or more
- 4 to 7
- 1, 2, 3
- 0

- Faletr. ATTACKER: ATTACKER disordered and lose 1 stand if already disordered. Retreat 3” 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.
- Driven 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 limber 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. ATTACKER carry the position. Cavalry must break through charge a half move at the double quick towards 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 3” from enemy. Cavalry may recall up to a full move after 1st combat. Light carriage guns limber 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. ATTACKER carry the position. Retreat 3” if defender is fortified or in square. Cavalry may recall up to a full move after 1st combat. Disordered if charged over broken or rough ground, cavalry, or after 2nd combat.

**DETERMINING DIE ROLL**

- 9, 10
- 7, 8, 9
- 4, 5, 6
- 3
- 2
- 1

- 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 3” behind target suffers the next lower effect.
- Low on Ammo: on a base die result of 10. Mark one gun stand or unit of troops firing full bore or more stands.
- Fallen Leader: check on a base die result of 10. Effect applies to the closest leader within 6” of the target.

**DIE ROLL MODIFIERS**

- -1 Raw troops or guns firing
- +1 Musket firing buck & ball in a charge, or sharpshooters
- -1 Troop target in field, broken, about faced, passage of lines, or marched by the flank, or crossed abatis
- -2 Enfiladed, square, march column, or storming column
- +1 Gun target is limbered or enfiled
- -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.
- ATTACKER breakthrough charge a half move at the double quick towards closest enemy. Carry the position after 2nd combat. Disordered if charged over broken or rough ground, cavalry, or after 2nd combat.
- Drven 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 limber 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. ATTACKER carry the position. Cavalry must break through charge a half move at the double quick towards closest enemy after 1st combat. Disordered if charged over broken or rough ground, cavalry, or after 2nd combat.
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**DETERMINING DIE ROLL**

- 9, 10
- 7, 8, 9
- 4, 5, 6
- 3
- 2
- 1

- 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 3” behind target suffers the next lower effect.
- Low on Ammo: on a base die result of 10. Mark one gun stand or unit of troops firing full bore or more stands.
- Fallen Leader: check on a base die result of 10. Effect applies to the closest leader within 6” of the target.

**DIE ROLL MODIFIERS**

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- -2 Enfiladed, square, march column, or storming column
- +1 Gun target is limbered or enfiled
- -1 Target in partial cover or open order
- +2 Full cover, or open order in partial cover
- +3 Fortified position