DIE RESULT

-2 or less Panic. Troops full retreat broken. Guns full retreat silenced. Lose all unlimbered or dismounted guns.

0 - 1 Full 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.

1 - 2 Tardy maneuver.

3 - 7 Well Handled maneuver.

8 or more Double Quick. Well handled maneuver at the double quick rate.

Troops in Good Order and Guns Effects

Disordered or Broken Troops Effects

DIE ROLL MODIFIERS

-1 Poor

+1 Field or march column, square, garrison, limbered gun, mounted pack gun, or linear cover

-2 Spent

+1 Outflanked within 8”, or broken

0 Able

-1 Key position lost

+2 Crack unit

0 Field and column, square, garrison, limbered gun, mounted pack gun, or linear cover

-1 Heavy casualties

-2 Tardy 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.


Panic. Retreat broken. Lose 1 stand equal to the die result difference less than 0.

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

WELL HANDLED

TARDY

HASTY

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.
   e. Declare countercharges

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; 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

Half move

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

MOVEMENT RATE

Full Move / Double Quick

Line
10 / 12

Field Column or Open Order
12 / 16

March Column
12 / 16

Square
4 / 6

Broken
16

Line
18 / 24

Field Column
18 / 24

March Column
18 / 24

Broken
24

Heavy Carriage Gun
8 / 12

Light Carriage Gun
12 / 16

Mounted Pack Gun
12 / 16

Dismounted Pack Gun
4 / 6

Mounted
24

Dismounted
16

Infantry

Cavalry

Artillery

Leader

GUN MANEUVERS

WELL HANDLED

Full move

Fire

Timber or unlimber

Pivot

Rally

Replenish ammunition

Light carriage gun:

Full move and unlimber or limber and full move

Unlimber and fire

Pivot and fire

Hand haul 2"

Pack gun:

Full move dismounted

Mount up or dismount

Pivot and fire

TARDY

Full move

Fire

Timber or unlimber

Pivot

Light carriage gun:

Limber and full retreat silenced

Pivot

Pack gun:

Half move dismounted

HASTY

Silenced and crew takes shelter in square
MUSKETRY & CANNONADE TABLE

MUSKETRY FIRE POINTS

<table>
<thead>
<tr>
<th>Fire Point</th>
<th>Close Range</th>
<th>4&quot;</th>
<th>8&quot;</th>
</tr>
</thead>
<tbody>
<tr>
<td>Musket (M)</td>
<td>1</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>Carbine (C)</td>
<td>1</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

CANNONADE FIRE POINTS

<table>
<thead>
<tr>
<th>Fire Point</th>
<th>Cannon (C)</th>
<th>Shot Shell (SS)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Heavy Gun (HG)</td>
<td>5</td>
<td>3</td>
</tr>
<tr>
<td>Medium Gun (MG)</td>
<td>5</td>
<td>3</td>
</tr>
<tr>
<td>Light Gun (LG)</td>
<td>3</td>
<td>2</td>
</tr>
<tr>
<td>Very Light Gun (VLG)</td>
<td>3</td>
<td>2</td>
</tr>
<tr>
<td>Howitzer (H)</td>
<td>4</td>
<td>3</td>
</tr>
</tbody>
</table>

FIRE POINT MODIFIERS

- Firing disordered, low on ammo, or damaged gun

DIE ROLL MODIFIERS

- Troop target in field column, broken, about faced, passage of lines, or marched by the flank
- March column, square, or enfiladed troops
- Target in square or enfiladed
- Full cover, or open order in partial cover
- Troop target in field column, broken, about faced, passage of lines, or marched by the flank

DIE ROLL MODIFIERS

- Troop target in field column, broken, about faced, passage of lines, or marched by the flank
- March column, square, or enfiladed troops
- Target in square or enfiladed
- Full cover, or open order in partial cover

DIFFERENCE ADDITIONAL EFFECTS

- 9 or more
- Charge Checked. Retreat charging unit.
- Charge Home. Resolve charge combat next phase.
- Massed Target. Units within 2" 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 on a base die result of 10. Effect applies to the closest leader within 4" of the target.

- 5 to 8
- 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, 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 unlimbered heavy carriage guns. ATTACKER carry the position. Cavalry breakthrough charge a half move at the double quick toward the closest enemy after the 1st combat. Disordered if charged over broken or rough ground, cavalry, or after 2nd combat.

- 1 to 4
- Hard Pressed. DEFENDER troopers 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. Full retreat broken if outflanked. Limbered guns, mounted and dismounted pack guns, and light carriage guns limber up, and full retreat silenced. Lose all unlimbered heavy carriage guns. Hold position if fortified or in square, troops disordered and guns silenced

- 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.

CHARGE TABLE

DIE ROLL MODIFIERS

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

- -1 Open order or hasty square
- -3 Outflanked, broken, march column, or mounted pack guns
- +1 Defending favorable ground
- +2 Strong position
- +1 Cold steel or breakthrough
- +2 Cavalry charge over open ground
- +1 Broken ground
- 0 Rough ground, vs. square, or stationary

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.
- Gallant Fire. Troops disordered and lose 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.

- Swept from the Field. DEFENDER lose 2 stands and additional stands equal to the die result difference over 9. Troops full retreat broken. Limbered and mounted guns full retreat silenced. Lose all unlimbered and dismounted guns. Check for Fallen Leader if attached.
- 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, 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 unlimbered heavy carriage guns. ATTACKER carry the position. Cavalry breakthrough charge a half move at the double quick toward the closest enemy after the 1st combat. Disordered if charged over broken or rough ground, cavalry, or after 2nd combat.
- Hard Pressed. DEFENDER troopers 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. Full retreat broken if outflanked. Limbered guns, mounted and dismounted pack guns, and light carriage guns limber up, and full retreat silenced. Lose all unlimbered heavy carriage guns. Hold position if fortified or in square, troops disordered and guns silenced
- 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.
- Swept from the Field. DEFENDER lose 2 stands and additional stands equal to the die result difference over 9. Troops full retreat broken. Limbered and mounted guns full retreat silenced. Lose all unlimbered and dismounted guns. Check for Fallen Leader if attached.
- 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, 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 unlimbered heavy carriage guns. ATTACKER carry the position. Cavalry breakthrough charge a half move at the double quick toward the closest enemy after the 1st combat. Disordered if charged over broken or rough ground, cavalry, or after 2nd combat.
- Hard Pressed. DEFENDER troopers 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. Full retreat broken if outflanked. Limbered guns, mounted and dismounted pack guns, and light carriage guns limber up, and full retreat silenced. Lose all unlimbered heavy carriage guns. Hold position if fortified or in square, troops disordered and guns silenced
- 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

DIE ROLL MODIFIERS

- 10 9 8 7 6 5 4 1 - 3
- Shot dead in the saddle
- Mortally wounded
- Grievously wounded
- Remove leader from game.
- Mere flesh wound
- Mere leader dismounted for one turn.
- Horse shot out from under
- Coat pierced but unsheathed
- Staff officer struck
- Coolly ignores the fire
- No effect.

- -1 to -4
- Falter. ATTACKER disordered or 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.
- 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.
- Repulsed. ATTACKER lose 1 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.