

Horse, Musket and Minie Ball Player Aid Chart

Fortifications Chart			
Fortification	Cover	Fortified Ground	Special Rule
Breastwork	Hard	N/A	No cover through rear
Trench	Hard	Yes	Full cover if not firing from within.
Lunette	Hard	Yes	No cover through rear
Redan	Hard	Yes	No cover through rear

Demolition Chart	
Action	Die Roll
Success	4, 5, 6
Failure	1, 2, 3

Time and Ground Scale	
Measurement	Game Scale
One Inch	20 Yards
One Turn	4 minutes

Movement Capability Chart								
Type	General	Light Infantry	Infantry	Light Cavalry	Heavy Cavalry	Wagon	Foot Artillery	Horse Artillery
Line	8	5	4	9	8	0	0	8
Column	9	6	7	10	9	0	0	9
Double Time	0	7	5	0	0	0	0	0
Walk	7	0	0	7	6	6	6	6
Trot		0	0	See Above	See Above	0	0	See Above
Charge	12	7	5	12	11	0	0	0

Obstacles Chart			
Obstacle	Effect On Movement		Notes
	Formation	Cover Provided	
Abatis	No	Soft	
Cheval-de-frise	Yes	No Cover	Can be moved by 2 stands.
Slant Palisade	Yes	Hard	
Fascine	Yes	No Cover	Functions as causeway of ditch.

Unit Morale Index	
Élan	Index
Militia	9
Poor	8
Green	7
Regular	6
Veteran	5
Elite	4

Turn Sequence		
Phase	First Player	Second Player
First Player Move Phase	<ol style="list-style-type: none"> Change Orders Change Formation Construct Field works Demolition Move Units Conduct fire and move Conduct charges 	Conduct Defensive Fire
Second Player Move Phase	Conduct Defensive Fire	<ol style="list-style-type: none"> Change Orders Change Formation Construct Field Works Demolition Move Units Conduct Fire and Move Conduct Charges
First Player Artillery Fire Phase	Conduct Artillery Fire	No Action Required
Second Player Artillery Fire Phase	No Action Required	Conduct Artillery Fire
Joint Musket Fire Phase	Conduct Musket Fire	Conduct Musket Fire
Joint Melee Phase	Conduct Melee	Conduct Melee
Joint Morale Phase	Conduct Morale Checks Conduct Routs	Conduct Morale Checks Conduct Routs

Terrain Effects						
Terrain Type	Terrain Effects Percentage Decrease on Movement Allowance and LOS					
	Skirmishers	Foot	Horse	Wheeled	LOS	Cover
Open Ground	0	0	0	0	No effect	
Extra Deep Water	No	No	No	No	No effect	Yes
Deep Water	75%	75%	50%	Note 2	No Effect	Yes
Shallow Water	50%	50%	50%	Note 1	No Effect	
Scrub	25%	25%	25%	50%	Blocks on same level	Yes
Fields	25%	25%	25%	50%	Blocks on same level	Yes
Hill	25%	25%	25%	50%	Blocks on same level	
Swamp	50%	50%	50%	No	No Effect	Yes
Forest	50%	50%	50%	No	Blocks on same level	Yes
Road	No	Bonus	Bonus	Bonus	No Effect	
Buildings	N/A	N/A	N/A	N/A	Blocks on same level	Yes
Walls	50%	50%	25%	No		Yes
Hedges	25%	25%	25%	No		Yes
Snow and Mud	Double the penalty of other terrain but all units can movement 2 inches per turn.				Mud has no effect on pavement	

Note 1 – 50% to enter or leave and 50% each turn while moving through.

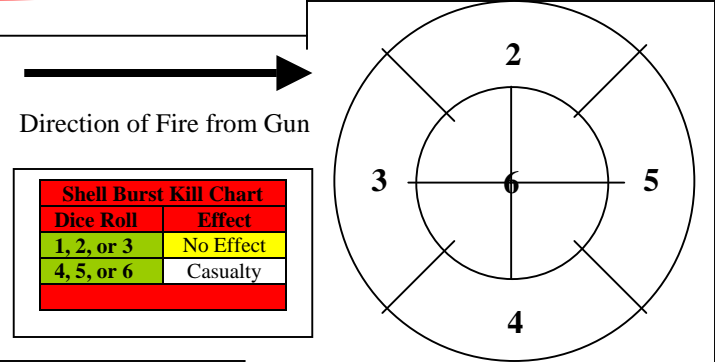
Note 2 – Note 1 plus 75% each turn while moving through.

