

Weapon Type	Max Range	1	2	3	4	5	6-8	9-15	16+
Small Arms									
R (Rifle)	5	2	1	1	½	½	-	-	-
BC (Breechloading Carbine i.e Sharps Carbine)	3	3	2	½	-	-	-	-	-
HR (Henry Rifle)	4	5	3	2	1	½	-	-	-
SR (Spencer Repeating Rifle)	5	4	3	2	1	½	-	-	-
P (Pistol)	1	1	-	-	-	-	-	-	-
Artillery									
N* (12-lb Smoothbore)	13	8	5	2	1	1	1	½	-
HA (12-lb Howitzer)	9	9	5	1	1	1	1	½	-
PA (10-lb Parrott)	26	4	3	2	2	2	2	1	½
TA (6-lb Rifle)	13	3	2	2	2	1	1	½	-
TB (3" Rifle)	20	3	2	2	2	2	1	1	½

Weapon Type	Max Range	1	2	3	4	5	6-8	9-15	16+
Naval Artillery									
HB (24-pdr. Dahlgren Boat Howitzer)	10	-	5	2	1	1	1	½	-
HC (32-pdr. Howitzer)	12	-	5	3	2	1	1	½	-
PB (20-lb Parrott)	35	4	4	2	2	2	2	1	½
PC (30-lb Parrott)	53	5	4	3	2	2	2	1	1
PD (100-lb Parrot)	63	8	6	2	2	2	2	1	½
TC (12-lb Rifle)	20	3	2	2	2	2	1	1	½
DA (9" Dahlgren Smoothbore)	28	10	6	2	1	1	1	1	½
DB (11" Dahlgren Smoothbore)	29	10	6	2	1	1	1	1	½
DC (20-pdr. Dahlgren rifle)	15	4	4	2	2	2	1	½	-
Siege Artillery									
MA (10" Light Mortar)	16	-	2	2	1	½	½	½	½
HD (8" Howitzer)	10	-	5	1	1	1	1	½	

	Movement Allowance	Change Formation	Clear	Road	Trail	Woods	Stream	Run	River	Marsh	Slashing Abatis	Cheavaus-de-fris	Field Fortification Hexsides	Up Slope	Down Slope	Up Severe Slope	Down Severe Slope
Inf. (Line)	6	2	1	OT	OT	2	-	+1	NP	2	3	+4	+1	+1	-	+2	+1
Dsmtd. Cav.	6	2	1	OT	OT	2	-	+1	NP	2	3	+4	+1	+1	-	+2	+1
Inf. (Column)	6	2	1	½	1	2	-	+1	NP	2	3	+4	+1	+1	-	+2	+1
Mounted Cav. (Line)	12	4	1	OT	OT	3	-	+1	NP	3	NP	NP	+2	+1	+1	+3	+2
Mounted Cav. (Column)	12	4	1	½	1	3	-	+1	NP	3	NP	NP	+2	+1	+1	+3	+2
Leaders	12	-	1	½	1	2	-	+1	NP	2	6	+6	+2	+1	-	+2	+1
Artillery, Wagons	12	4	2	1	2	4	+1	+2	NP	NP	NP	NP	+3 (1)	+1	+1	+3	+2
Inf. (Skirmish)	6	2	1	OT	OT	1	-	+1	NP	2	2	+2	+1	+1	-	+2	+1

(1) Artillery and Wagons may not enter an Encampment Hex

	Clear	Woods	Slashing Abatis	Chevaux -de-fris	Marsh	Field Fortification	Encampment	Field Fortification Artillery
Maximum number of units/Strength Points plus batteries*	3/12 + 2 batteries	2/8 + 1 battery	2/8	2/8	2/8	3/12 + 2 batteries	2/8	2/8 + 1 battery
Fire Strength per hexside (9.3)	4 + all artillery guns	4 OR all artillery guns	4	4	4	4	4	4 + all artillery guns
Maximum Melee Strength (12.7)	12	8	8	8	8	12	8	8

Explanation:

- The first row determines the maximum number of units which may occupy a hex at a given point and the maximum number of strength points the stack may contain.

* Batteries may stack freely up to the number listed for the hex type; however, each battery counts as one Strength Point for stacking.

Terrain Type	Cavalry Charge into or through	Blocks Line of Sight	Shift Fire Strength Column	Effects on Melee
Clear	Yes	No	-	
Woods	No	Yes	1L	
Stream	Yes	No	-	
Marsh	No	No	-	Subtract 1 Each Advancing from
Run	No	No	-	Subtract 1 (1) f
Slope	Yes	Yes (5)	-	
Severe Slope	No	Yes (5)	1L	Subtract 1 (1) F
Field Fortification, Encampment, Field Fortification Artillery (Hexside)	No	No	1L or 2L (6)(7)	Add 1 or 2 (2)
Slashing Abatis	No	No	-	Subtract 1 Each Atta Advancing from
Chevaux-de-frise	No	No	-	Subtract 1 Each Advancing from

Terrain not listed above has no effect on combat.

- Terrain has no effect.

(1) A unit or stack of units that crosses a hexside to engage in melee has its strength reduced by the listed amount.

(2) If all attackers are attacking through these hexsides then add two (2) SPs to the defender. If only some attackers are attacking through these hexsides then add one (1) SP to the defender.

(3) For a unit or stack of units attacking from this hex subtract one (1) SP from the attacker.

	“K” Melee	Small-arms	Artillery	“C” Melee	“Rpls” Melee Or Sharpshoot
Wounded	6	5	3	-	2
Killed	2 or 12	2 or 12	-	-	12
Captured	-	-	-	2-4	-

Use two dice. The numbers listed are the numbers needed to be rolled on two dice in order for the listed result to apply

GAME TURN SEQUENCE OF PLAY

1	Fog Determination Interphase
2	Union Player Turn
	A. Random Events
	B. Initial Command Phase
	C. Movement Phase
	D. Defensive Fire Phase
	E. Offensive Fire Phase
	F. Retreat Before Melee Phase
	G. Melee Phase
	H. Ammunition Resupply Phase
	I. Rally Phase and Fatigue Recovery Phase
	J. Final Command Phase
2	Confederate Player Turn
3	Game-Turn Record Interphase

	Fog	Night
Hexes Affected	Marsh, Run, River hexes and all hexes adjacent to these and Stream hexesides.	All Hexes
Line-of-Site Restrictions	Cannot Trace Thru Fog Obstructed Hex	2 hexes
Small-Arms Maximum Range	-	1 hex
Small Arms Fire Column Shift	1L over two hexes	-
Artillery Range	-	2 hexes
Artillery Column Shift	1L	-
Officer Brigade Effectiveness Radius	-1	-1
Commander Division Integrity Radius	-1	-1
Commander Command Point Leader Benefit	-	Must Be Stacked With Leader
Routed Units Rally?	-	No
Subject to “Getting Lost”?	Non-Road Movement	-
Road Movement Range	1 MP Per Fog Obstructed Road Hex	Full MPs
Non-Road Movement Infantry or Dismounted Cavalry	+1 for each Fog Obstructed non-Road Hex entered	1/3 rd Remaining MPs
Non-Road Movement Mounted	+2 for each Fog Obstructed non-Road Hex	1/3 rd Remaining