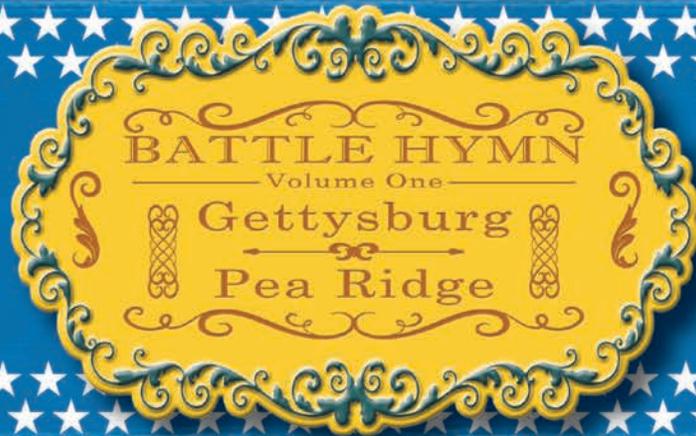


An exciting new series of Civil War battles from Eric Lee Smith



STANDARD RULES



Compass Games
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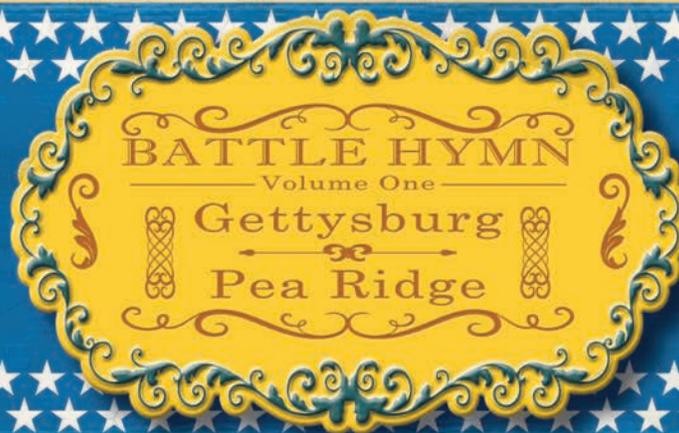


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VOL. 1 GAME RULES

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For Alonna, Love of My Life

1. INTRODUCTION

Battle Hymn games simulate American Civil War battles at the brigade level. Each game shares these standard rules and adds its own special ones. You represent the leader of your side's army and direct the movement of your forces, combat is far less in your control.

Games and Winning:

There are usually two ways to win: seize strategic ground or wreck enemy units, and sometimes both, depending on the scenario.

Game Scale:

Map: A hexagon represents 300 yards across, although the scale varies slightly from game to game.

Infantry and Cavalry: Each Strength Point represents 150 to 300 men (depending on the game).

Artillery: Each Strength Point represents a battery of 3 to 6 cannons (depending on the game).

Abbreviations:

- Hex:** Hexagon space on the map
- LOS:** Line of Sight
- MR:** Morale Rating
- MA:** Movement Allowance
- MP:** Movement Point
- SP:** Strength Point
- VP:** Victory Point
- ZOC:** Zone of Control

1.1 CONTENTS

A complete game includes:

- 2 Game maps
- 5 Ten-sided dice (use more if you have them!)
- 2 Identical player aids with charts and tables
- 2 Identical Gettysburg player aids
- 2 Identical Pea Ridge player aids
- 1 Standard Rules booklet
- 1 Special Rules booklet
- 3 sheets of 5/8"counters

2. GAME EQUIPMENT

2.1 MAPS

Hexagons (hexes) divide the map into spaces filled with terrain (Hex Terrain) and sometimes bordered by other terrain (Hexside Terrain), see 5.4 Terrain Effects on Movement and 6.5 Terrain Effects on Combat. Units occupy hexes and engage in Combat with adjacent enemy units. Artillery units may Bombard non-adjacent units provided there is no blocking terrain in the way (Line of Sight). Note: when a Road/Minor Road clips a hex corner use "faster" hexes.

2.1.1 Hex Terrain Each hex contains one or more types of terrain, but in all cases the *hex* terrain is the single type that fills

the majority of the hex. If in doubt, use the type in the center of the hex.

