GAMING SCALES

GROUND SCALE — 1 inch equals 50 yards TIME SCALE — 1 turn equals 20 minutes SOLDIER SCALE — 1 figure equals 30 men GUN SCALE — 1 gun equals 1 battery

MOVEMENT SCALE

25mm — Use 1½ inches for movement

15mm — Use 1 inch for movement

10mm — Use ¾ inches for movement

5mm — Use ½ inches for movement

TURN SEQUENCE

- 1. MARK ORDERS
- 2. ROUTS, RALLIES, AND REPLACEMENTS
- 3. REVEAL ORDERS
- 4. RESOLVE FIRST FIRES
- 5. MOVE DISENGAGING UNITS
 Disengaging units, ½ casualties
- 6. RESOLVE CHARGES
- 7. PERFORM NORMAL MOVEMENT
- 8. RESOLVE MOVING FIRES
- 9. RESOLVE OFFICER CASUALTIES
 12 inches of enemy 2 dice, "12" kills
 2 inches of enemy 1 dice, "6" kills

If in melee - 1 dice, "5 or 6" kills

ORDER DEFINITIONS

Fr - First Fire. Fire before any movement.

D - **Disengage.** Cuts <u>all</u> casualties in half.

H - Hold. Unit may fire any time during turn.

C - Charge. Charge nearest enemy unit.

→ - Move. Move this direction.

Fm - Change formation. Takes ½ move, except green, skirmish or disorder – takes full move.

UNIT ORGANIZATIONS

INFANTRY REGIMENTS — Four equal sized stands with no more than 5 figures per stand. If regiment is larger than that, use separate battalions.

CAVALRY REGIMENT — Four equal sized stands with no more than 3 figures per stand. If regiment is larger than that, use separate battalions.

ARTILLERY BATTERY— One gun stand represents one battery. Number of gunners on stand indicates number of sections in the battery.

OFFICERS— One mounted officer figure for brigade commander, two for division and three or more for corps.

