

1. No infantry fire if more than 1 move is used for any purpose.
2. No attack columns, mixed order (line and skirmish) or squares. Entire infantry or cavalry units may skirmish.
3. Counter-charging cavalry may be accompanied by cavalry units of the same brigade if in position to support any unit of the brigade.
4. Movement rates and other distances:

Infantry	6 in.
Dismounted cavalry	6 in.
Mounted cavalry	12 in.
Limbered artillery	12 in.
Unlimbered artillery	3 in. maximum one move
Commanders	24 in.
Command range	12 in.
Initiative range	6 in.
Proximity range	6 in.
Support range	3 in.
Brigade distance	3 in.
Skirmish spacing	one stand width
5. No artillery firing on a turn with facing change or other movement.
6. Fire ranges (based on 50 yards per inch ground scale):

Smoothbore Artillery short range	6 in., medium range 18 in., long range 36 in.
Rifled Artillery short range	6 in., medium range 24 in., long range 48 in.
Rifled musket or carbine short range	3 in., long range 6 in.
7. No long range artillery fire for rolling terrain.
8. No skirmisher +1 to hit modifier. Skirmish stands not in range or with LOS reduce shooting dice (3D6 for 4 stands, 2D6 for 3 or 2 stands, 1D6 for 1 stand)
9. No firing through woods except closing fire.
10. Disorder from fire on a 6, but if the 'to hit' is a 6, two 6s are needed to disorder.
11. Brigade morale is not used. Each army has a break level of 25% of the total of infantry and cavalry units of the larger army, rounded up, or as specified by the scenario. When this number of infantry or cavalry units is destroyed or shaken, the army is defeated.
12. For games where players have only one brigade: Each player has two opportunities to make one move when an order is failed. This cannot be used if a blunder is rolled.
13. Use building rules from Pike & Shotte.
14. Disordered mounted cavalry may retire one move away from enemy units in their movement phase, but then do not recover from disorder that turn.