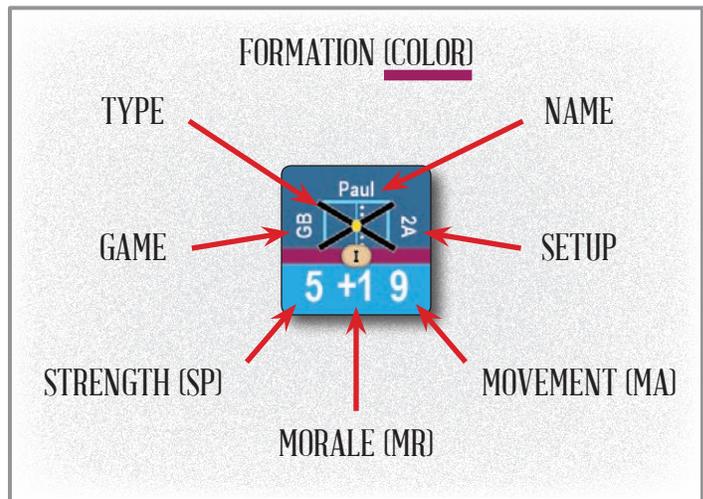
Ignore incidental terrain, such as houses, orchards, and other features of historical interest only.

2.1.2 Hexside Terrain Many hexsides have terrain that affects movement and combat. Some hexsides have two or more terrain types, such a road crossing a stream.

2.2 PLAYING PIECES

Two flavors: Combat Units and Markers.

2.2.1 Combat Units are infantry (below), artillery, cavalry, and horse artillery.



Name. Usually the unit commander's name.

- Type Symbol.**
- Infantry 
 - Cavalry 
 - Artillery 
 - Horse Artillery 

Formation: The color band indicates a unit's Formation (2.2.2 Formations).

Game: The game where the unit appears (GB = Gettysburg).

Strength Points (SPs): Units start with a number of Strength Points, Losses reduce this number.

Morale Rating (MR): A unit's "quality," from -3, bad, to +3, great (10 Morale).

Movement Allowance (MA) and Movement Points (MPs): A unit spends Movement Points from its Movement Allowance to move (5 Movement).

Setup: A hex number or Hour and Entry Area, for instance: 0614 or 2B, and sometimes a range: 6 C/D (C or D).

2.2.2 Formations determine when units *move*. Units activate for movement by Formation, based upon the historical organization of their army. A unit remains part of the same Formation throughout the game.

Important: Formation has no effect on Combat.

2.2.3 Markers

Approach Fire: Place on *top* the unit when it enters an enemy unit's Zone of Control (ZOC) to indicate that the non-moving unit will fire *before* the moving unit can reply (6.1.4 Approach Fire).



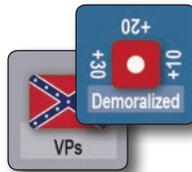
Combat Strength: Place *under* the unit to indicate its current strength after suffering at least one Loss (6.2 Combat Resolution). Eliminate the unit when its last SP is lost (10.2.3 Eliminated Units).



Demoralization: Place under the unit to indicate how many of its SPs are Demoralized. When all its SPs become Demoralized, the unit Shatters and leaves play (10.2.2 Shattered Units).



Victory Points: Use of these is optional. Use them to mark starting Losses and Demoralizations in scenarios that start after the first day. Use them for other scenarios during play or at the Victory domination hour. Rotate the markers as needed..



Hit: Place during Combat to show the Hits inflicted (Combat Resolution Summary).



Movement Turn: When picked, activates that formation's units to move (5 Movement). Each Movement Turn marker lists the Hour, by number, that it enters play (4 Sequence of Play). McLaws's Movement Turn marker shows it enters during Hour 13 and that it is part of Longstreet's Corps.



Combat Turn: The Combat Turn markers, one per side, govern when Combat occurs each Hour (6 Combat).



Horses: Marks dismounted cavalry and the location of their horses (11.3 Cavalry).



Hour: Marks the hour on the Time Track.



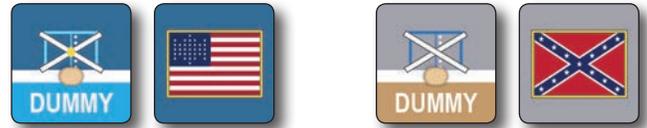
USA/CSA Control: Marks the ownership of important hexes (3.6 Controlling Hexes). The back shows control.



Move Turn: Markers with identical backs used for the Hidden Order of Arrival optional rule.



Dummy: Used for the Hidden Movement optional Rule..



Initiative: Used on the Hour track to show when Initiative changes (3.9 Initiative).



