

## MANEUVER TABLE

### **COMMAND RADIUS**

6" clear line of sight Attached to first unit in a contiguous line of march

Attached leader or brave colonel

Provisional command

Out of command

+1 Gallant leader

0 Able

+2 Elite unit

Veteran

Trained -1 Raw

-1 Poor

+1

-1

-2

+1

0

+2

 $3^{\prime\prime}$  line of sight through dense woods, twilight or fog, attached, or dismounted

### **DIE ROLL MODIFIERS**

- +2 Fresh troops
  - 0 Worn
  - -2 Spent
  - +1
    - Field or march column, garrison, limbered gun, or linear cover
- Indians in woods +1
  - not in woods -1
  - Outflanked within 6", or broken -2
- Key position lost -1
- -1 Heavy casualties
- Greater losses
- Artillery company, or battalion gun within 4" of troops

		Troops in Good Order and Guns Effects			Disordered or Broken Troops Effects
	8 or more	<i>Double Quick.</i> Well handled maneuver at the double quick rate.		11 or more	<i>Rally with Elan.</i> Return to good order and well handled maneuver.
T	3 - 7	Well Handled maneuver.	T	5 - 10	<b>Rally.</b> Return to good order and tardy maneuver.
DIE RESUI	1, 2	<i>Tardy</i> maneuver.	DIERESUI	3, 4	<i>Shaken.</i> Retreat out of close range. Hold position if out of close range or fortified. Return to good order.
	0, -1	<i>Fall Back.</i> 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 or fortified.		1, 2	<i>Wavering.</i> Retreat out of close range. Hold position if ou of close range or fortified. Broken troops reform. Remain disordered.
	-2 or less	<b>Panic.</b> Troops retreat broken. Guns limber and full retreat silenced. Lose all unlimbered heavy carriage and fixed guns.		0 or less	<i>Panic.</i> Retreat broken. Lose 1 stand 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:
  - Select participating units and leaders for one maneuver check and resolve the check.
  - **b.** Declare charges. Opponent declares cavalry counter charges. Declare infantry present bayonets.
  - Maneuver units according to c. the effects. Present bayonets and move charging and countercharging units first.

### Musketry & Cannonade

- (2nd) Phase
- defensive fire combat.
- combat.
- 1. Players jointly resolve all
- charge combat.
- Move breakthrough charge 2. units.
- 3. Resolve all breakthrough charge combat.

## 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

Face by the rear rank

Scale major obstacle

Replenish ammunition

## TARDY

Half move Full move disordered

Change formation to line, open order, or garrison; Raw unit disordered by broken or

rough ground Face by the rear rank

Scale major obstacle

HASTY

Cavalry counter charge halfway

Infantry present bayonets Skirmishers evade; full retreat broken

## GUN MANEUVERS

ιt

out

WELL HANDLED

Full move

Fire Limber or unlimber

Pivot

Rallv

Replenish ammunition

Lt. carriage only: Full move and unlimber or limber and full move

Unlimber and fire Pivot and fire

Hand haul 1.5";

Galloper 3"

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TARDY
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Full move

Fire Limber or unlimber

Pivot

- *Lt. carriage only:* Limber and full retreat silenced

HASTY

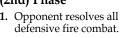
Silenced and crew takes shelter behind presented bayonets within 3"

N	<b>IOVEMENT RATE</b> Full Move / Double Quick	Open Ground	Broken Ground	Rough Ground	Road Bonus
~	Line	8 / 10	5/8	4/6	-
Intantry	Open Order or Field Column	9 / 12	8 / 11	6/9	-
	March Column	9 / 12	8 / 11	6/9	x1.5
	Broken	12	11	9	x1.5
Cavalry	Line	14 / 18	9 / 12	3 / 5	-
	Open Order or Field Column	14 / 18	11 / 15	5/6	-
	March Column	18 / 18	11 / 15	5/6	x1.5
	Dismounted Open Order	9 / 12	8 / 11	6/9	-
	Broken	18	15	6	x1.5
ery.	Siege Gun - Heavy Carriage	4/6	3 / 5	1.5 / 3	x2
Artillery	Field Gun - Lt. & Hy. Carriage	6/9	4 / 7	2/4	x2
	Galloper Gun - Light Carriage	9 / 12	6/9	3 / 5	x2
eader	Mounted	18	15	9	x1.5
Lea	Dismounted	12	11	9	x1.5



