

**INITIATIVE: Roll 2D6.**

Excellent C in C = +1. Poor C in C = -1. Drunkard C in C = -2. Confederate C in C - Eastern theatre -1861-63 = +1

**DIVISION CHANGE OF ORDERS**

**Roll 2D6**

Excellent C in C = +1. Poor C in C = -1

Current order	Die roll required
Attack	10
Defend	9
Reserve or Re-deploy	7

**Modifiers**

C in C or Corps General in base to base contact with Divisional General +2

**BRIGADE CHANGE OF ORDERS**

**Roll 2D6 Confederate & Union = 6 or more**

Outstanding/Excellent C in C = +1. Poor C in C = -1 Drunkard C in C = -2

Situation	Modifier
Divisional General outside 30cms (24") or commanding a brigade	-2
Divisional General outside 30cms (24") AND commanding a brigade	-3
Divisional General in base to base contact with brigade general	+2
<i>Optional: Recipient of Order in Dense Woods or similar</i>	-2

**CHANGE OF ORDER BY BRIGADE GENERAL'S INITIATIVE**

**Roll 2D6 Confederate & Union = 8 or more**

Confederate changing to Assault order = +1.  
Unmodified 2 or 3 = Loss of Nerve/Panic.  
Outstanding/Excellent = +1. Poor = -1. Drunkard = -2.

**MOVEMENT RATES**

UNIT	MOVEMENT	CHARGE	EVADE	RETREAT & ROUT	
Infantry:	Line	14cms (8")	18cms (10")	N/A	20cms (12")
	Extended Line	14cms (8")	18cms (10")	N/A	20cms (12")
	Column	18cms (10")	20cms (12")	N/A	20cms (12")
	Skirmish	18cms (10")	20cms (12")	20cms (12")	20cms (12")
Cavalry	24cms (14")	34cms (20")	34cms (20")	34cms (20")	
Limbered Artillery	20cms (12")	-	20cms (12")	20cms (12")	
20pdr+ Limbered Artillery	12cms (7")	-	12cms (7")	12cms (7")	
Prolong Artillery	6cms* (4")	-	N/A	-	
Generals	30cms (18")	-	-	-	

**FORMATION CHANGES**

	COLUMN	LINE	EXTENDED LINE	SKIRMISH
COLUMN	1/2	1	1	1
LINE/EXTENDED LINE	1	1/2	1/2	1
SKIRMISH	1	1	1	1
UNFORMED & FALTERING	1	1	1	1
MOUNT/DISMOUNT	1	1	1	1

Deploy/Recall Brigade Skirmishers;

(if Skirm. Regt. or 1/2 Regt.)	1/2 (1)
Infantry or Cavalry Step Back	10cm (6")
Occupy or Leave a Built Up Area or Works	1
Limber or Unlimber Battery (If 20pdr+ Battery)	1/2 (1)
About Face or Reform a Battery	1
Gone to Ground -Get Up!	
Regulars+ = 7+. Green/Militia = 6+.	No Cost.

**SKIRMISH FIRING**

All Sharpshooters roll **2D6 per 3** figures.  
1st Rate Skirmishers roll **2D6 per 4** figures.  
2nd Rate Skirmishers roll **2D6 per 5** figures.  
Rolled **6's** = 1 Casualty (or Risk to General if Sharpshooters)  
Ignore Range/Target Formation. 1/2 Casualties vs. Cover, etc.