3. IMPORTANT BASIC RULES

3.1 AT RANDOM (OPTIONAL)

This is an optional rule because it lengthens the game, but it is fun, more realistic, and especially recommended for solitaire play.

To determine a result "At Random," roll a die. **You decide how to roll (odd/even, high/low, etc.).**

At Random can affect many areas (each is marked as "or At Random":

- Engagements - their order
- Combat Rounds - the assignment of odd strength points in combat
- 7.3 Retreat Priorities - breaking ties for the retreat path
- 12.2 Reinforcement Entry - breaking ties when entry is blocked
- 8 Advance After Combat - which unit advances

3.2 DICE (0 = 10)

A roll of "0" is a 10.

3.3 ROUNDING NUMBERS (DOWN!)

Always round down by dropping fractions.

3.4 MARKING LOSSES

A Strength Point is: Intact, Demoralized, or Lost.

Demoralizations. Place a Demoralization marker **under** the unit to **show its number of Demoralized SPs.**

Losses. Eliminated SPs are Losses. Place a SP marker **under** the unit to **show its current Strength** (not the number of losses it has suffered).

Example: A four SP unit suffers one Loss and two Demoralizations, place a three Strength marker and a two Demoralization Marker under the unit, leaving the unit one intact Strength Point.

3.5 COUNTING DISTANCES

In *all* cases, ignore the hex occupied by the first unit but count the second. For example, Artillery bombardment range is counted in this way (9.2 Range Attenuation).

Example: Unit A is three hexes from unit B when there are two intervening hexes between the two.

3.6 CONTROLLING HEXES

Control of certain hexes determines victory, in most scenarios. Each Objective hex begins either uncontrolled or controlled by one side. Control changes the instant the hex is occupied by a combat unit and remains controlled by that side even if the unit moves out of the hex. Control remains unchanged until the Objective is occupied by an opposing player's unit. The flip side of the flag marker shows control.

3.7 STACKING (ONE UNIT)

A Unit may *never* enter an enemy occupied hex.

Units may enter friendly-occupied hexes but may not *end* their Movement or Combat Turn stacked. There is no limit to the number of friendly units that may move or retreat through a given hex.

Important: Judge stacking at the end of the unit's move, not at the end of its Movement Turn. Thus a unit may not move into a friendly occupied hex and stop, even though the unit being stacked upon could move out later.

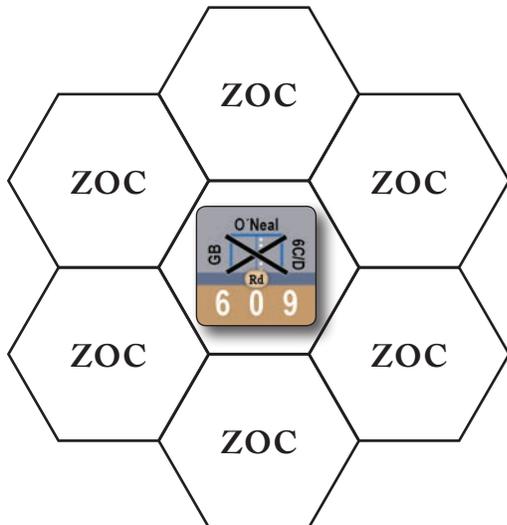
Effects of Stacking on Retreat

A retreating unit may enter a friendly occupied hex but may not stop there:

- 7.8 Involuntary Retreat Into Friendly Units
- 7.9 Voluntary Retreats into Friendly Units

3.8 ZONE OF CONTROL

Combat units exert a Zone of Control (ZOC) into adjacent hexes.



ZOCs affect Movement, Engagement, Combat, Retreat, and Reinforcements. All units exert a ZOC at all times and into all terrain, unless noted otherwise on the Terrain Effects Chart.

ZOCs from both sides may extend into the same hex. Enemy ZOCs are not negated by the presence of friendly units, except in the case of retreat (7.6 ZOC Effects on Retreat).

Adjacent enemy units mutually exert ZOCs into each other's hexes. Terrain (such as escarpments) may prevent one side from extending their ZOC.

When a unit is removed from play, for whatever reason, its ZOC ceases to exist at that instant.

