

| ROLL | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | ROLL | |
|----------------|-----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|-----------------|---|
| FIGURES FIRING | 32+ | MC | 1* | 1* | 1 | 1 | 2 | 2 | 2 | 3 | 3 | 4 | 5 | 5 | 6 | 8 | 9 | 11 | 13 | 15 | 18 | 21 | 24 | 16 | SECTIONS FIRING | |
| | 24 | | MC | 1* | 1* | 1 | 1 | 2 | 2 | 2 | 3 | 3 | 4 | 4 | 5 | 6 | 7 | 8 | 9 | 11 | 13 | 15 | 18 | 14 | | |
| | 20 | | | MC | 1* | 1* | 1 | 1 | 2 | 2 | 2 | 3 | 3 | 4 | 4 | 5 | 6 | 7 | 8 | 9 | 11 | 13 | 15 | 12 | | |
| | 16 | | | | MC | 1* | 1* | 1 | 1 | 2 | 2 | 2 | 3 | 3 | 4 | 4 | 5 | 6 | 7 | 8 | 9 | 11 | 12 | 10 | | |
| | 14 | | | | | MC | 1* | 1* | 1 | 1 | 2 | 2 | 2 | 3 | 3 | 4 | 4 | 5 | 6 | 7 | 8 | 9 | 11 | 8 | | |
| | 12 | | | | | | MC | 1* | 1* | 1 | 1 | 2 | 2 | 2 | 3 | 3 | 4 | 4 | 5 | 5 | 6 | 7 | 9 | 6 | | |
| | 10 | | | | | | | MC | 1* | 1* | 1 | 1 | 1 | 2 | 2 | 3 | 3 | 4 | 4 | 5 | 5 | 6 | 7 | 4 | | |
| | 8 | | | | | | | | MC | 1* | 1* | 1 | 1 | 1 | 2 | 2 | 2 | 3 | 3 | 4 | 4 | 5 | 5 | 3 | | |
| | 6 | | | | | | | | | MC | 1* | 1* | 1 | 1 | 1 | 2 | 2 | 2 | 2 | 3 | 3 | 4 | 4 | 2 | | |
| | 4 | | | | | | | | | | MC | 1* | 1* | 1 | 1 | 1 | 2 | 2 | 2 | 2 | 2 | 3 | 3 | | | |
| | 3 | | | | | | | | | | | MC | 1* | 1* | 1 | 1 | 1 | 1 | 1 | 2 | 2 | 2 | 2 | 3 | | 1 |
| | 2 | | | | | | | | | | | | | MC | 1* | 1* | 1 | 1 | 1 | 2 | 2 | 2 | 2 | | | |

MC - If firer is arty or shprshtr no loss, but check morale

Roll all 6s -- low on ammo.

1* - possible kill one die, high kills.

- ### COMBAT PROCEDURE
- Count number of figures or artillery sections firing.
 - Multiply for firer formation effect - see COMBAT EFFECTS.
 - Roll appropriate number of dice as noted below:
 MELLEE -- Roll 4 dice, and all infantry casualties are doubled.
 FIRER ON HOLD, Roll 3 die, FIRST FIRE -- Roll 3 die with +1 DRM
 FIRER MOVED, FORMED or PIVOTED -- Roll 2 Die
 CLOSE RANGE or HAS REPEATERS -- Add 1 extra die for each.
 LONG RANGE, SHAKEN, AREA FIRE, CH -- Deduct 1 die for each
 ARTY CANNISTER -- Add 2 (cnstr) or 3 (dbl cnstr) extra dice.
 - Adjust die roll or losses with applicable formation, firer or target modifiers
 - If target unit was disengaging or skirmishing all casualties are halved.

