



LEADERS

Unless specified otherwise by scenario rules, leader modifiers apply only to troops of the leader's own faction, within his command radius, and under his chain of command.

No letter code	Unremarkable leader, no die roll modifiers.
(D) Disliked	-1 to Close Combat and Maneuver rolls if attached.
(E) Energetic	+1 to Maneuver rolls.
(G) Gallant	+1 to Close Combat rolls, +1 to Maneuver rolls if unit is charging, disordered, or broken.
(H) Hesitant	-1 to Maneuver rolls in good order above 0 (after all other modifiers)
(L) Laggard	-1 to Maneuver rolls.
(S) Steady	+1 to Maneuver rolls below 0 (after all other modifiers), +1 to Close Combat rolls lower than opponent.

SPECIAL RULES

Guerillas:	May only form extended line, mass, march column.
Militia:	Always in provisional command, otherwise as regulars.
Regular infantry:	May not use mass formation. May form square.
Cavalry:	Only Mounted Infantry, US cavalry and Confederado cavalry may dismount. Others must fight on horseback.
Wagons, Supply Columns:	Treat as limbered artillery.
Scouts, Personalities:	Treat as leaders.
Detachments:	Always in command, may not charge, automatically Broken if charged, otherwise treat as a unit with only one stand.
Woods, orchards:	All woods and orchards are open (10" LOS and LOF)
Jungle:	All jungle is dense woods (4" LOS and LOF)

MANEUVER TABLE

BASIC PROCEDURE

- Roll 2d6, subtract colored die from white die (for a result between +5 and -5).
- Apply die roll modifiers.
- Look up effects.

COMMAND RADIUS

8" clear line of sight
Attached to a contiguous line of march
4" line of sight through dense woods, twilight or fog, attached, or dismounted

DIE ROLL MODIFIERS

+/- Leader personality modifiers (see left)	+2 Crack unit
+1 Attached leader or brave colonel	+1 Veteran
-1 Out of command	0 Trained
0 In provisional command	-1 Raw
+1 In command	+1 Field or march column, garrison, limbered gun, or linear cover
+2 Fresh troops, artillery battery	-2 Outflanked within 8", or broken
0 Worn	
-2 Spent	

GOOD ORDER AND GUNS	DIE RESULT	DISORDERED OR BROKEN
Double Quick. Well handled maneuver at the double quick rate.	6+	Rally with Elan. Return to good order and well handled maneuver.
Well Handled maneuver.	0-5	Rally. Return to good order and tardy maneuver.
Tardy maneuver. Fall Back if dice show doubles: 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.	-1 to -5	Shaken. Return to good order. Retreat out of close range. Hold position if out of close range or fortified. Wavering if dice show doubles: Remain disordered. Retreat out of close range. Hold position if out of close range or fortified. Broken troops reform.
Panic. Troops retreat broken. Guns limber and full retreat silenced. Lose all fixed guns.	-6 or less	Panic. Retreat broken. Lose stands equal to the unmodified difference between the dice.

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. d. Move detached leaders.	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.

MOVEMENT RATES

		Full Move / Double Quick			
		Open Ground	Broken Ground	Rough Ground	Road
Infantry	Line	9 / 12	6 / 9	4 / 8	-
	Field Column, Extended Line, Mass	9 / 12	8 / 10	6 / 9	-
	March Column	9 / 12	8 / 10	6 / 9	14 / 18
	Broken	12	10	9	18
Cavalry	Line	14 / 18	9 / 12	3 / 5	-
	Field Column or Extended Line	14 / 18	10 / 15	4 / 6	-
	March Column	14 / 18	10 / 15	4 / 6	18 / 27
	Dismounted Extended Line	9 / 12	8 / 10	6 / 9	-
	Broken	18	15	6	27
Guns	Field Artillery & pack animals	9 / 12	6 / 9	3 / 5	14 / 18
	Horse Artillery	14 / 18	9 / 12	3 / 5	18 / 27
	Heavy Artillery & wagons	6 / 9	-	-	10 / 15
Leader	Mounted	18	15	9	27
	Dismounted	12	10	9	18

TROOP MANEUVERS

WELL HANDLED

Full move
Half move <i>and</i> one of: Change formation to line, extended line, or garrison; Raw 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 half speed Change front Form square Face by the rear rank Scale major obstacle Replenish ammunition

TARDY

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

HASTY

Optional if charged by cavalry: Cavalry counter-charge halfway Infantry form hasty square
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GUN MANEUVERS

WELL HANDLED

Full move and unlimber, or limber and full move; double quick not allowed if HH or HR
Unlimber and fire
Pivot and fire
Hand haul 2"; 4" if MH, or not allowed if HH or HR
Prolong a half move to rear; not allowed if HH or HR
Rally
Replenish ammunition

TARDY

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

GAME SCALE

1 troop stand: 80 men
1 gun stand: 2-3 guns
1" ground: 40 yards
1 turn: 15 minutes

MUSKETRY & CANNONADE TABLE

MUSKETRY FIRE POINTS	Close Range			Long range		
	3"	6"	9"	15"	30"	60"
Gatling Gun (GG)	4	3	2	1	½	
Mitrailleuse (MG)	3	2	1	1	½	¼
Breechloader Rifle (BLR)	2	1	½		¼	← French only ↑
Breechloader Carbine (BLC)	2	1	½			
Rifled Musket (RM)	1		½			
Repeater (RP)	2		½			
Inferior Rifle (IR)	1		½			
Rifle & Carbine (RC)	1		½			
Smoothbore Musket (SM)	1	½	½			
Shotgun & Hunting Rifle (SH)	1	½	½			

CANNONADE FIRE POINTS	Cannister		Shot & Shell			
	3"	9"	24"	36"	48"	60"
Heavy Rifle (HR)	4		3		2	
Light Rifle (LR)	3		3		2	1
Heavy Smoothbore (HS)	5	4	3	2	1	
Light Smoothbore (LS)	4	3	2	1		
Heavy Howitzer (HH)	6	4	3			
Light Howitzer (LH)	5	3	3			
Mountain Howitzer (MH)	5	3	3			

BASIC PROCEDURE

- Roll 2d6, add together
- Modify die result with appropriate die roll modifiers
- Look up effects below.