Zone of Control Details

- 5.3 ZOC Effects on Movement
- 6.1.5 Engagements
- 6.4 ZOC Effects on Combat
- 7.6 ZOC Effects on Retreat
- 12.3 ZOC Effects on Reinforcements
- 10.2.2 Shattered Units

3.9 INITIATIVE

One side or the other will have the Initiative, or neither will, as listed in the scenario. **The side with the initiative does not place its Combat Turn marker in the Turn Cup for random selection, but gets to choose when its Combat Turn occurs.** If neither side has the Initiative, then the Combat Turn Markers are chosen randomly. Initiative may change during the game, with this being checked during Step One of the Sequence of Play.

The Initiative player holds his Combat Turn Marker back out of the cup and must decide when to use it *before* a marker is chosen.

Important: The Initiative player may not skip his Combat Turn, it will occur as the last Turn if all previous opportunities have been passed up.

4. SEQUENCE OF PLAY

Play each “Hour” this way:

1. Determine the Initiative

Check the scenario to see if the Initiative has changed. The Initiative player chooses when their Combat Turn occurs (Initiative).

2. Prepare the Turn Cup

Put the Movement and Combat Turn Markers for both sides into a single cup (except if using 17.2 Hidden Units). Include the Movement Turn markers for Formations already on the map plus those due to enter as reinforcements this Hour. The Initiative Player, if any, holds back his Combat Turn Marker.

Example: In a typical game you might have five or six Movement Turn Markers per side, plus two Combat Turn Markers, one for each side.

Note. When playing with Hidden units, they hide again if out of LOS; dummy units return to play (17.2 Hidden Units).

3. Pick a Turn Marker From the Cup

The player with the Initiative may decide to play their Combat Marker *before* the pick.

Then perform the Turn for that marker:

Movement Turn. Move the units of the Formation indicated on the marker (5 Movement). The owner moves all, some, or none of the units, up to the limits of their Movement Allowances.

Combat Turn. The side—USA or CSA—*must* perform Combat (6 Combat). To do so, the player determines the first Engagement (6.1.5 Engagements) and then resolves it, then on to the next Engagement, one by one until all are complete.

4. Repeat Step 3 until no Turn Markers remain

If all have been picked, except the Initiative player’s Combat Turn, then it occurs as the last turn (it may *not* be skipped); then proceed to Step 5.

5. Time Passage, Move the Time Marker

Move the Time Marker one space on the Time Record Track and return to Step 1, unless the space says “Victory?”, in which case, see if either side has won.

5. MOVEMENT

Units move *only* when their Formation’s Movement Turn Marker is drawn.

5.1 MOVEMENT PROCEDURE

Units move, one by one, hex by adjacent hex, spending Movement Points (MPs) to enter each hex and, in some cases, spending additional MPs to cross hexsides.

5.2 MOVEMENT RESTRICTIONS

- Move individually, one at a time; a second unit may not be moved until the first is finished
- MPs may not be saved nor lent to other units
- MPs not used are lost
- A hex may be entered *only* if the moving unit has enough MPs
- A unit may enter a friendly occupied hex but may not finish its move there (3.7 Stacking)
- A unit may not enter or cross prohibited terrain
- A unit must stop when it enters an enemy ZOC
- Retreat and Retreat Before Combat are *not* movement and do not cost MPs (7 Retreat).
- Non-infantry units are restricted from entering some terrain

5.3 ZOC EFFECTS ON MOVEMENT

A moving unit must stop when it enters an enemy ZOC.

A unit that begins its Movement Turn in an enemy ZOC may leave that hex, but may not enter another enemy ZOC for the *duration of that Movement Turn*.

Important: Friendly units do not negate enemy ZOCs for purposes of movement.

Artillery may never *voluntarily* enter an enemy ZOC (although they may be forced to when Retreating).

Cavalry (and horse artillery) may never *voluntarily* enter the ZOC of an enemy infantry or artillery unit (although they may be forced to when Retreating). They *may* enter a hex solely containing an enemy cavalry or horse artillery unit’s ZOC (11.3 Cavalry).

Approach Fire. When a unit moves into an enemy ZOC, place an Approach Fire marker on it, oriented to show which enemy unit(s) exerts the ZOC (6.1.4 Approach Fire).

5.4 TERRAIN EFFECTS ON MOVEMENT

5.4.1 Hex Effects MP costs depend on the hex's terrain, as shown on the Terrain Effect Chart. Some Unit Types are prevented from entering some terrain types (2.1.1 Hex Terrain).

Example: It costs a unit two MPs to enter a clear hex, but three to enter woods, while artillery and cavalry may not enter marsh hexes at all (except by crossing a road, minor road, or railroad hexside).

