

### Sequence of play

- Making a plan,
- Roll for initiative,
- Command: movement of units, starting with initiative moves,
- Shooting: shooting with units,
- Hand-to-hand: both sides engage in hand-to-hand combat.

### Command phase

Enemy within 12": automatic.

Dice roll determines number of moves.

Change of formation: 1 move.

0 = No movement: order fails

1 = 1 movement: 1 recovery

2 = 2 movement: 1 recovery

3 = 3 movement: 1 recovery

**B** = BLUNDER

### Movement

Infantry, foot artillery: 6"

Sharpshooters: 8"

Cavalry, horse artillery: 12"

Columns: free move when command roll fails

### Shooting (adjustment to dice roll when:)

5, 6 is hit! All dice hit: target in disorder

+ 1 artillery firing on columns

+ 1 close range (8")

- 1 shooters disordered or shaken

-1 target not clear

### Shooting ranges

Shotgun/ pistol 6"

Smoothbore muskets 18"

Rifled muskets 24"

Smoothbore carbines 12"

Carbines 18"

Smoothbore artillery 36"

Rifled artillery 48"

Gatling gun 36"

### Hand-to-hand (adjustment to dice roll when:)

5, 6 is hit!

+ 1 charging

- 1 shaken or disordered

- 1 attacked in the rear

#### Result

+ 1 support in flank or rear

+ 2 occupying a building

#### Loser takes test

1 - 4 pull back 1 move in disorder

5, 6 stay put

Artillery breaks and is removed

When a unit has 4 chits it is shaken.

At 7 chits it is removed from the table.

A brigade breaks when more than half of its units are shaken or removed.

### Formations

Column: shoots/fights with 1D6

Flank fights with 1D6

### Tactical

Enfilading: re-roll misses

Buildings: shoots/fights with 2D6/side

### Blunders

1 Back men!: 2 moves to the rear

2 Regroup!: 1 move to the rear

3 To the left!: 1 move to the left

4 To the right!: 1 move to the right

5 Forwards!: 1 move forward

6 Charge! 1-2: 1 move,  
3-4: 2 moves,  
5-6: 3 moves

