

15mm INFANTRY WEAPONS	Inf NR	Firepower Points (FP)							INFANTRY FORMATIONS	15mm INFANTRY MOVEMENT							
		2 figs	3 figs	4 figs	5 figs	6 figs	7 figs	8 figs		UIV	Road	Trail	Open	Brokn	LtWds	HvWds	Rough
Rifle-Muskets (R/M)	3	2	3	4	5	6	7	8	Battle Line	+6	NA	NA	6	5	4	2	1
Smoothbre Muskets*	2	2	3	4	5	6	7	7	Extended Line	+4	NA	NA	7	6	5	3	1
Mixed Muskets	3	2	3	4	5	5	6	6	Skirmishers	+1	NA	NA	9	7	6	4	3
Spncr/Hnry Rpt Rifles	5	3	4	6	7	9	10	11	Attack Column	+8	NA	NA	7	6	5	3	2
Colt Revolving Rifles	3	3	4	5	6	8	9	10	Road Column	+2	13	11	9	7	6	4	2
Sharps B/L Rifles	5	3	4	5	6	7	8	9	Dis(2X) Disorder	+3	6	5	4	3	2	1	1
Remington Rifles	4	2	3	4	5	6	7	8	Shaken	0	5	4	3	3	2	1	1
Old Flintlocks	2	1	2	3	3	4	4	5	Routed	SR	3D6	2D6	2D6	2D6	2D6	1D6	1D6

- Calculate *charge MMP* for the first opposing units in contact as follows:  
**MMP = Basic Morale Point (BMP) + Unit Morale Level (UML) + Two Best & Worst SitMods - any applicable Leadership Benefits (LB)**  
 A unit's *charge MMP* can never be better than "1" or worse than "12".
- Subtract the above calculated *charge MMP* from the Unit Impact Value (UIV) of the first opposing units in contact.
- Calculate *Final Impact Value (FIV)* as so: **FIV = roll of 2D6 + UIV - Charge MMP**
- Both sides simultaneously roll their **2D6** and compare their **FIVs** and...
- The Unit with highest **FIV** wins the *Charge Impact* as follows, with the results impacting all involved supporting units.  
**Equal or win by 1:** Attacker stops short. Roll **1D6** for *distance in inches*. Both sides fire one, "no action cost" volley.  
**Win by 2, 3 or 4:** All losing units fall back that many inches\* and all losing units lose one\* figure with an immediate **+1MC**.  
**Win by 5, 6 or 7:** All losing units fall back that many inches\* and all losing units lose two\* figures with an immediate **+2MC**.  
**Win by 8, 9 or 10:** All losing units fall back that many inches\* and all losing units lose three\* figures with an immediate **+3MC**.  
**Win by 11 or 12:** All losing units fall back *routed* that many inches\* and all losing units lose four\* figures.  
 \*If "loser" was the attacker reduce fall back distance by one inch and reduce figure loss and required **MC** by "one".

**The Basic Morale Point (BMP) and The Modified Morale Point (MMP)**

Each unit has a **BMP** based on its training and combat experience as so:  
**BMP = 3, Elite**, unit with a solid record of proven combat experience.  
**BMP = 4, Veteran**, well trained unit with some combat experience.  
**BMP = 5, Trained**, unit with some training, but no combat experience.  
**BMP = 6, Green**, unit with minimal training and no combat experience.  
*If an inf or cav unit is depleted -- only one stand left -- its BMP is double the above.*  
*Artillery batteries have their BMP increased by "+3" per section previously lost.*

**Modified Morale Point (MMP)** – When a unit's **BMP** is modified by its situation it becomes its **MMP**, which is then used for all morale checks or rally attempts.

**MMP = BMP + unit morale level + Two best & worst situational modifier - LB PLUS any applicable FCR morale check with a MC through 4MC result.**  
 A unit's morale level is: *good order (+0)*, *disorder (+2)*, *shaken (+4)* or *routed (+6)*.  
*Shaken units cannot advance. Routed units get no reaction and must flee.*

**Good Situational Morale Modifiers To a Unit's MMP** *use the "best" two*

Unit is adjacent (1/2 inch) to a leader.....Leader's **LB**  
 Unit is in hasty works / in light works / in heavy works..... **-1/-2/-4**  
 Unit is 6 or more inches behind intervening friendly units..... **- 6**  
 An infantry unit is charging / a cavalry unit is charging..... **-1 / - 2**  
 Unit is in or directly behind applicable cover (does not apply if charging).....**-1**  
 Unit is supported by adjacent good order (**-1/-2**), disorder (**0/-1**) units...(**-2/- 4**) max  
*(For a non-charge situation / For a charge situation)*

**Bad Situational Morale Modifiers To a Unit's MMP** *use the "worst" two*

**\*Enfilade Fire** **Morale Check from..... arty fire/other fire or rally attempts**  
**\*Unlimbrd Arty**.....fire from side (**+2/+1**)...full flank (**+4/+2**)...rear (**+5/+3**)  
**\*All colums & limbrd arty**....side fire (**+2/+1**)...front fire (**+4/+2**)...rear (**+5/+3**)  
**\*All lines**.....from partial flank (**+2/+1**)...full flank (**+4/+2**)....rear (**+5/+3**)  
 Unit is within two inches of an enemy unit..... **+1**  
 Per each regiment or leader "eliminated" from the same brigade.....**+1 (max +2)**  
 Regiment is a merged regiment (Use original **BMP** of best unit) with a..... **+2**  
 Unit is charged by infantry/cavalry on...partial flank (**+2/+3**)...full flank/rear (**+4/+6**)