**RECALL SKIRMISHERS**

Grade	Score Required	Modifiers	
Crack & Elite	6	Only Half Regt. Deployed.	+2
Veteran	7	Over 40cm (24") from enemy	+3
Regular	8	In Dense Woods, etc.	-2
Green/Militia	10		

**INFANTRY FIRING RANGES**

RANGES:	Effective	Long
Smoothbore Musket	0 - 10cms (0 - 6")	11 - 20cms (7 - 12")
Rifled Musket	0 - 14cms (0 - 8")	15 - 28cms (9 - 16")
Carbines* & Repeaters	0 - 10cms (0 - 6")	11 - 24cms (7 - 14")
Snipers	Max Range	35cms (21")

**ARTILLERY FIRING RANGES**

RANGES	CANISTER	SHOT - EFFECTIVE	SHOT - LONG
6pdr Smoothbore	0 - 20cm (12")	0 - 35cm (21")	36 - 75cm (21" - 45")
12pdr Smoothbore	0 - 22cm (13")	0 - 40cm (24")	41 - 80cm (25" - 48")
Mixed Artillery	0 - 20cm (12")	0 - 45cm (27")	46 - 90cm (28" - 54")
Rifled Artillery	0 - 20cm (12")	0 - 50cm (30")	51 - 100cm (31" - 60")
20pdr Artillery	0 - 22cm (13")	0 - 50cm (30")	51 - 100cm (31" - 60")

### INFANTRY & ARTILLERY FIRE MODIFIERS

INFANTRY UNIT IS:	MODIFIER	ARTILLERY UNIT IS:	MODIFIER	TARGET IS:	MODIFIER
Crack or Elite	+1	Elite	+1	Enfiladed	+2
Veteran/Line/Green	0	Green/Militia	-1	Massed	+1
Militia	-2	20pdr Rifled firing shot/shell	+1	In Column	+1
In Extended Line	-1	6pdr firing canister	+4	Extended Line	-1
Unformed	-2	12pdr S/B firing canister	+5	Deployed Artillery	-3
"Pour it On"*	x 1/2 / x 2	Mixed battery firing canister	+4	Skirmishers	-4
		Rifled battery firing canister	+4	In Light Cover	-1
		- if 20pdr	+5	or has Gone to Ground.	(+ Fire-pits)
Fired Last Turn	-1	Battery Moved or Unlimbered	-2	In Cover	-2
Gone to Ground	1/2 cas.	Unformed battery	-2	In Works	-4 (-3 if Rifled Arty)
Low on Ammo	1/2 cas.	Low on Ammo	1/2 cas.	At Long Range	1/2 cas.

\* = Breech/Repeater only. x 1/2 / x 2 No. of Figs firing

### MUSKETRY CASUALTIES

Number of figures firing	Modified Die Score									
	0	1 - 2	3 - 4	5 - 6	7 - 8	9 - 10	11 - 12	13 - 14	15 - 16	17 - 18
9 or Less	-	-	-	1/2	1	1	2	2	3	3
10 - 15	-	-	1/2	1	2	3	3	4	4	5
16 - 21	-	1/2	1	2	3	3	4	4	5	5
22 - 27	1/2	1	2	3	3	4	4	5	5	6
28 - 34	1/2	1	2	3	4	4	5	5	6	6
35+	1	2	3	4	4	5	5	6	6	7

### ARTILLERY CASUALTIES TABLE

Gun models firing	Modified Die Score									
	0	1 - 2	3 - 4	5 - 6	7 - 8	9 - 10	11 - 12	13 - 14	15 - 16	17 - 18
1	-	-	-	1/2	1/2	1	1	2	3	4 1/2
2	-	-	1/2	1/2	1	1 1/2	2	3 1/2	5	6 1/2
3	-	-	1/2	1	1 1/2	2	3	4 1/2	6	7 1/2