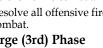


REGIMENTAL



# 1.

Resolve all offensive fire



2. Charge (3rd) Phase

Change front

## **MUSKETRY & CANNONADE TABLE**

### FIRE POINT MODIFIERS

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

### **DIE ROLL MODIFIERS**

-4	1 pt.	-1	Raw troops or guns firing				
-3	2 pts.	+1	Muskets firing buck & ball in a charge,				
-2	3 pts.		or marksmen				
-1	4,5 pts.	+1	Troop target in field column, broken,				
0	6-8 pts.		about faced, passage of lines, or marched				
+1	9-11 pts.		by the flank, or crossed abatis				
+2	12-14 pts.	+2	Enfiladed, march or storming column				
+3	15-19 pts.	+1	Gun target is limbered or enfiladed				
+4	20-24 pts.	-1	Target in partial cover or open order				
+5	25 or more points		Full cover, or open order in partial cover				

-3 Fortified position

	TARGET Elite Veteran Trained Raw		Raw	EFFECTS	ADDITIONAL EFFECTS		
	11 or more	11 or more	11 or more	11 or more	<i>Withering Fire.</i> 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.	<b>Charge Checked.</b> Retreat charging unit 1.5" from enemy. Cavalry may recall up to a full move.	
DIFRENT	- 10 7, 8, 9	10 9 7, 8	9, 10 8 7	8, 9, 10 7 -	<b>Telling Fire.</b> Troops disordered and lose 1 stand. 1 gun stand damaged and 1 stand silenced. Charge checked. Charge checked or charge home with cold steel. Charge home.	<ul> <li>Charge Home. Resolve charge combat next phase.</li> <li>Massed Target. Units within 1.5" behind target suffer the next lower effect.</li> <li>Low on Ammo. On a base die result of 10, mark one gun stand or unit of troops firing half or more stands.</li> <li>Fallen Leader check on a base die</li> </ul>	
	6 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	<i>Lively Fire.</i> From cannonade only, troops disordered or 1 gun stand silenced. Musketry no effect. Charge home.		
	5 or less4 or less3 or less		2 or less	Desultory Fire. No effect. Charge home.	result of 10. Effect applies to the closest leader within 3" of the target.		

# **CHARGE TABLE**

 MUSKETRY FIRE POINTS
 3" 6"

CANNONADE FIRE POINTS Grape Shot 3" 9"

Rifle (R)

Carbine (C) 1

Musket (M)  $1 \frac{1}{2}$ 

Siege Gun (SG) 6 5

Light Gun (LG) 4 3

3

4

3

Heavy Gun (HG) 5

Medium Gun (MG) 5

Howitzer (H)

Galloper Gun (GG)

Siege Howitzer (SH)

6"  $\frac{1}{2}$ 

Shot & Shell 18" 27" 36"

4 3 2 1

1

3

1

3 2

2

2

2 1

2

2 3 45"

1

## DIE ROLL MODIFIERS

+2	Elite unit	+1	Supported guns
+1	Veteran	-1	Unsupported guns
0 -1	Trained Raw	-1	Open order, militia, or no bayonets
0	Fresh troops Worn Spent	-3	Outflanked, broken, march column, or limbered guns
-1	Outnumbered by 3:2	+1	Defending favorable ground
-2 -3	2:1 3:1 or more	+2	Strong position or fortified
0	Cavalry outnumbered by infantry	+1	Cold steel, breakthrough, or Indians in woods
-1	Disordered troops or silenced gun	+2	Cavalry charge over open ground
+1	Brave colonel or leader attached	+1 0	Broken ground Rough ground, stationary, or vs. presented bayonets

DIE RESULT DIFFEREN

## **FALLEN LEADER TABLE**

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

	EFFECTS
8 or more	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.
4 to 7	<b>Driven Back.</b> 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 guns if fixed, defeated by cavalry, or on a heavy carriage. ATTACKER carry the position. Cavalry must breakthrough 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.
1, 2, 3	Hard Pressed. DEFENDER troops disordered and guns silenced. Lose 1 troop stand if already disordered or damage 1 gun stand. Troops retreat 1.5" from enem 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 presenting bayonets. ATTACKER carry the position. Retreat 1.5" if defender is fortified or presenting bayonets. Cavalry may recall up to a full move after 1st combat. Disordered if charged over broken or rough ground, cavalry, or after 2nd combat.
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.
-1,-2,-3	<b>Falter.</b> ATTACKER disordered or lose 1 stand if already disordered. Retreat 1.5" 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.
-4 to -7	<b>Recoil.</b> 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.
-8 or more	<b>Repulsed.</b> 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.