

**All the Queen's Men**  
**ATKM: Skirmish**  
**All the King's Men Lite**  
**Some of the King's Men**

**1.0**

As all the titles suggest, this is a skirmish version of the All the King's Men rules, set in the horse-and-musket period. I couldn't settle on one name, and then asked, "Why do I have to?" I've used them all in conversation; the one that gets used depends on who I'm talking to, and how much I can joke around while still conveying the spirit of the game. Feel free to use all or none of the names of your choosing!

So, why a "lite" version of ATKM? I wondered that at first, too. As written, the ATKM rules can handle battles as big or small as you choose. You just title units "company," "regiment," "corp," or whatever you need to fit the desired amount of troops on the table. So long as both sides do the same, game balance is preserved and the normal rules can portray a small action over a bridge or a large one over a country.

Then I considered what defines a skirmish battle in, say, 1779. It's individual soldiers sweating while they march, following orders barked by a nearby sergeant, struggling through a waist-high thicket, taking aim at soldiers not much different from themselves, trying to remember if their muskets are loaded, and hoping they don't catch a musket ball in return. Basically, the elements that humanize warfare as opposed to paint it in broad strokes. ATKM does the latter in the spirit of pushing around toy soldiers. But why couldn't ATKM-based rules be used for small-scale battles and still capture the gritty, granular experience of the individual soldier? Achieving that is what inspired "Some of the King's Men." Well, that and the ambush scene from "Last of the Mohicans." Not the big one during the evacuation of Fort Henry, but the one where Magua and his warband ambush a couple hapless British companies marching down a secluded forest road. That's a damn visceral scene, and I wanted to *feel* it in toy soldiers, gamed in the same essence that motivated ATKM.

My first attempt at lite rules quickly diverted from ATKM's core. While I liked the results, they took on a life of their own, and that wasn't what I wanted. This version is closer to home. I hope it strikes a balance between portraying the heat of battle and being intuitive. I recommend starting folks out by playing normal ATKM and getting them comfortable with that system. It provides a strong foundation for what's here. That said, there's a definite paradigm shift between the normal game and this one, as players at cons have remarked. You start down a familiar rules path, and suddenly turn left, which can take a few minutes to get accustomed to. But I have taught the lite rules in overview, watched convention players learn them within 30 minutes, and let them run with it after that. I've even gone off to do something at the ATKM booth and come back to a game running without me. That seems like a design sweet spot.

You've heard the wargame adage, "Easy to learn, hard to master." I don't know about all that here, but I can say there are nuances to some of these rules that are implied, not overtly stated. Let me address a few of those in advance:

- At first glance, unit sizes appear to be the same as in ATKM. That's only partly true. Many regular units break up into what are called "details" for this skirmish game. Details are off-shoots of normal sized ATKM units. They represent the need to split up large groups into small ones to perform various roles in a small action, like outflank an enemy, cause a distraction, or take various pieces of cover.
- Skirmishers would appear to be able to run all over the table with their generous move distances and numerous activities. Not entirely true. They are the baseline on which the game is written. (Why create a set of skirmish rules if you don't focus on skirmishers?) That doesn't mean there are no formed infantry or cavalry, or that there's no artillery. It just means skirmishers set the tone and other types of troops are the exceptions. What you have to keep an eye on is the distance skirmisher and light cavalry details can stray from leaders of their units. Likewise, keep an eye on the distances that leader figures can stray from each other. Those distances (12 inches) are the "glass wall" to which skirmisher details can extend. Light troops therefore can't race all over as their move distances might suggest.
- A little more about skirmishers as the baseline of these rules. To be more specific, *European skirmishers* are the baseline. Think British regulars late in the American Revolution. They've cut down their uniforms for ease of movement, shed unnecessary gear, and probably look far from parade ground. Those are the baseline. That still leaves plenty of room for other skirmisher types, like colonists or Europeans adept at woodcraft. Or woodland Indians. Those guys are even better at skirmishing, and Indians arguably better still. I try to capture those shades here, yet avoid the "superhero syndrome" of making Indians total badasses who wipe the field with everyone else. I hope I've struck that balance.
- Movement on roads and cross-country is now quite different. If you're on a road you move predictable distances and are in column formation, period. That's what road columns are for. Moving off-road immediately forces troops into close lines, loose lines, or skirmish formation. Regular ATKM lets you get away with column off-road, and movement in predictable increments for quick play. ATKM (emphasis on "Q") is a little more picky.

