

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 all 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



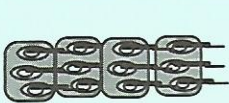
LINE – All stands touching



EXTENDED LINE up to 1 stand between



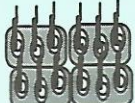
SKIRMISH LINE – Stands separated by one to two stands width between



MARCH COLUMN



DOUBLE LINE



ATTACK COLUMN



DISORDER

ARTILLERY FORMATIONS



ONE BATTERY



Two gunners indicate two sections

UNLIMBERED ARTILLERY

LIMBERED ARTILLERY

Takes ½ move to limber, ¼ move to unlimber veteran guns

MOVEMENT RATES						COMBAT EFFECTS			IMPACT
INFANTRY	ROAD	OPEN	BROKN	WOODS	ROUGH	MELEE	FIRER	TARGET	MORALE
SINGLE LINE	NA	6	4	2	1	1 X	NC	NC	NC
EXTENDED LINE	NA	8	6	3	1	1 X	-1 DRM	- 1 DRM	+1
DBLE LINE, ATK COL	NA	7	5	2	2	2 X	1st Rank	+1,+2 DRM	-1, -2
SKIRMISH LINE	NA	10	7	4	3	1/2 X	1/2 X	1/2 loss	+ 6
MARCH COLUMN	18	14	10	4	2	1/2 X	1/4 X	+3 DRM	+ 3
DISORDER	7	5	4	3	2	1 X	1/2 X	+3 DRM	+ 4
ROUTED UNITS	22	18	12	5	3	SRNDR	NONE	DISNGE	SRNDR
BONUS MOVEMENT	3 Dice	3 Dice	2 Dice	1 Dice	1/2 Die	NA	NA	DISNGE	NA
MTD CAVALRY	ROAD	OPEN	BROKN	WOODS	ROUGH	MELEE	FIRER	TARGET	MORALE
SINGLE LINE	NA	10	6	2	NA	1 X	1/2 X	+ 2 DRM	-1
DOUBLE LINE	NA	12	8	2	NA	2 X	1/2 X	+ 4 DRM	-2
SKIRMISH LINE	NA	20	12	4	2	1/2 X	1/4 X	1/2 loss	+ 5
MARCH COLUMN	24	16	12	4	1	1 X	1/4 X	+ 4 DRM	+ 2
DISORDER OFFICERS	16	12	8	3	1	1 X	1/4 X	+ 6 DRM	+ 3
ROUTED UNITS	26	18	12	4	2	SRNDR	NA	DISNGE	SRNDR
BONUS MOVEMENT	4 Dice	4 Dice	3 Dice	1 Die	1/2 Die	NA	NA	DISNGE	NA
DISMTD CAVALRY	NA	8	5	4	1	1 X	- 2 DRM	- 2 DRM	+ 3
ARTILLERY	ROAD	OPEN	BROKN	WOODS	ROUGH	MELEE	FIRER	TARGET	MORALE
LIMBERED	24	16	12	1	NONE	SRNDR	NA	+ 3 DRM	SRNDR
UNLIMBERED	4	2	1	1 / 2	NONE	1/2 X	NA	- 3 DRM	NC / +8