RANGES

| INF & CAV | CLOSE | NORM | LONG |
|---------------------|----------|------|------|
| Rifle Muskets | 2 | 4 | 12 |
| Smthbore Muskets | 1 +1 DRM | 3 | 6 |
| Muzzlding Carbine | 1 | 2 | 4 |
| Breechlding Carbine | 1 | 3 | 7 |

| ARTILLERY | CNSTR | NORM | LONG |
|-------------------|-------|------|------|
| 12# Napoleons | 3 | 12 | 30 |
| 10# or 3" Rifles | 2 | 16 | 36 |
| 6# Guns -1 DRM | 1 | 10 | 28 |
| 20# Rifles +1 DRM | 2 | 18 | 40 |
| Mixed Guns | 2 | 14 | 33 |

| OTHER FIRER DRMS | TARGET DRMS | Decrease by "1" if arty fire | If arty fire ▼ |
|-----------------------|---------------------|------------------------------|------------------|
| Officer is present +1 | Inf Extnd Line -1 | Behind wood fence -1 | Prtl flank +2 +3 |
| Opening volley +2 | Inf Double Line +1 | Behind stone wall -2 | Full flank +4 +6 |
| Firer Marked Fr +1 | Inf March Column +3 | In woods -2 | On rear +2 +3 |
| Firer is elite +1 | Inf Disorder +3 | In hasty works -3 | |
| Firer is green -1 | Limbered Guns +3 | In medium works -6 | Target green +1 |
| Firer in works +1, +2 | Unlimbered Guns -3 | In heavy works -8 | Target elite -1 |

MORALE

- #### WHEN TO CHECK MORALE
- When unit takes its first loss
 - "Hit" by arty, shprshtr, +1 MPM per
 - When unit losses stand or section
 - If unit is within 6 inches of routed or destroyed unit, or officer killed.

- #### EFFECTS OF MORALE LOSS
- UNIT DROPS ONE MORALE LEVEL IF A UNIT GOES SHAKEN...
 Unless officer present, fall back 1 die roll
- IF A UNIT ROUTS...
 Immediately falls back "Bonus Move" roll

HOW TO CHECK MORALE

With 2 die unit, must roll higher than its Modified Morale Point to pass. If not, unit fails and drops a morale level. If it rolls a 2, it routs. But, if unit rolls a 12, it rallies.

- ### INFANTRY CHARGE PROCEDURE
- Charging unit reveals orders and designates charge target.**
 Charge must be against closest enemy -- if 45 degrees, charge is made in disorder.
 - Roll for charge bonus and calculate at which point charge goes into disorder.**
 Charge goes disordered at 1/2 of charge bonus for vets/elites, 1/2 full charge for green.
 - Roll 1 dice for point of defensive volley, halt attacker at that point, resolve volley.**
 Veterans and elites use 1/2 inches for distance, green units use full inches.
 Defender on CH, disorder, or forming add +1 to roll. If officer present or if in works -1
 - Dice down for Impact. Low total wins. If "tie" go to melee.**
 Both attacker and defender calculate Impact Morale by adding together their BMP, their formation charge morale, and any other applicable morale modifiers, as on chart.
 Both sides roll 2 dice, adding to it the above calculated Impact Morale. Additional units in support with -1 per inf or -2 per cav unit to involved unit's Impact Morale.
If defender wins -- attacker falls back in disorder one die from the defender.
 Both sides now fire a simultaneous 2 dice volley, regardless of range.
If attacker wins -- defender falls back in disorder two dice from the attacker.
 If above roll is: (2-4) good morale, (5-8) shaken, (9-11) routed, (12) picked up.
If tie -- or if units end turn in contact, go to melee.
 1st round of melee, supporting units count as half, but in following rounds count full.
 If unit "Routs" in Melee, it is considered to have surrendered and is removed.

BASIC MORALE POINTS (BMP)

| | |
|-----------------------|---------|
| Elite, Veteran, Green | 2, 3, 4 |
|-----------------------|---------|

MORALE POINT MODIFIERS

| | |
|----------------------------------|------------|
| Officer present | -1, -2, -3 |
| (Bde, Div, or Corps) | |
| Unit is charging | -1 |
| Behind cover or in woods | -1 |
| In hasty, or heavier works | -2, -3 |
| If behind friendly units | -4 |
| Per stand or section lost | +3 |
| If brigade commander lost | +1 |
| Per regt/bn lost of same brigade | +1 |
| Unit is SHAKEN | +2 |
| If unit is ROUTED | +4 |

MPMs if Hit By fire / By charge

| | |
|-----------------------------|---------|
| On partial flank | +2 / +3 |
| On full flank | +4 / +6 |
| On rear | +6 / +9 |
| In disorder | +1 / +4 |
| While forming, on CH, each: | +2 |