- In regular ATKM, your general is busy keeping units activated by spending command points. In ATQM, it's assumed that all figures are under command of your general. His influence is always felt. Instead, he's kept busy trying to keep his men composed and in the battle. His primary role is removing disorder makers. Those suggest a group of soldiers is exhausted, as ever, but a disorder marker also implies a detail of troops is poised to suffer casualties, which a general wants to avoid. (And by "general" in lite, I mean "commanding officer," be it colonel, major, captain, lieutenant, or even sergeant.)
- New rules like variable movement, variable firing ranges, upgrading troops, fire downgrading targets before causing casualties (that is, targets get pinned down rather than hurt) are all intended to give combat more "depth." Situations are more malleable here than in the normal rules. ATKM assumes the same gritty details happen, but are encompassed in larger, more tidy outcomes.
- I've included general identities here. They add to the personal nature of the game, but could just as easily be used with regular ATKM. In fact, I intro'd general identities at shows using the regular rules and ported them over here.

As a skirmish game, the number of troops per player tends to be small. I've found that three units/details per player works well. Say, an infantry detail, and two skirmisher units (the latter with multiple details). Or three skirmisher units. Or an infantry detail, skirmisher unit, and artillery detail. Much more than that per player and the small-action scale of the game gets lost.

As for period, I've tried to keep things fundamental. I'll confess to a predisposition toward woodland wars like the American Revolution, French & Indian War, and War of 1812, but that doesn't mean these rules can't be used for Napoleonic, the Crimea, ACW, Fenians Raids, Lower Canada Rebellion, or any 18<sup>th</sup> through 19<sup>th</sup> century conflict. You may just want to spin details to account for period tactics or technology. I'm pretty sure there's even a Robin Hood or Saving Private Ryan game in here somewhere.

ATQM was written assuming you have a foreknowledge of the usual rules. If a question arises that isn't addressed here, more or less assume the usual ATKM interpretation applies. Or at least until these skirmish rules say different. I am always available for questions as well, usually by email.

– Ken Cliffe  
Somewhere next to a spincaster

Most normal ATKM rules apply. Pre-measuring movement and firing distances is NOT allowed.

#### Unit Types

An infantry unit consists of 12 soldiers + 2 command

A skirmisher or cavalry unit consists of 6 soldiers + 2 command

An Indian warband has 3 + 1 die as warriors + 2 command

An artillery unit consists of 4 gunners, 1 command and a gun

Each player fields a general that is one figure or a command stand unto itself.

#### Skirmishers

Soldiers may range up to 12 inches from a command figure. No more than two soldiers can touch to work in tandem, called a detail. The command figures of a skirmisher unit can range no further than 12 inches from each other. You can move and fire through your own and through enemy skirmishers.

#### Infantry

Soldiers' bases must touch as a formed unit, whether in line or column formation. Line and column are close-order formations. Line can also be in open-order (bases touching at corners). Up to 6 soldiers touch to work in tandem as a detail. That is, two details emerge from one infantry unit. Each detail must have one command figure attached. Some infantry is trained to operate as a formed unit and can assume a skirmisher role.

#### Cavalry

Formed cavalry bases must touch in close-order line or column formation. 3-6 close-order cavalry touch to work in tandem as a detail. That is, one or two details can emerge from one cavalry unit. Each detail must have one command figure attached. If a detail has 4 or more soldiers, place only an officer with it. Use an ensign only if a second detail is created.

Light cavalry can range up to 12 inches from a command figure. No more than two soldiers can touch to work in tandem, called a detail. The command figures of a light cavalry unit can range no further than 12 inches from each other. Some light cavalry is trained to operate mounted and dismounted. Treat them as skirmishers when dismounted.

