

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 woods, twilight or fog, attached, or dismounted

DIE ROLL MODIFIERS

- +1 Gallant leader
- Able 0
- Poor -1
- Attached leader or brave colonel +1
- Provisional command
- Crack unit
- +1 Veteran
- 0 Trained
- -1 Green

- +2 Fresh troops
- Worn
- -2 Spent
- Battery +2
- Field or march column, garrison, limbered gun, or linear cover
- Outflanked within 12" or broken
- Key position lost
- -1 Heavy casualties
- -2 Greater losses

| And the state of t | | | | | | | |
|--|---------------|-------------------|--|---|--|--|--|
| | In Command | Out of Command | EFFE Troops in Good Order and Guns | CTS Disordered or Broken Troops | | | |
| | 8 or more | 11 or more | Double Quick. Well handled maneuver at the double quick rate. | Rally with Élan. Return to good order and tardy maneuver. | | | |
| DIE RESULT | 4 - 7 | 7 - 10 | Well Handled maneuver. | | | | |
| | 2, 3 | 5, 6 | Tanda managurar | Rally. Retreat out of close range. Hold position if out of close range or fortified. Return to good order. | | | |
| | 1 | 3, 4 | Tardy 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 | <i>Fall Back.</i> 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. | Panic. Retreat broken. | | | |
| | -2 or less | 0 or less | Panic. Troops retreat broken. Guns limber and full retreat silenced. Lose all fixed guns. | Rout. 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

Horse Gun

Mounted

Dismounted

Field Column or Extended Line

Musketry & Cannonade (2nd) Phase

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

Charge (3rd) Phase

- 1. Players jointly resolve all charge combat.
- Move breakthrough charge units.

Rough Ground

10 / 16

12 / 18

6 / 10

18

Road

36 / 48

48

36

3. Resolve all breakthrough charge combat.

Broken Ground

12 / 18

16 / 22

18 / 24

30

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 3"

Rally

Replenish ammunition

TARDY

Full move limbered

Fire

Limber or unlimber

Pivot

Rally

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

12 / 18 March Column 18 / 24 16 / 22 28 / 36 Broken 24 22 18 36 Line 18 / 24 6 / 10 28 / 36 Field Column or Extended Line 10 / 12 28 / 36 22 / 30 Cavalry 10 / 12 March Column 28 / 36 22 / 30 36 / 48 Dismounted Extended Line 12 / 18 18 / 24 16 / 22 Broken 36 30 12 48 18 / 24 Field Gun 12 / 18 6 / 10 28 / 36 Artill

Open Ground

18 / 24

18 / 24

28 / 36

36

Close Range MUSKETRY FIRE POINTS 12" 18" 24" Rifle Musket (RM) Repeater (RP) 1 $\frac{1}{2}$ Breechloader (BL) Inferior Rifle (IR) Rifle Carbine (RC) Smoothbore Musket (SM) Shotgun & Hunting Rifle (SH) Close Range Shot & Shell CANNONADE FIRE POINTS 54" 72" 90" 108" 18" 2 Heavy Rifle (HR) 2 1 Light Rifle (LR) 2 Heavy Smoothbore (HS) 3 Light Smoothbore (LS) 2 Light Howitzer (LH)

MUSKETRY & CANNONADE TABLE

FIRE POINT MODIFIERS

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

DIE ROLL MODIFIERS

- 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
- +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

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

9 or

more

5 to 8

0

CHARGE TABLE

DIE ROLL MODIFIERS

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

- -1 Extended line
- Outflanked, broken, march column, or limbered guns
- +1 Defending
- favorable ground
- +2 Strong position or fortified
- +1 Cold steel or breakthrough
- +2 Cavalry charge over
- open ground +1 Broken ground
 - Rough ground, mounted infantry or stationary

FALLEN LEADER TABLE

| | | EFFECTS | | |
|------------|-----|---------------------------------|--|--|
| | 10 | Shot dead in the saddle | | |
| | 9 | Mortally wounded | | |
| | 8 | Grievously wounded | | |
| | | Remove leader from game. | | |
| DIE RESULT | 7 | Mere flesh wound | | |
| ESI | , | Remove leader for one turn. | | |
| E R | 6 | Horse shot out from under | | |
| | U | Leader dismounted for one turn. | | |
| | 5 | Coat pierced but unscathed | | |
| | 4 | Staff officer struck | | |
| | 1-3 | Coolly ignores the fire | | |
| | | No effect. | | |

| FFFE |
|-------|
| EFFEC |

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 toward closest enemy. Carry the position after 2nd combat. Disordered if charged over broken or rough ground, cavalry, or after 2nd combat.

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 toward 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. Full retreat broken if outflanked. Guns limber and full retreat. Lose fixed guns.
 1 to 4

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.

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.

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.

1 to -4 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 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.