

### 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



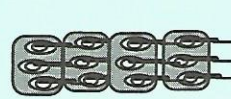
**LINE** – All stands touching



**EXTENDED LINE** up to 1 stand between



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



**MARCH COLUMN**



**DOUBLE LINE**



**ATTACK COLUMN**

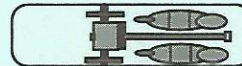


**DISORDER**

### ARTILLERY FORMATIONS



Two gunners indicate two sections



**UNLIMBERED ARTILLERY**



**LIMBERED ARTILLERY**

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

### MOVEMENT RATES

INFANTRY	ROAD	OPEN	BROK N	WOODS	ROUGH
SINGLE LINE	NA	6	4	2	1
EXTENDED LINE	NA	8	6	3	1
DBLE LINE, ATK COL	NA	7	5	2	2
SKIRMISH LINE	NA	10	7	4	3
MARCH COLUMN	18	14	10	4	2
DISORDER	7	5	4	3	2
ROUTED UNITS	22	18	12	5	3
BONUS MOVEMENT	3 Dice	3 Dice	2 Dice	1 Dice	1/2 Die
MTD CAVALRY	ROAD	OPEN	BROK N	WOODS	ROUGH
SINGLE LINE	NA	10	6	2	NA
DOUBLE LINE	NA	12	8	2	NA
SKIRMISH LINE	NA	20	12	4	2
MARCH COLUMN	24	16	12	4	1
DISORDER OFFICERS	16	12	8	3	1
ROUTED UNITS	26	18	12	4	2
BONUS MOVEMENT	4 Dice	4 Dice	3 Dice	1 Die	1/2 Die
DISMTD CAVALRY	ROAD	OPEN	BROK N	WOODS	ROUGH
	NA	8	5	4	1

### COMBAT EFFECTS

MELEE	FIRER	TARGET	IMPACT MORALE
1 X	NC	NC	NC
1 X	-1 DRM	- 1 DRM	+1
2 X	1st Rank	+1,+2 DRM	-1, -2
1/2 X	1/2 X	1/2 loss	+ 6
1/2 X	1/4 X	+3 DRM	+ 3
1 X	1/2 X	+3 DRM	+ 4
SRNDR	NONE	DISNGE	SRNDR
NA	NA	DISNGE	NA
MELEE	FIRER	TARGET	MORALE
1 X	1/2 X	+ 2 DRM	-1
2 X	1/2 X	+ 4 DRM	-2
1/2 X	1/4 X	1/2 loss	+ 5
1 X	1/4 X	+ 4 DRM	+ 2
1 X	1/4 X	+ 6 DRM	+ 3
SRNDR	NA	DISNGE	SRNDR
NA	NA	DISNGE	NA
1 X	- 2 DRM	- 2 DRM	+ 3

ARTILLERY	ROAD	OPEN	BROK N	WOODS	ROUGH
LIMBERED	24	16	12	1	NONE
UNLIMBERED	4	2	1	1 / 2	NONE

MELEE	FIRER	TARGET	MORALE
SRNDR	NA	+ 3 DRM	SRNDR
1/2 X	NA	- 3 DRM	NC / +8



ROLL	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	22	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
	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	2	2	2	2	3	1	
2												MC	1*	1*	1	1	1	1	2	2	2	2		

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

Roll all 6s -- low on ammo.

1\* - possible kill one die, high kills.

SECTIONS FIRING

**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:  
 MELEE -- 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**

Officer is present	+1
Opening volley	+2
Firer Marked Fr	+1
Firer is elite	+1
Firer is green	-1
Firer in works	+1, +2

**TARGET DRMs**

Inf Extnd Line	-1
Inf Double Line	+1
Inf March Column	+3
Inf Disorder	+3
Limbered Guns	+3
Unlimbered Guns	-3

* Cav Single Line	+2
* Cav Double Line	+4
* Cav March Column	+4
* Cav Disorder	+6
Cav Dismounted	-2
* If charging, 1/2 above DRMs	

**Decrease by "1" if arty fire**

Behind wood fence	-1
Behind stone wall	-2
In woods	-2
In hasty works	-3
In medium works	-6
In heavy works	-8

**If arty fire**

Prtl flank	+2 +3
Full flank	+4 +6
On rear	+2 +3
Target green	+1
Target elite	-1

**MORALE**

**WHEN TO CHECK MORALE**

- When unit takes its first loss
- "Hit" by arty, shrpshtr, +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