#### Artillery

Crew must touch when in close-order column formation, moving their gun. When in firing formation they are in "skirmish" order around their gun and can manhandle as movement. All artillery gunners are always considered to work in tandem as a detail. Guns come in light, medium and heavy classes. Heavy guns cannot be moved.

#### Indians

Treat as skirmishers.

#### Generals

Each general is rated 1-3 based on quality, and has a command radius of 12. He moves 20 inches (as the crow flies) between turns, or can move during a turn when the King is drawn.

#### Command Points

At the beginning of each turn, a number of dice is rolled for each general equal to his command rating. The highest single result (1-6) is the number of command points he has to spend for the turn. In this game, command points aren't spent to issue orders, but mostly to keep details operational by removing disorder markers.

#### Activations

An ATKM card deck is turned one card at a time to activate details

Joker: Choose an enemy detail that incurs a disorder marker

Ace: You get to activate an extra detail

King: Move a general or unit command figure. Costs one of your activations.

Queen: No downgrade for one detail after it's activated

Jack: No terrain penalty for one detail

2: Impose a disorder marker on a detail in your own army

Different unit types are allowed a certain number of feats in an activation. Artillery = 1. Infantry and close-order cavalry = 2. Skirmishers, light cavalry and Indians = 3. These feats may be taken by each detail.

Each of the following is a feat. These may be performed in any order or combination.

Move

Change Formation

Load

Fire

Aim\* (+1 die to subsequent fire in the same activation)

Initiate Melee

Limber Artillery

Unlimber Artillery

Mount/Dismount

Regain Cohesion

Scatter\*\*

\*Only skirmishers and Indians can aim.

\*\*Only Indians and skirmishers adept at woodcraft can scatter

So, a skirmisher detail could be activated to move, aim and fire; or move, fire and load; or even fire, load and fire. An infantry detail could move and fire; move and change formation; or move and move. An artillery detail could move or unlimber or fire in an activation.

A player may activate a number of details per card flipped equal to his general rating. So, a general rated 3 can activate three details per card flipped. The same detail can even be activated multiple times on the same card, downgrading after each activation.

You don't have to perform all — or any — activations or feats available for a card of your color.

Unit command figures don't perform feats. Their positions limit how far a detail can be moved in an activation to remain in their command radius. A command figure can normally be moved simultaneously with any member of its unit or detail. (The King can also be used to move a unit commander instead of a general.)

#### Movement

Infantry, close-order cavalry and artillery can move forward without penalty. Moving sideways or backwards is a half-move penalty. Skirmishers, Indians and light cavalry can move in any direction without penalty.

Crossing rough terrain is a half-move penalty for all troops.

Infantry, close-order cavalry and artillery that use a road for travel do so in column formation. Foot details in column always move forward 12 inches, fixed. Mounted details in column always move forward 18 inches, fixed.

Column formation is not used anywhere except roads. That means infantry off-road must be in line (close-order or open-order). Formed cavalry must be in close-order line.

Skirmishers, Indians, light cavalry and unlimbered artillery are all always in skirmish formation.

When not in column, all foot details move a minimum of 6 inches. Mounted details move a minimum of 12 inches. Gain or lose dice of inches based on the following:

Detail is green	+1 die
Detail is red	-1 die
Infantry in open-order line	+1 die
Detail in skirmish formation*	+2 dice
*Doesn't apply to artillery	

Dice color is irrelevant here. A -1 die penalty eliminates a bonus die before a roll is even made.

#### Combining Details

After details suffer casualties, their numbers are low. Two details of the same kind (say, infantry) can be combined into one so long as their combined headcount won't exceed detail limits (6 for infantry). One detail is activated and moved to join another, and any other feats for the activation are forfeit. The new combined detail downgrades based on the "worst" color of the two. Any excess command figures are removed from play. A detail with a disorder marker cannot be combined.

