

REGIMENTAL "ON TO RICHMOND" CHARTS

Game Sheet "A"

PERMITTED OPERATIONS	
Artillery	Infantry & Cavalry
Limber and move 1/2	Move full (Incl. Spec. Move/Cav. Charge)
Move full; may unlimber and fire after move	Move 1/2 and fire (or vice versa)
Doubletime if limbered (cannot unlimber)	Change formation and move 1/2 (or vice versa)
Hand haul and fire (or vice versa)	Change formation & fire (or vice versa)
Fire and limber OR Fire	Fire

UNIT/COMMANDER VALUES							
Unit Performance	Unit Type *					Combat Value	
	R	T	S	V	E		
Abysmal	0-2	0-1	0	0	0	2	
Poor	3-5	2-4	1-2	1-2	1	3	
Fair	6-7	5-6	3-6	3-4	2-3	4	
Good	8	7-8	7-8	5-7	4-6	5	
Outstanding	9	9	9	8-9	7-9	6	

MOVEMENT						
Type	Formation	Movement Rate	Terrain Type			
Unit			A	B	C	D
Inf. & Cavalry	Line *	6"	6	5	4	3
Dismtd	Assault Col *	9"	7	6	5	4
Cavalry	March Col **	12"	8	7	6	5
	Road **	16"				
	Doubletime	20"				
Mtd Cavalry	Line *	12"	5	4	3	2
Cavalry	Line Charge	24"				
	Column **	20"	7	6	5	4
	Road **	24"				
Field Artillery	Limbered	9"	6	5	4	3
	Unlimbered	2"	4	3	2	1
	Road	20"				
Horse Artillery	Limbered	12"	6	5	4	3
	Unlimbered	2"	4	3	2	1
	Road	24"				
Artillery	Limbered	12"	6	5	4	3
	Unlimbered	2"	4	3	2	1
	Road	24"				
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