FIRE POINT MODIFIERS

x½ Firing disordered, low on ammo, damaged gun, mass formation.

DIE ROLL MODIFIERS

- | | |
|---------------------------|--|
| -5 less than 1 fire point | +2 Mitrailleuse or Gatling gun firing at close range |
| -4 1 pt. | +1 Firing repeaters (RP) or buck & ball (SM) in a charge, sharpshooters firing |
| -3 2 pts. | -1 Raw troops or guns firing |
| -2 3 pts. | +1 Troop target in field column, cavalry, marched by the flank, about faced, passage of lines, or broken |
| -1 4 pts. | +2 Troop target in march column or enfiladed |
| 0 6 pts. | +1 Gun target is limbered, enfiladed, or in close range |
| +1 9 pts. | -1 Target in partial cover or extended line |
| +2 12 pts. | -2 Full cover, extended line in partial cover |
| +3 15 pts. | -3 Fortified position |
| +4 20 pts. | |
| +5 25 or more points | |

DIE RESULT	TARGET RATING				EFFECTS	ADDITIONAL EFFECTS
	Crack	Veteran	Trained	Green		
	13 or more	13 or more	13 or more	13 or more		
-	12	11,12	10,11,12	9	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.	Charge Checked. Retreat charging unit 2" from enemy. Cavalry may recall up to a full move.
11,12	10,11	9,10	9	8	Telling Fire. Troops disordered and lose 1 stand. 1 gun stand damaged and 1 stand silenced. Charge checked.	Charge Home. Resolve charge combat next phase.
8,9,10	8,9	8	8	7	Charge home with cold steel, else charge checked. Charge home.	Massed Target. Units within 2" behind target suffer the next lower effect.
7	7	6,7	6,7	6	Galling Fire. Troops disordered or lose 1 stand if already disordered. Charge home. 1 gun stand silenced.	Low on Ammo. If the dice show double 6 , mark one gun stand or unit of troops firing half or more stands.
-	6	5	4,5	5	Lively Fire. From cannonade only, troops disordered or 1 gun stand silenced. Musketry no effect. Charge home.	Fallen Leader. If the target was disordered on doubles , the target player rolls on the Fallen Leader table for the closest leader within 4" of the target (including brave colonels).
6 or less	5 or less	4 or less	3 or less	4	Desultory Fire. No effect. Charge home.	

CHARGE TABLE

Each player rolls 1d6 and adds his own modifiers.

DIE ROLL MODIFIERS

+2 Crack unit	-1 Extended line, militia
+1 Veteran	-2 Outflanked, broken, march column, or limbered guns
0 Trained	+1 Defending favorable ground
-1 Raw	+2 Strong position or fortified
+2 Fresh troops	+1 Cold steel, lancers, or breakthrough charge
0 Worn	+1 Cavalry charge over open ground (except mounted infantry)
-2 Spent	+1 Attached leader (unless Disliked), or brave colonel
-1 Outnumbered by 2:1	+1 Steady leader in radius and rolled lower than opponent
-2 3:1 or more	+1 Gallant leader in radius
+1 Supported guns	
-1 Unsupported guns	
-1 Disordered troops or silenced gun	

FALLEN LEADER TABLE

2D6 ROLL	EFFECTS
12	Shot dead in saddle Remove from game.
11	Mortally wounded Remove from game.
10	Grievously wounded ☞ Remove from battle.
9	Mere flesh wound ☞ -1 to Maneuver rolls for remainder of battle
8	Knocked down ☞ Remove for one turn.
7	Horse killed ☞ Dismounted for one turn.
6	Coat pierced but unscathed
5	Staff officer struck
4	Momentarily distracted No effect.
3	Frown deepens
2	Coolly ignores the fire

☞ **Captured** if attached to a unit Swept from the Field or Repulsed in a charge and either die shows a 6.

EFFECTS

DIE RESULT DIFFERENCE	EFFECTS
6 or more	Swept from the Field. DEFENDER lose 2 stands and additional stands equal to the die result difference over 7. Troops full retreat broken. Guns limber and full retreat silenced. Lose fixed guns. Attached leaders and brave colonels check on Fallen Leader table. ATTACKER breakthrough charge a half move at the double quick toward closest enemy. Carry the position after 2nd combat. Disordered if charged over broken or rough ground, cavalry, or after 2nd combat.
3 to 5	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 at the double quick toward closest enemy after 1st combat. Disordered if charged over broken or rough ground, cavalry, or after 2nd combat.
1 to 2	Hard Pressed. 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.
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.
-1 to -2	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.
-3 to -5	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.
-6 or less	Repulsed. ATTACKER lose 2 stands and additional stands equal to the die result difference over 7. Full retreat broken. Attached leaders and brave colonels check on Fallen Leader table. DEFENDER hold position. Cavalry disordered. Countercharging cavalry may carry the position or recall up to a full move.