

REFERENCE SHEET

Orders

Red:

Brigades may charge

Brigades may counter charge when charged

No restrictions on movement

Artillery may support a charge

White:

Units may move 1" extra

Must move away from visible enemy when within 4"

May be placed in react mode

May do at the double marches

Blue:

May not move closer than 6" toward visible enemy

Ignore the first inch of pulling back

Artillery may support a unit that is being charged

Brigades that are charged get +1 to their defensive fire

Movement

Line: Normal movement

March column: +1"

Disorder: -1"

Line w/skirmishers: Normal movement.

Attack column: Normal movement.

Terrain

Light terrain: (Hills, Grove, Fence, etc.)

-1" movement

-1 to hit with exceptions

Standard terrain: (Woods, Corn field, etc.)

Half movement

-1 to hit

Heavy terrain: (Heavy woods, Ruins, etc.)

1/3 movement

-2 to hit

Turn Phases

Shuffle general cards

Draw card

Move

Charge

Return to "Draw Card" phase

Fire

Resolve fire

Rally

Resolve morale

Check to see if there is a victor

Orders

Movement

Infantry: 6"

Cavalry: 12"

Artillery: 2" unlimbered/5" limbered

Wagons: 5"

Charge

Select unit to charge

*If charging unit has a morale die, roll to charge

Support fire

Roll for extra movement

Mark distance (If insufficient, place in disorder.)

Move normal movement

Defense rolls morale

*Skirmish

*Counter-charge

Move up to 2" from target

Defensive fire

Offensive morale

Defensive morale

Move into contact

Melee

Morale (Return to melee)

(* = Possibly unnecessary.)