#### Regain Cohesion

A detail can forego any other feats in an activation to restore order among the men. The unit "upgrades" one color as a result. A unit with a disorder marker on it cannot regain cohesion until that marker is removed.

#### Scatter

An Indian or skirmisher detail adept at woodcraft must be in contact with a forest to scatter. Forego all other feats in

that activation and remove the detail from the table. Downgrade the detail as well. In a subsequent activation, the detail can be returned to the table anywhere within 12 inches of one of its command figures, anywhere in the same forest. Its resolve counter is the same as when it left, unless it reappears in a new turn in which case it comes back green. Reappearing is one feat of the detail's three.

While "gone," the detail cannot be activated, fired upon or charged. If it loses all command figures within 12 inches of the forest, the scattered detail is removed from play permanently. A detail with a disorder marker cannot scatter.

#### Fire

Infantry, close-order cavalry and artillery can fire forward. They cannot fire to their side or rear. Small facing changes are accounted for to allow this wide arc of fire. Skirmishers, Indians and light cavalry can fire in any direction.

Roll one die per soldier shooting in a detail. A target is an enemy detail in range and in line of sight. The target gets a defense roll to shrug off the effects of fire, one die per soldier. Being in contact with light cover offers one extra die on defense rolls. Being in contact with heavy cover offers two extra dice on defense rolls.

Different kinds of details have different firing ranges, short, medium and long. Firing at short-range targets grants an extra die. Firing at long-range targets removes a die. (Being reduced to no dice means fire is ineffectual at that range.)

Enfilade fire grants 1 extra die. Firing to the rear of a unit offers 2 extra dice.

The scale of this game is skirmish actions, so the difficulty of firing on enemy skirmishers is the baseline for firefights. As a result, details in skirmish formation get an extra die to fire on infantry, cavalry and artillery when those targets are in close-order formation (basically, easy targets in column or tight line). This bonus does not apply to fire against infantry in open-order formation.

Successes rolled by the defender eliminate successes rolled by the attacker. So, if the defender rolls more successes than the attacker, no damage is done. Excess successes rolled by the attacker "hit," downgrading the target and then inflicting casualties. The target is forced to downgrade one color for each hit until disordered, after which any remaining hits inflict casualties.

Say an infantry detail (6 dice) fires on a skirmisher detail (2 dice). The infantry gets 4 successes and the skirmishers get 1, which = 3 hits. The skirmish detail is currently yellow. The first two hits downgrade the target from yellow to red, and then red to disordered. The third hit inflicts a casualty.

If a unit is already red and disordered when fired at, any hits will automatically inflict casualties.

Place a smoke marker on a detail that has fired and keep it there until a load feat is performed. Smoke from fired weapons remains in play at the end of a turn if a load feat was never performed.

An artillery detail with a light gun gets a number of dice equal to the gunners manning the gun. Artillery with a medium gun gets two extra dice. Artillery with a heavy gun gets four extra dice. Assume the most lethal ammunition is used at any time, which in a game of this scale is probably grape/canister.

#### Melee

Charging a target requires at least two feats: Moving and Initiating Melee. If an attacker doesn't have the two feats to perform, a movement cannot be made at all that would put him in physical contact with the enemy. (Movements that fall short of the enemy proceed, however.) Initiating Melee involves such activities as fixing bayonets, and drawing weapons such as swords, hatchets and war clubs.

Infantry or cavalry in column must change formation to line before they can charge and Initiate Melee.

Both sides roll one die per soldier. Close-order cavalry charging targets on foot get two dice per mounted soldier. Light cavalry gets only one die per mounted soldier, even against opponents on foot.

Cavalry of all kinds always gets green dice. Any other charging attacker rolls dice one color better than its current resolve.

The scale of this game is skirmish actions, so the difficulty of skirmishers charging each other is the baseline for melee. As a result, close-order infantry and close-order cavalry details get an extra two dice to charge open-order infantry and targets in skirmish formation (skirmishers, Indians and artillery in firing formation). The somewhat scattered targets make easy prey.