Visibility Range Chart		
Dice Roll	Visibility Range	
	Unaided	Aided
1	50	90
2-3	40	85
4-5	30	75
6	20	65
4		

Morale Modifiers	
Type	Modifiers
Rout First Turn	-1
Rout Second Turn	-2
Rout Third Turn	-3
Rout Fourth Turn	-4
General Officer Present	+1

Horse, Musket and Minie Ball Player Aid Chart

Range In Inches	Deductions For Musketry Fire											
	Smooth Bore				Rifled Bore				Repeater			
	Ordinary Volley		First Volley		Ordinary Volley		First Volley		Ordinary Volley		First Volley	
	Open	Cover	Open	Cover	Open	Cover	Open	Cover	Open	Cover	Open	Cover
0-2	3	4	4	5	2	3	3	4	0	1	1	2
3-5	4	5	5	6	3	4	4	5	1	2	2	3
6-8	5	6	6	7	4	5	5	6	2	3	3	4
9-10	0	0	0	0	5	6	6	7	3	4	4	5
11-13	0	0	0	0	6	7	7	8	0	0	0	0
14-15	0	0	0	0	7	8	8	9	0	0	0	0



Light Infantry and Skirmisher Fire Chart			
Case	Die Roll to Kill at Range		
	0 to 8	8 to 10	10 to 15
Light Infantry Versus Line Infantry and Cavalry	5 or 6	6	6
Light Infantry Versus Generals, Artillerymen or Pioneers	6		
Light Infantry Versus Line Infantry and Cavalry under Cover	6		
Light Infantry Versus Light Infantry in the Open	5 or 6	6	6
Light Infantry Versus Light Infantry under Cover	5 or 6	6	
Line Infantry Versus Light Infantry in the Open	4, 5 or 6	5, 6	6
Line Infantry Versus Light Infantry under Cover	5 or 6	6	6

Melee Dice Modifier	
Case	Result on Dice Roll
General present in melee (base touching)	Add 5 the side possessing
Attacking across a wall, fence or field works	Deduct 4 from Attacker
Attacking Downhill	Add 4 to Attacker
Versus Heavy Cavalry	Add 8 to the Cavalry side
Versus Light Cavalry	Add 4 to the Cavalry side

Rifled Shell Burst Kill Chart	
Dice Roll	Effect
1 or 2	No Effect
3, 4, 5, or 6	Casualty

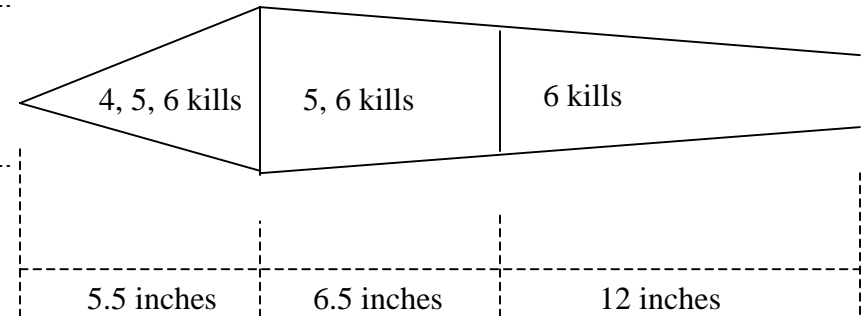
Messenger Combat Chart	
Die Roll	Result
1	Missed Him – messenger is step back and unaffected, he may continue on his route.
2-5	Turned Back – messenger is picked up and placed next the headquarters General who sent him. Messenger may try again next turn.
6	Captured – messenger is removed from table and the new order is revealed to enemy player

Canister Kill Chart	
Section	Die Roll to Kill
Close	4, 5, 6
Normal	5 or 6
Long	6

Rifled Canister Kill Chart	
Section	Die Roll to Kill
Close	5 or 6
Normal	6

Roundshot Kill Chart	
Group	Die Roll to Kill
Near	4, 5, 6
Mid	5 or 6
Far	6

4 inches



X

A

B

C