### MELEE MODIFIERS

Troop Types		Formation & Grading		Situation	
Infantry	+2	Charging or Pursuing	+2	If Unformed or Faltering	-2
Artillery	0	Following Up in Melee	+2	If Recoiled in Melee	-2
Foot vs. Cavalry <sup>(1)</sup>	1/2	Infantry in Extended Line	-1	If Retreating <sup>(7)</sup>	-6
Cavalry	+2	Infantry in Column <sup>(5)</sup>	+1	Attacked in Flank or Rear	-4
Cavalry + shotguns, etc <sup>(2)</sup>	+1	Infantry in Line with Smoothbores <sup>(4)</sup>	+1	50% or more casualties	-4
Crack or Elite	+1	Infantry in Line with Breechloaders <sup>(9)</sup>	x 1/2	In Cover or Uphill <sup>(8)</sup>	+1
Veteran/Regular/Green	0	Infantry in Line with Repeaters <sup>(9)</sup>	x 2	In Works <sup>(9)</sup>	+2/+3
Militia	-1	Brigade Attack Column	-	Outnumber Enemy:-	-
CinC/Brigadier attached	+1	Each supporting line <sup>(6)</sup>	+1	For every 50%. (Max +6)	+1

1 = Foot count half their number vs. cav, unless in difficult terrain

6 = Each support must be within 15cms (9") & behind lead unit & in same brigade.

2 = Only applies in the first melee turn.

7 = Includes unformed modifier.

3 = N/A in buildings/cover or vs. buildings/cover

8 = Only applicable if enemy are o/s cover, etc.

4 = Buck & ball, etc.

9 = Apply appropriate works modifier.

5 = x 1/2 or x 2 number of figures in unit. N/A if already Low On Ammo.

Any double rolled = Low On Ammo.

### MELEE RESULTS TABLE: Difference between score is:-

Score	Result	Winning Cavalry Reaction	Winning Infantry Reaction
<b>8 or More</b>	Loser Routs.	Cavalry takes Pursuit Test	Infantry take Pursuit test.
<b>7 - 3</b>	Loser Retreats.	Cavalry takes Pursuit Test	Infantry take Pursuit test
<b>2 - 1</b>	Loser Recoils 10 cm (6") Infantry & Artillery Retreat if Recoiled by Cavalry	Cavalry Follow Up if Losers Recoil. Cavalry take Pursuit Test if losers retreat.	Infantry take may follow up or stand. Retreating units continue to Retreat
<b>0</b>	Draw: Continue to M�el�e next turn*		

\*Exception: Cavalry must retire to their Own Lines to reform if they draw against Infantry.

### MELEE CASUALTIES

Winning Cavalry v Retreating or Routing Foot (Includes first round Foot Broke)	<b>1 per 1</b>	Losing or Drawing Cavalry v All Winning Infantry or Artillery v All (N/A to Recoil. Foot count half number v Cavalry)	<b>1 per 8</b> <b>1 per 4</b>
Winning Cavalry v Cavalry (N/A to Recoil)	<b>1 per 4</b>	Winning Infantry or Artillery v Recoiled Infantry or Cavalry	<b>1 per 6</b>
Winning Cavalry v Recoiled Cavalry	<b>1 per 6</b>	Losing or Drawing Infantry or Artillery v All (Foot count half their number v Cavalry)	<b>1 per 12</b>

PURSUIT TEST MODIFIERS	
C in C/Brigadier within 15cm (12")	+1
Crack or Elite	+1
Veteran or Regular	0
Green or Militia	-1
Confederate Inf. 1861-63 & all Cavalry	-1

PURSUIT TEST RESULTS - TAKE AFTER MELEE.	
10 or More	Superb Discipline! Remain Formed & Act as Desired. If Pursued last turn or are unformed then act as in 9 below
9	Unformed! Unit may either stand and reform or retire and reform.
8 - 7	Halt! - Tuckered Out! Unformed. Infantry Halt/Retire. Cavalry Retire to Own Lines.
6 or Less	Pursue! Unit unformed & pursues unit just defeated. If not possible, Cav. carry out an Uncontrolled Charge towards the nearest enemy unit within a 45° arc. If Infantry or no targets available for cavalry then all act as in 8-7.