The only units that cannot perform charges are artillery. Any type of unit can be charged; there are no restrictions based on foot versus mounted, for example.

Being in contact with light cover offers one extra die on defense rolls. Being in contact with heavy cover offers two extra dice on defense rolls.

#### Evading

Fast, mobile targets of melee may be able to evade a charge if the defending player chooses.

- Any cavalry can try to evade a charge performed by any enemy foot soldiers.
- Light cavalry can try to evade a charge performed by close-order cavalry.
- Any skirmishers can try to evade a charge performed by enemy infantry.
- Indians can try to evade a charge performed by any non-Indian opponent.

A detail can't evade if it's disordered.

Roll a number of dice equal to the general's command rating. The color matches the unit's current resolve. If a success is made, the target moves 6 inches back from the attacker in the same formation and facing as a free feat. The attacker stops movement where contact would have been made.

Indians evade one color better than they normally are. So, if an Indian detail is charged by enemy skirmishers, and the Indians are currently yellow, green dice are rolled for their evasion attempt.

#### Melee Damage

Dice are not compared as they are in fire. Nor do hits cause downgrades as they do in fire. Rather, each success inflicts a casualty to the enemy, period. Melee is bloody and final.

Any detail that survives melee downgrades to red automatically (or incurs a disorder marker if it was already red).

The side that suffers the most casualties falls back 12 inches and goes into a mob. If successes tie, the defender falls straight backward 6 inches, facing in the same direction and remaining in any formation it had been in before the charge. Anyone firing on or charging a mob gets a two-dice bonus.

Indians get an extra die in melee when they perform the charge. They don't get an extra die when they're charged.

#### Dismounted Horses

Light cavalry that dismount operate as skirmishers while on foot. Place one riderless horse on site for each figure that dismounts. The horses can be fired upon by the enemy. Roll one yellow defense die for each horse. Each excess success rolled by the attacker drives off or makes a casualty of a horse. Remove it from play. Cavalry without horses are forced to remain as skirmishers thereafter.

Or dismounted horses can be charged. No defense dice are rolled for the horses. For each success the attacker gets, a horse is lost. The attacker downgrades normally after charging horses; it doesn't turn red.

#### Disorder Markers

A disorder marker assigned to a detail remains with it for the remainder of the turn. The unit cannot perform any further feats until the marker is removed.

A general can remove a disorder marker in his army when a card of his color is drawn and he spends a command point. The detail must be within his command radius. The current card is still played normally. Only one disorder marker can be removed per card drawn.

#### Unit Command Casualties

Unit commanders are not safe in battle. They aren't singled out by an attacking player. Instead, when a defense roll is made for a detail and no success are rolled, count the number of 1's rolled. If they're the majority (more than half) of dice rolled, that detail's command figure is a

separate casualty. Knock over the command figure contacting or closest to the detail.

Any skirmisher or light cavalry now outside a remaining unit commander's radius is assigned a disorder marker **THAT CANNOT BE REMOVED BY THE GENERAL**. The same is true for any infantry, close-order cavalry or artillery detail without a command figure attached. **THIS DISORDER MARKER IS NOT REMOVED AT THE END OF A TURN**. The knocked over command figure is a reminder of this "permanent" disorder marker.

As part of a subsequent card of his color, a general can promote a new command figure by being in command radius of any of the unit or detail's soldiers, and spending a command point. Stand the knocked over command figure back up and remove the disorder marker.

#### General Casualties

A general runs the risk of becoming a casualty every time he spends a command point. An opposing player has the option to spend a command point of his own to direct fire at his counterpart.

One green die is rolled by the attacking player, while a number of green dice is rolled by the target equal to his general rating. If the attacker's success isn't negated by the defense roll, the target is made a casualty. The victim struggles on in command, but debilitated, or is carried from the field and replaced by an aide. The victim's new command rating is reduced by one. If it was 1 previously, his command radius is reduced from 12 inches to 8. If even that general is made a casualty, the replacement can no longer remove disorder markers.

