MELEE RESULTS TABLE

MELEE VALUE = S x (CV + A) x M + D10

NUMBER OF STANDS IN COMBAT (S)
Even If Disrupted

Infantry Attacking:	3 Ranks Fight
Cavalry Attacking:	2 Ranks Fight
Infantry Defending:	2 Ranks Fight
Cavalry Defending:	1 Rank Fights

MELEE MULTIPLIERS (M)

Frontal Attack:	x1
Flank Attack:	x2
Rear Attack:	x3
Unit In Column:	x0

COMBAT VALUE MODIFIERS (A)

DEFENDING

In Works:	+3
Sunken Road	+3
Downhill	+2
Ford	+2
Woods	+2
Fence	+1
Attacking Downhill	+2
Commander Attached	+1
Cavalry In Line	+1*
Infantry In Attack Columnn	+1*
Infantry In Reinforced Line	+1*
Unit Is Disrupted	-2
Cautious Division CO Defending	+1
Firebrand CO Attacking	+1
Exceptional CO:	
Attacking or Defending	+1

* Does not count if unit is disrupted

MELEE VALUE DIFFERENCE	STANDS LOST: WINNER	STANDS LOST: LOSER
0-26	1	1*
26-50	1	2
57-75	1	3
76+	0	3

* Attacker may not advance

On To Richmond!
Quick Reference Sheet

MORALE RESULTS TABLE

USA	DIE ROLL	CSA
Rout	00-04	Rout
Rout	05-09	WD 2
WD 2	10-14	WD 1
WD 2	15-19	WD 1
WD1	20-24	Stand
Stand	25-34	Stand
Deploy	35-39	Deploy
1/2 Speed	40-44	1/2 Speed
45 Right	45-49	45 Right
45 Left	50-54	45 Left
No Effect	55-84	No Effect
No Effect	85-89	Advance
Advance	90-94	Revenge
Revenge	95-99	Revenge

MODIFIERS
Per Disruption Marker: -3
Per Base Lost: -5
Green troops: -5
Veteran Troops: +5
Elite Troops: +10
In Works: +15

Units in works, towns or woods ignore mandatory
forward movement results.

MOVEMENT CHART

UNIT	LINE	COLUMN	ROAD	DOUBLE-TIME
Infantry	6	9# / 12$	16	20
Cavalry	6* / 12 / 24**	20	24	30
Field Art.	2	9	20	24
Horse Art.	2	12	24	30
Special	---D10 Roll---			

* Dismounted ** Charge # Attack Column $ March Column

ROUGH TERRAIN MOVEMENT

To move the modified die roll must be greater than shown:

Hill: 0
Ford: 1
Woods: 2

ROUGH TERRAIN MODIFIERS

Elite.............................0
Veteran.........................-1
Regular.........................-2
Green...........................-3
Cavalry..........................-1
Artillery........................-2
Attack Column...............-1
Line ....-2

ARTILLERY FIRE TABLE

ARTY TYPE	RANGE (Inches)	Kill / Morale Hit
Rifled	0-10	0-3 / 4-6
	11-30	0-3 / 4-7
	31-40	0-1 / 2-4
Smoothbore	0-10*	0-4 / 5-9
	11-24	0-1 / 2-7
	25-30	0 / 1-2

* May Fire Twice At This Range

DIE ROLL MODIFIERS

TARGET IS:

In Works or Behind Wall.............+3   In Sunken Road.......................+3
In Woods................................+1   In Town..............................+1
Disrupted...............................-1   Mounted.............................-2*
In Column...............................-2   Enfiladed.............................-3
* Firing Battery Must Be within 10"

CSA BATTERY FIRING:...............+1

SMALL ARMS FIRE TABLES

RANGE (Inches)

Breechloader	18
Repeater	18
Muzzleloader	12
Carbine	6
In Woods (D10)	0-9

STANDS FIRING

In Works	2
Breechloader, Moving	x1
Breechloaer, Stationary	x2
Repeater, Moving	x2
Repeater, Stationary	x3

SMALL ARMS FIRE RESULTS TABLE

Roll once per group of 6 stands firing.

On A Modified Die Roll Of:
0-4 Kill, Lose 1 Stand, Morale Marker
5-7 Morale Hit
8-9 No Effect

FIRING UNIT IS:

Disrupted	+2
Green	+1
Veteran	-1
Supported Weapons	-1
Elite	-2
Fewer Than 6 Stands Firing	+1*

* Per stand less Than 6

TARGET IS:

In Hard Cover	+3
Behind Rock Wall	+2
In Works	+2
In Sunken Road	+2
In Woods	+1
In Town	+1
In Column	-1
Disrupted	-1
Mounted	-2
Enfiladed	-2