UNIT MORALE TEST		
Excellent C in C or Brigadier attached	+2	Infantry or Artillery Charged by Infantry in Line/Extended Line - 1
C in C or Brigadier within 15cm (12") <sup>(1)</sup>	+1	Infantry or Artillery Charged by Infantry in Column (if in works) - 2 (-1)
Elite & Veteran ( <i>Crack Infantry</i> = +2)	+1	Infantry or Artillery Charged by Cavalry - 1
Green & Militia	-1	Unit is Charged in the Flank or Rear - 4
In Cover, Hasty Works or Uphill <sup>(2)</sup>	+1	Unit is Charged and in Extended Line or Faltering, Unformed or Retreating - 1
Defending Works	+2	For each 10% Casualties lost (If Confederate Inf. -3 max.) <sup>(3)</sup> - 1
Unit is Faltering, Unformed or Retreating	-1	Unit is Routing Federals or Routing Confederate Cav./Arty. - 1
Testing to Charge Flank, Rear, Unformed or Skirmishers <sup>(4)</sup>	+1	Unit is Routing Confederate Infantry -2
Cavalry testing to charge Infantry or Artillery	-1	Each enemy unit Retreating or Routing within 15cm (12") +1
Each Casualty Suffered in Charge (Max -2 if Green/Militia in col.)	-1	Each friendly unit Retreating or Routing within 15cm (12") - 1
In Brigade Attack Column - each supporting line <sup>(5)</sup>	+1	

1 = N/A if Drunkard.  
2 = +1 for each category that applies. No unit may claim cover benefit if enemy units are within the same cover. This modifier is not applicable to light cover.  
3 = Confederate infantry ignores any 10% casualties above 30%. (See notes.)  
4 = N/A if skirmishers.  
5 = Green & Militia units deployed in battalion column or brigade column will suffer a maximum modifier of -2 regardless of the number of casualties suffered. This helps to reflect the keen and somewhat reckless enthusiasm of unseasoned units, especially when deployed in the more cohesive column formation.  
6 = Supports must be formed & within 15cm (9").

UNIT MORALE TEST RESULTS					
Modified Dice Score	To Charge	Being Charged	Other	Rally from Retreat	Rally from Rout
7+	Charge!	Counter Charge/Stand	Obey Orders	Rally	Rally
6	Halt & Volley	Falter	Obey Orders	Rally	Rally
5	Go to Ground**	Falter & Recoil 10cm	Go to Ground/*	Rally	Rally
4 - 3	Falter	Retreat	Obey Orders	Fail	Disperse
2 - 0	Retreat	Retreat	Falter	Rout	Disperse
- 1 or Less	Rout	Rout	Retreat	Disperse	Disperse

\* If Infantry under Fire - Go to Ground, all other situations - Obey Orders.      \*\* If Infantry under Fire = Go to Ground, all others - Falter

BRIGADE MORALE TEST	
C in C or Brigade General commanding (N/A if Drunkard)	+1 (Lightly wounded Generals do not command)
Crack or Elite Brigade	+1 (Over 50% of troop type required)
Green or Militia Brigade	- 1 (Over 50% of troop type required)
Enemy Retreating or Routing within 15cm (12") of any Brigade unit	+1
Over 50% of the Brigade units are in Works or Woods	+1 (Includes entrenchments & hasty works.)
25% of the Brigade units are Retreating, Routing or Dispersed	- 1
50% of the Brigade units are Retreating, Routing or Dispersed	- 2
Over 50% of the Brigade units are Retreating, Routing or Dispersed	- 3
Brigade has previously Broken	- 2

BRIGADE MORALE TEST RESULTS	
<b>6 or More</b>	<b>The Brigade Stands.</b> No adverse effects
<b>5 - 1</b>	<b>The Brigade Breaks &amp; Retires 30 cm. [18"]</b> Units are Unformed. Retreating or Routing units Disperse
<b>0 or Less</b>	<b>"I have no Brigade, Sir!"</b> The Brigade is removed from play. N/A to Crack or Elite Brigades. Use 5 - 1 above

