

# **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 woods, twilight or fog, attached, or dismounted

#### **DIE ROLL MODIFIERS**

| +1 | Gallant leader                   | +2 | Fresh troops        |
|----|----------------------------------|----|---------------------|
| 0  | Able                             | 0  | Worn                |
| -1 | Poor                             | -2 | Spent               |
| +1 | Attached leader or brave colonel | +2 | Battery             |
| -1 | Provisional command              | +1 | Field or march colu |

- +2 Crack unit
- +1 Veteran
- 0 Trained
- -1 Green

> mn, garrison, limbered gun, or linear cover -2 Outflanked within 8", or broken

- -1 Key position lost
- -1 Heavy casualties
- -2 Greater losses

|       | In<br>Command | Out of<br>Command | EFFE<br>Troops in Good Order and Guns  | CTS<br>Disordered or Broken Troops  |  |
|-------|---------------|-------------------|--|---|--|
|       | 8 or more     | 11 or more        | <i>Double Quick.</i> Well handled maneuver at the double quick rate.   | Rally with Elan. Return to good order and tardy   |  |
|       | 4 - 7         | 7 - 10            | Well Handled maneuver.   | maneuver.   |  |
| ESULT | 2, 3          | 5,6               | Taudu managana   | <i>Rally.</i> Retreat out of close range. Hold position if out of close range or fortified. Return to good order.                       |  |
| DIER  | 1             | 3, 4              | <i>Tardy</i> maneuver.   | <i>Wavering.</i> Retreat out of close range. Hold position if out of close range or fortified. Broken troops reform. Remain disordered. |  |
|       | 0, -1         | 1, 2              | <b>Fall Back.</b> Troops retreat out of close range disordered.<br>Guns in close range limber and full retreat silenced. Hold<br>position and fire only if out of close range, or fortified. | <i>Panic.</i> Retreat broken.   |  |
|       | -2 or less    | 0 or less         | <b>Panic.</b> Troops retreat broken. Guns limber and full retreat silenced. Lose all fixed guns.   | <i>Rout.</i> Retreat broken. Lose 1 stand and additional stands 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.

# **MOVEMENT RATE**

|           | Full Move / Double Quick      | Ground  | Ground  | Ground | Road    |  |
|-----------|-------------------------------|---------|---------|--------|---------|--|
| ~         | Line                          | 12 / 16 | 8 / 12  | 6 / 10 | -       |  |
| ntry      | Field Column or Extended Line | 12 / 16 | 10 / 14 | 8 / 12 | -       |  |
| Infantry  | March Column                  | 12 / 16 | 10 / 14 | 8 / 12 | 18 / 24 |  |
|           | Broken                        | 16      | 14      | 12     | 24      |  |
|           | Line                          | 18 / 24 | 12 / 16 | 4/6    | -       |  |
| lry       | Field Column or Extended Line | 18 / 24 | 14 / 20 | 6/8    | -       |  |
| Cavalry   | March Column                  | 18 / 24 | 14 / 20 | 6/8    | 24 / 36 |  |
| Ű         | Dismounted Extended Line      | 12 / 16 | 10 / 14 | 8 / 12 | -       |  |
|           | Broken                        | 24      | 20      | 8      | 36      |  |
| Artillery | Field Gun                     | 12 / 16 | 8 / 12  | 4/6    | 18 / 24 |  |
|           | Horse Gun                     | 18 / 24 | 12 / 16 | 4/6    | 24 / 36 |  |
| Leader    | Mounted                       | 24      | 20      | 12     | 36      |  |
| Lea       | Dismounted                    | 16      | 14      | 12     | 24      |  |

#### Musketry & Cannonade (2nd) Phase

- Opponent resolves all 1. defensive fire combat.
- 2. Resolve all offensive fire combat.

## Charge (3rd) Phase

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

## 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 Face by the rear rank Scale major obstacle

Replenish ammunition

### TARDY

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

#### HASTY

Cavalry countercharge halfway

## GUN **MANEUVERS**

#### WELL HANDLED

| Full move and unlimber |  |  |  |  |
|------------------------|--|--|--|--|
| Limber and full move   |  |  |  |  |
| Unlimber and fire      |  |  |  |  |
| Pivot and fire         |  |  |  |  |
| Hand haul 2"           |  |  |  |  |
| Rally                  |  |  |  |  |
| Replenish ammunition   |  |  |  |  |
|                        |  |  |  |  |

#### TARDY

| Full move limbered               |
|----------------------------------|
| Fire                             |
| Limber or unlimber               |
| Pivot                            |
| Rally                            |
| Limber and full retreat silenced |

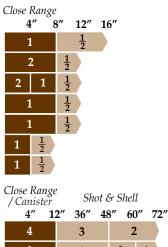
# **GAME SCALE**

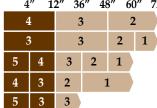
Figures: 15mm 1 troop stand: 40 men 1 gun stand: 2 guns 1" ground: 25 yards 1 turn: 10-15 minutes



## CANNONADE FIRE POINTS

Heavy Rifle (HR) Light Rifle (LR) Heavy Smoothbore (HS) Light Smoothbore (LS) Light Howitzer (LH)





# x 1/2 Firing disorder -4 1 fire point -3 2 pts. -2 3 pts. -1 4, 5 pts. 0 6, 7 pts. +1 8, 9 pts. +2 10, 11 pts.

+3 12-14 pts.