Only one general can direct fire at another in any command point expenditure. Nor can the target return fire in the same exchange. He has to wait until the offender spends a command point in another situation.

#### Break Point

When a *unit* (skirmishers, Indians or light cavalry) or *detail* (infantry, close-order cavalry or artillery) is reduced to two soldiers, the remainder flee the field.

#### Light Infantry Tactics

Some infantry is trained to use formed and skirmisher tactics. A formed infantry detail can be ordered to operate as skirmishers, with soldiers "broken out" where the infantry stands. It's considered one activation for the general, even though multiple details are created. The infantry and resulting skirmishers can perform no other feats in the activation. Each skirmisher detail that results is assigned a resolve counter downgraded one color from the infantry's resolve.

A unit's soldiers currently in skirmish formation can also be ordered to form up. It is considered one activation for the general, even though multiple details are affected. All of the unit's details are repositioned next to a command figure in column or line formation, and are treated as an infantry detail thereafter. The affected details can do nothing else in the activation. At least three skirmishers

and one unit commander are required for a skirmishing unit to form up as infantry. The newly formed infantry downgrades based on the worst color of any of the skirmisher details that formed it.

#### Army Collapse

An army is broken when it's reduced to half its starting units (or details), rounded down. Skirmisher units are included in this count.

#### General Personalities

Each player has an identity, handed out at random at the beginning of the game. If a general ever becomes a casualty, he loses his identity.

**Arrogant:** Use your lowest die for poker chips each turn. If your rating is 1, roll two dice and use the lowest.

**Beloved by the Men:** Once per turn, you can perform Regain Cohesion as an infantry detail's feat, allowing it to perform other feats in the same activation.

**Bloodthirsty:** Add 4 inches to your details' movement to charge into melee.

**Born in the Saddle:** Once per turn, you can perform Regain Cohesion as a cavalry detail's feat, allowing it to perform other feats in the same activation.

**Cowardly:** You can't remove more than one disorder marker per turn for fear of drawing enemy fire.

**Disciplined:** Any of your details that would normally fall back from melee into a mob fall back into their former formations, instead.

**Drill Sergeant:** All your troops travel an extra 2 inches per movement.

**Drunkard:** You can't use the special effects of face cards. Perform normal activations instead.

**Engineer:** Your details don't suffer terrain penalties during movement.

**Gout:** Your general moves 12 inches between turns instead of 20.

**Guerrilla Fighter:** Designate a skirmisher unit other than Indians. Its details can use the Scatter rule.

**Hated:** Pick one of your units. Those troops hate you. You must spend a poker chip to activate them.

**Impetuous:** Every time your general moves, he must be positioned in command radius of his detail closest to the enemy. Ignore the usual 20-inch move limit.

**Ponderous:** You must spend 2 command points to remove disorder markers.

**Raised from the Ranks:** You rose in rank from one of your units/details. Pick that unit/detail at the beginning of

the game. It makes defense rolls one color better than normal in combat (fire and melee).

**Scoundrel:** You order your sharpshooters to aim at enemy officers. Roll two dice instead of one to target opposing generals.

**Sickly:** Your command radius is two inches less than normal.

**Spirited Orator:** Once per turn, one of your details can make a defense roll one color better than normal.

**Stalwart:** Your details get +1 dice on defense rolls when they're charged.

**Vigorous:** You move up to 30 inches between turns.

# All the Queen's Men Charts

Random General Ratings	
Roll	Rating
1-2	1
3-5	2
6	3

Dice Target Numbers	
Green	4-6
Yellow	5-6
Red	6

Random Army Rosters	
Roll	Unit Type
2-6	Infantry
7	Cavalry*
8-10	Skirmishers**
11-12	Artillery***
*Roll one die: 1-2 formed, 3-6 light	
**Roll one die: 1-4 European, 5-6 Indians	
***Roll one die: 1-4 foot, 5-6 horse	

Unit Collapse	
Troop Type	Break Point
Infantry (detail)	2
Skirmishers (unit)	2
Indians (unit)	2
Cavalry, formed (detail)	2
Cavalry, light (unit)	2
Artillery	2