INFANTRY FORMATIONS





 \underline{LINE} – All stands touching

EXTENDED LINE up to 1 stand between









SKIRMISH LINE - Stands separated by one to two stands width between









DOUBLE I

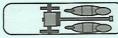
E LINE COLUMN

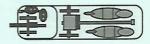
DISORDER

ARTILLERY FORMATIONS



ONE BATTERY





Two gunners indicate two sections

UNLIMBERED ARTILLERY

LIMBERED ARTILLERY

Takes 1/2 move to limber, 1/4 move to unlimber veteran guns

MOVEMENT RATES						COMBAT EFFECTS		
ROAD	OPEN	BROKN	WOODS	ROUGH	MELEE	FIRER	TARGET	MORALE
NA	6	4	2	1	1 X	NC	NC	NC
NA	8	6	3	1		-1 DRM		+1
NA	7	5	2	2	2 X	1st Rank	+1,+2 DRM	-1, -2
NA	10	7	4	3	1/2 X	1/2 X	1/2 loss	+6
18	14	10	4	2	1/2 X	1/4 X	+3 DRM	+ 3
7	5	4	3	2	1 X	1/2 X	+3 DRM	+4
22	18	12	5	3	SRNDR	NONE	DISNGE	SRNDR
3 Dice	3 Dice	2 Dice	1 Dice	1/2 Die	NA	NA	DISNGE	NA
ROAD	OPEN	BROKN	WOODS	ROUGH	MELEE	FIRER	TARGET	MORALE
NA	10	6	2	NA	1 X	1/2 X	+ 2 DRM	-1
NA	12	8	2	NA	2 X	1/2 X	+ 4 DRM	-2
NA	20	12	4	2	1/2 X	1/4 X	1/2 loss	+ 5
24	16	12	4	1	1 X	1/4 X	+ 4 DRM	+2
16	12	8	3	1	1 X	1/4 X	+ 6 DRM	+ 3
26	18	12	4	2	SRNDR	NA	DISNGE	SRNDR
4 Dice	4 Dice	3 Dice	1 Die	1/2 Die	NA	NA	DISNGE	NA
NA	8	5	4	1	1 X	-2 DRM	- 2 DRM	+3
ROAD	OPEN	BROKN	WOODS	ROUGH	MELEE	FIRER	TARGET	MORALE
24	16	12	1	NONE	SRNDR	NA	+ 3 DRM	SRNDR
4	2	1	1/2	NONE	1/2 X	NA	- 3 DRM	NC / +8
	ROAD NA NA NA NA 18 7 22 3 Dice ROAD NA NA NA 24 16 26 4 Dice NA ROAD 24	ROAD OPEN NA 6 NA 8 NA 7 NA 10 18 14 7 5 22 18 3 Dice 3 Dice ROAD OPEN NA 10 NA 12 NA 20 24 16 16 12 26 18 4 Dice 4 Dice NA 8 ROAD OPEN 24 16	NA 6 4 NA 8 6 NA 7 5 NA 10 7 18 14 10 7 5 4 22 18 12 3 Dice 2 Dice ROAD OPEN BROKN NA 10 6 NA 12 8 NA 20 12 24 16 12 16 12 8 26 18 12 4 Dice 4 Dice 3 Dice NA 8 5 ROAD OPEN BROKN 24 16 12	ROAD OPEN BROKN WOODS NA 6 4 2 NA 8 6 3 NA 7 5 2 NA 10 7 4 18 14 10 4 7 5 4 3 22 18 12 5 3 Dice 2 Dice 1 Dice ROAD OPEN BROKN WOODS NA 10 6 2 NA 12 8 2 NA 20 12 4 24 16 12 4 4 Dice 4 Dice 3 Dice 1 Die NA 8 5 4 ROAD OPEN BROKN WOODS 24 16 12 1	ROAD OPEN BROKN WOODS ROUGH NA 6 4 2 1 NA 8 6 3 1 NA 7 5 2 2 NA 10 7 4 3 18 14 10 4 2 7 5 4 3 2 22 18 12 5 3 3 Dice 3 Dice 2 Dice 1 Dice 1/2 Die ROAD OPEN BROKN WOODS ROUGH NA 10 6 2 NA NA 12 8 2 NA NA 12 8 2 NA NA 20 12 4 2 24 16 12 4 1 16 12 8 3 1 26 18 12 4 2	ROAD OPEN BROKN WOODS ROUGH MELEE NA 6 4 2 1 1 X NA 8 6 3 1 1 X NA 7 5 2 2 2 X NA 10 7 4 3 1/2 X 18 14 10 4 2 1/2 X 7 5 4 3 2 1 X 22 18 12 5 3 SRNDR 3 Dice 3 Dice 2 Dice 1 Dice 1/2 Die NA ROAD OPEN BROKN WOODS ROUGH MELEE NA 10 6 2 NA 1 X NA 12 8 2 NA 1 X NA 20 12 4 2 1/2 X 24 16 12 4 1 1 X 26 18 <	ROAD OPEN BROKN WOODS ROUGH MELEE FIRER NA 6 4 2 1 1X NC NA 8 6 3 1 1X -1 DRM NA 7 5 2 2 2X 1st Rank NA 10 7 4 3 1/2 X 1/2 X 18 14 10 4 2 1/2 X 1/4 X 7 5 4 3 2 1 X 1/2 X 22 18 12 5 3 SRNDR NONE 3 Dice 3 Dice 2 Dice 1 Dice 1/2 Die NA NA NA 10 6 2 NA 1 X 1/2 X NA 10 6 2 NA 1 X 1/2 X NA 12 8 2 NA 1 X 1/2 X NA 12 4 2 </td <td>ROAD OPEN BROKN WOODS ROUGH MELEE FIRER TARGET NA 6 4 2 1 1 X NC NC NA 8 6 3 1 1 X -1 DRM -1 DRM NA 7 5 2 2 2 X 1st Rank +1,+2 DRM NA 10 7 4 3 1/2 X 1/2 X 1/2 X 1/2 IS 18 14 10 4 2 1/2 X 1/4 X +3 DRM 7 5 4 3 2 1 X 1/2 X +3 DRM 22 18 12 5 3 SRNDR NONE DISNGE 3 Dice 3 Dice 2 Dice 1 Dice 1/2 Die NA NA DISNGE ROAD OPEN BROKN WOODS ROUGH MELEE FIRER TARGET NA 12 8 2 NA 1 X<</td>	ROAD OPEN BROKN WOODS ROUGH MELEE FIRER TARGET NA 6 4 2 1 1 X NC NC NA 8 6 3 1 1 X -1 DRM -1 DRM NA 7 5 2 2 2 X 1st Rank +1,+2 DRM NA 10 7 4 3 1/2 X 1/2 X 1/2 X 1/2 IS 18 14 10 4 2 1/2 X 1/4 X +3 DRM 7 5 4 3 2 1 X 1/2 X +3 DRM 22 18 12 5 3 SRNDR NONE DISNGE 3 Dice 3 Dice 2 Dice 1 Dice 1/2 Die NA NA DISNGE ROAD OPEN BROKN WOODS ROUGH MELEE FIRER TARGET NA 12 8 2 NA 1 X<