+4 15 pts. and +1 for every 5 pts. over 15

# **MUSKETRY & CANNONADE TABLE**

#### FIRE POINT MODIFIERS

 $x\frac{1}{2}$  Firing disordered, low on ammo, or damaged gun

#### DIE ROLL MODIFIERS

- +1 Buck and ball (SM) or sharpshooters-1 Green musketry
  - +1 Target in field column, cavalry,
    - marched by the flank, about faced, passage of lines or broken
  - +2 March column or enfiladed troops
  - +1 Limbered or enfiladed gun
  - -1 Target in partial cover or extended line
  - -2 Full cover or extended line in partial cover
  - -3 Fortified position

|        | Crack              | TAR<br>Veteran  |   | Green  | EFFECTS   | ADDITIONAL EFFECTS  |  |
|--------|--------------------|-----------------|---|--|---|---|--|
|        | 11 or<br>more      | 11 or<br>more   | 11 or<br>more   | 11 or<br>more  | <i>Withering Fire.</i> Troops disordered and lose 2 stands.<br>Charge checked. Guns silenced and 1 stand wrecked. Lose<br>additional stands equal to the die result difference over 14. | <i>Charge Checked.</i> Retreat charging unit 2" from enemy. Cavalry may recall up to a full move.                                     |  |
| RESULT | -<br>10<br>7, 8, 9 | 10<br>9<br>7, 8 | 9,108,9,10Telling Fire. Troops disordered and lose 1 stand.<br>1 gun stand silenced and damaged.9,108,9,10Charge checked.87Charge checked or charge home with cold steel.7-Charge home. |  | 1 gun stand silenced and damaged.<br>Charge checked.<br>Charge checked or charge home with cold steel.  | Charge Home. Resolve charge<br>combat next phase.<br>Massed Target. Units within 2"<br>behind target suffer the next<br>lower effect. |  |
| DIE    | 6                  | 6               | 5, 6  | 5,6  | <i>Galling Fire.</i> Troops disordered or lose 1 stand if already disordered. Charge home. 1 gun stand silenced.  | <i>Low on Ammo.</i> On a base die result of 10, mark one gun stand or unit of troops firing half or more                              |  |
|        | -                  | 5               | 4   | 3,4 <i>Lively Fire.</i> From cannonade only, troops disordered or 1 gun stand silenced. Musketry no effect. Charge home. |   | stands.<br>Fallen Leader check on a base die  |  |
|        | 5 or<br>less       |                 |   |  | Desultory Fire. No effect. Charge home.   | result of 10. Effect applies to the closest leader within 4" of the target.   |  |

| -   |  |              | EFFECTS   |  |  |
|---|--|--------------|---|--|--|
|   | E TABLE  | 9 or<br>more | <i>Swept from the Field.</i> 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.   |  |  |
| +2 Crack unit<br>+1 Veteran   | <ul> <li>-1 Extended line</li> <li>-3 Outflanked, broken,<br/>march column,</li> </ul>   |              | ATTACKER breakthrough charge a half move toward closest enemy.<br>Carry the position after 2nd combat. Disordered if charged over broken<br>or rough ground, cavalry, or after 2nd combat.  |  |  |
| 0 Trained<br>-1 Green<br>+2 Fresh troops<br>0 Worn<br>-2 Spent  | <ul> <li>or limbered guns</li> <li>+1 Defending<br/>favorable ground</li> <li>+2 Strong position<br/>or fortified</li> </ul>                         | 5 to 8       | <b>Driven Back.</b> 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.<br>ATTACKER carry the position. Cavalry must breakthrough charge a half move   |  |  |
| -1 Outnumbered by 3:2<br>-2 2:1   | +1 Cold steel or<br>breakthrough   |              | toward closest enemy after 1st combat. Disordered if charged over broken or<br>rough ground, cavalry, or after 2nd combat.  |  |  |
| <ul> <li>-3 3:1 or more</li> <li>+1 Supported guns</li> <li>-1 Unsupported guns</li> <li>-1 Disordered troops<br/>or silenced gun</li> <li>+1 Attached leader<br/>or brave colonel</li> </ul> | <ul> <li>+2 Cavalry charge over<br/>open ground</li> <li>+1 Broken ground</li> <li>0 Rough ground,<br/>mounted infantry<br/>or stationary</li> </ul> | 1 to 4       | <b>Hard Pressed.</b> 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. 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 2" 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. |  |  |
|   | ADER TABLE   | 0            | <b>Desperate Struggle.</b> BOTH sides lose 1 stand, troops disordered, and guns silenced. Lose cold steel, breakthrough and cavalry charge modifiers. Adjust modifiers and roll again.  |  |  |
| 9 Mortal<br>8 Grievo  | EFFECTS<br>ead in the saddle<br>lly wounded<br>usly wounded  | -1 to -4     | <i>Falter.</i> ATTACKER disordered or lose 1 stand if already disordered.<br>Retreat 2" from enemy. Cavalry may recall up to a full move after 1st combat.<br>Full retreat broken if outflanked.<br>DEFENDER hold position. Cavalry disordered. Countercharging cavalry may<br>carry the position or recall up to a full move.  |  |  |
| TOSE 7 Mere fl<br>Remove  | leader from game.<br>Lesh wound<br>leader for one turn.<br>Shot out from under   | -5 to -8     | <b>Recoil.</b> ATTACKER lose 1 stand and disordered. Retreat out of close range.<br>Cavalry may recall up to a full move after 1st combat. Lose 1 additional<br>stand and full retreat broken if defeated by cavalry or outflanked.<br>DEFENDER hold position. Cavalry disordered. Countercharging cavalry may  |  |  |
|   | dismounted for one turn.   |              | carry the position or recall up to a full move.   |  |  |
| 4 Staff of  | Coat pierced but unscathed<br>Staff officer struck<br>Coolly ignores the fire<br>No effect.  |              | <b>Repulsed.</b> 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.  |  |  |