Specialty Cards	
Jack	One detail activated gets its full movement, regardless of terrain or other factors such as moving backward.
Queen	One detail's activation doesn't downgrade its color. If the detail chosen is already red, activation by this card doesn't count as the last for the detail in the turn.
King	Your general or a detail command figure can be moved up to 20 inches. Doing so costs one of your activations for the card. If you move your general or command figure now, he can be moved again at the end of the turn.
Ace	You get an extra activation.
Joker	Do not activate any details with this card. Instead, choose an enemy detail that can't normally be activated for the remainder of the turn. Place a disorder marker with the enemy detail. The enemy detail can still fight back in melee if attacked.
2	Do not activate any details with this card. This card is a detriment. Choose a single detail from your army that cannot normally be activated for the remainder of the turn. A disorder marker is placed by it as a reminder. Your detail's ability to fight back in melee is not lost due to this card.

Unit Composition	
<b>Infantry</b>	Unit: 12 privates + O + E Detail: 3-6 + O or E (0")
<b>Skirmishers</b>	Unit: 6 privates + O + E Detail: 1-2 + O or E (12")
<b>Indians</b>	Warband: 3 + 1 die warriors + 2 chiefs Detail: 1-2 + chief (12")
<b>Cavalry</b>	Unit: 6 troopers + O + E Formed Detail: 3-6 + O and/or E (0") Light Detail: 1-2 + O or E (12")
<b>Artillery</b>	Unit/Detail: 4 gunners + O (0") (X") = command figure range

Feats per Activation	
Infantry	2
Skirmishers	3
Indians	3
Cavalry, formed	2
Cavalry, light	3
Artillery	1

Feats	
Move	
Change Formation	
Load	
Fire	
Aim* (+1 die to subsequent fire in the same activation)	
Initiate Melee	
Limber Artillery	
Unlimber Artillery	
Mount/Dismount	
Regain Cohesion**	
Scatter**	
*Only skirmishers and Indians.	
**Forego all other feats in same activation	

Movement		
	Column on Road	Off-Road (min)
Infantry	12	6
Skirmishers	n/a	6
Indians	n/a	6
Cavalry, formed	18	12
Cavalry, light	n/a	12
Artillery (foot)	12	6
Artillery (horse)	18	12
Movement Modifiers		
Detail is green	+1 die	
Detail is red	-1 die	
Infantry in open-order line	+1 die	
Detail in skirmish formation*	+2 dice	
*Doesn't apply to artillery		

Fire Ranges			
Unit Type	Distance in Inches		
	S	M	L
Infantry	4	12	16
Skirmishers	8	24	32
Indians	4	12	16
Cavalry	n/a	6	n/a
Artillery	12	36	LoS*
*Anywhere in line of sight			



### **Dice Rolled in Fire**

Roll 1 die per attacking figure, 1 die per defending figure

- 1 die for firing at long range
- +1 die for skirmishers firing on close-order infantry, cavalry, artillery
- +1 die for firing at short range
- +1 die for firing at flank
- +2 dice for firing at rear
- +2 dice for firing into a mob
- +2 dice for artillery with medium cannon
- +4 dice for artillery with heavy cannon
- +1 die to attack and defense rolls when holding the high ground
- +1 die for defender under light cover
- +2 dice for defender under heavy cover

### **Dice Rolled in Melee**

Roll 1 die per attacking figure, 1 die per defending figure.

Close-order cavalry gets 2 dice per figure against foot targets

Charging cavalry always rolls green dice; any other attacker rolls dice one color better than normal

Artillery cannot charge

- +2 dice for close-order infantry or cavalry charging open-order infantry or targets in skirmish formation (skirmishers, Indians, artillery)
- +1 die for charging a flank
- +2 dice for charging at rear
- +2 dice for charging a mob
- +1 die for Indians charging. They don't get this bonus when defending against a charge.
- +1 die to attack and defense rolls when holding the high ground
- +1 die for defender under light cover
- +2 dice for defender under heavy cover