

MANEUVER TABLE

MODIFIERS	DIE RESULT	DISORDER EFFECTS	GOOD ORDER EFFECTS
+1 For each detached corps or division leader within command radius (+2 if leader is exceptional)	0 or less	Quits the field —the entire brigade skedaddles and is removed from play.	Retire —brigade retreats a full move.
+2 For each attached corps or division leader (+3 if leader is exceptional)	1,2	Broken —brigade retreats a full move in disorder and one stand skedaddles.	Disengage —brigade retreats beyond enemy musketry range.
+1 Exceptional brigade commander	3,4	Wavering —brigade holds ground in disorder. (FPW units <i>must</i> go prone.)	Hold ground —brigade cannot move or change formation.*
+1 In column formation	5,6	Shaken —brigade rallies and holds ground.*	Tardy —brigade halves movement and cannot change formation.*
+2 Fresh troops	7,8,9	Rally —brigade rallies and may move half but cannot change formation.*	Well-handled —brigade conducts normal movement or change of formation.
-2 Spent troops	10 or more	Rally with elan —brigade rallies and may move normally or change formation.	
-1 Unit is prone or is still in firing range			

* Unit may go prone.

CHARGE TABLE

MODIFIERS	DIE RESULT DIFFERENCE	EFFECTS
+1 Attached leaders, or exceptional brigade commander	7 or more	Swept from the field —defenders retreat a full move disordered/silenced. One troop stand is captured and one troop stand skedaddles. A leader and a battery, if present, are captured. An additional troop stand is captured for each die result point difference over 10. Attackers breakthrough and must continue to charge a half move toward the nearest enemy with the breakthrough charge modifier.
+2 Fresh troops		
-2 Spent troops	4,5,6	Driven back —defenders retreat disordered/silenced beyond enemy musketry range. One troop stand skedaddles. Part of a battery, if present, is captured (mark one gun stand damaged). Attackers either carry the position, or may continue to charge a half move toward the nearest enemy with the breakthrough charge modifier.
+1 Confederates or French Zouaves/Turcos charging		
+1 Mounted cavalry		
+1 Heavy cavalry or lancers		
+1 Supported	1,2,3	Hard pressed —defending brigades are disordered and retreat until 2" from the enemy. Batteries are silenced and retreat beyond enemy musket range. Attackers carry the position.
+1 Breakthrough charge		
-1 Militia, Landwehr or Garde Mobile	0	A desperate struggle —both sides are disordered and lose one stands of troops or guns. Continue charge combat and roll again with adjusted modifiers.
-1 Outnumbered by 3:2 or -2 by 2:1 or -3 by 3:1 or greater		
-1 Disordered	-1,-2,-3	Assault checked —attackers are disordered and retreat 2" from the enemy.
-1 Low on ammunition	-4,-5,-6	Attack falters —attackers retreat in disorder beyond enemy musketry range and one stand skedaddles.
-1 Each troop stand lost during current firephase		
+1 or 2 Defending favorable ground: hilltop, behind ford or in woods	-7 or less	Charge repulsed —attackers retreat a full move in disorder and one stand skedaddles. One leader, if present, and a stand of troops are captured. An additional troop stand is captured for each die result point difference over 10.
+1 or 2 Defending sunken road, stone wall or breastworks or		
+3 defending trenches		
-3 Defender outflanked		

MUSKETRY & CANNONADE TABLE

RANGE & FIRE POINTS

	0	4"	8"	12"	16"	18"	24"	32"	36"
Confed Cav/ Prussian Lt Cav	1	1/2							
Union Cv/ French Lt Cav	2	1							
Regular Infantry	1								
French Infantry	1								
French Chasseurs	2	1							
French Mitrailleuse	10	3							
Confed Arty	10	3			2	1			
Union/French Arty	10	4			3	2			
Prussian Arty	10	4			3	2			

On a base roll of 10 the following two effects apply:

Fallen Leader—the player controlling the target rolls on the Fallen Leader Table for each attached leader and exceptional brigade commander.

Low on ammunition—upon any brigade or battery with half or more of its stands firing at the target.

EFFECTS

	Desultory Fire — no effect.	Lively fire — troops disordered or battery silenced	Telling fire — troops disordered and lose one std. or damage and silence a battery.	Deadly fire — troops disordered and lose 2 stands or battery wrecked	Withering fire — troops disordered and lose 3 stands or battery wrecked
1/2	9 or less	10, 11	—	—	—
1	8 or less	9, 10, 11	—	—	—
2	7 or less	8, 9, 10	11	—	—
3	7 or less	8, 9	10, 11	—	—
4	6 or less	7, 8, 9	10, 11	—	—
5	5 or less	6, 7, 8	9, 10, 11	—	—
6, 7	4 or less	5, 6, 7	8, 9, 10	11	—
8, 9	4 or less	5, 6, 7	8, 9	10, 11	—
10, 11	3 or less	4, 5, 6	7, 8, 9	10, 11	—
12 to 14	2 or less	3, 4, 5	6, 7, 8	9, 10, 11	—
15 to 19	1 or less	2, 3, 4	5, 6, 7	8, 9, 10	11
20 to 24	0 or less	1, 2, 3	4, 5, 6	7, 8, 9	10, 11
25 to 29	-1	0, 1, 2	3, 4, 5	6, 7, 8	9, 10, 11
30 to 34	—	-1, 0, 1	2, 3, 4	5, 6, 7	8 or more
35 to 39	—	-1, 0	1, 2, 3	4, 5, 6	7 or more
40 to 44	—	-1	0, 1, 2	3, 4, 5	6 or more
45 to 49	—	-1	0, 1	2, 3, 4	5 or more
50 or more	—	-1	0, 1	2, 3	4 or more

MODIFIERS

- x 1/2 fire points for infantry and dismounted cavalry stands marked disordered or low on ammunition.
- x 1/2 fire points for each artillery stand marked as a damaged battery.
- x 2 fire points for each stand firing from enfilade.
- +1 to die result when firing at a target that is: limbered, in column, mounted cavalry, changing formation or movement mode, or about facing
- +1 to die result when firing unit is entrenched
- 1 from die result when firing unit is Militia, Landwehr or Garde Mobile or is prone
- 1 from die result when target unit is prone
- 1 from die result when firing at a target in cover: woods, town, broken ground, breastworks, stone wall, sunken road, or dismounted cavalry

FIRE POINTS

DIE RESULT

MOVEMENT RATES CHART

	Basic	Road	Rough	Fording
Infantry	12"	x2	x1/2	-3"
Cavalry & Leaders	18"	x2	x1/3	-3"
Artillery				
—foot	8"	x3	x1/4	-4"
—horse	12"	x3	x1/6	-6"

Infantry & cavalry -3" for passage of lines.

CHANGING FORMATION

Redeploy Line	No Move
Any Column to Line	Full Move
Form Field Column	May Move Half
Form March Column	MUST Move Half

Formation changes are made at the beginning of a unit's movement and only if a unit has rolled a "Well handled" or "Rally with elan" effect.