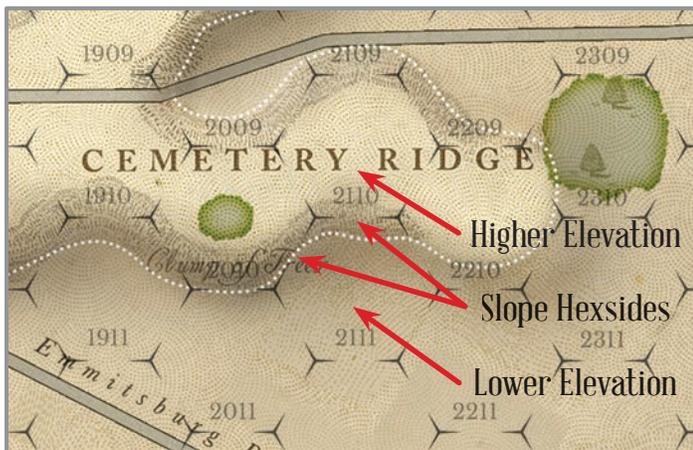
5.4.2 Hexside Effects The MP cost to enter a hex is sometimes higher (or lower) depending upon the hexside crossed when entering (2.1.2 Hexside Terrain).

Example: The cost to enter a clear hex by crossing a stream hexside is three MPs.

5.4.3 Roads, Minor Roads, & Railroads Ignore the hex MP cost when crossing a road, minor road, or railroad hexside and use the hexside terrain instead.

Example: A unit pays two MPs to enter a clear hex, but only one when crossing a road hexside.

5.4.4 Slopes and Escarpments Slopes and Escarpments are hexside terrain that affect movement and combat. Hexes bounded by these terrain types are higher elevation than normal hexes, which also affects artillery Bombardment (Line of Sight).



When moving from a lower to higher elevation by crossing a slope hexside there is an additional Movement Point cost.

Units defending on high ground behind a slope or escarpment are harder to hit.

Units firing from high ground to low ground are more effective. These effects are summarized on the Terrain Effects Chart and the Combat Special Situation Chart.

Escarpments are like slopes but cavalry and artillery are prevented from crossing escarpments except by using roads, minor roads, or railroad hexsides. ZOCs extend “down” escarpments, but not “up,” making it advantageous to be on the higher side.

5.5 EXITING THE MAP

A unit may not voluntarily exit the map unless allowed to by the scenario. If forced to retreat off the map, it **Shatters** instead.

6. COMBAT

Resolve Combat twice per Hour, once per side, as triggered by the two Combat Turn markers. During Combat, each side fires, but only the side whose Combat Marker was picked (the Attacker) may Retreat Before Combat, Advance After Combat, and Bombard. Successful combat inflicts Hits which become either Demoralizations or Losses, and may lead to either or both sides Retreating.

6.1 COMBAT PROCEDURE

The player whose Combat Turn marker was picked is the “Attacker” and the other player is the “Defender,” regardless of the strategic situation. *Units fire individually*, rather than combining their fire.

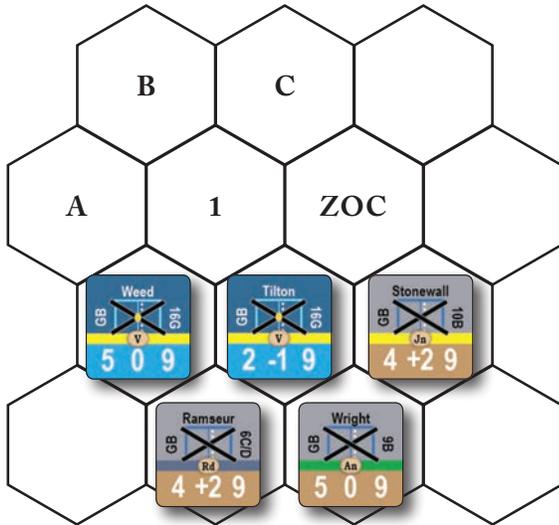
Combat Procedure Summary

1. Defending Cavalry Retreat Before Combat Option (6.1.1 Defender Cavalry Retreat Before Combat)
2. Attacker Bombards (9 Artillery Bombardment)
3. Optional Attacker Retreat Before Combat (7.1.1 Retreats Before Combat)
4. Both Sides Perform Approach Fires (6.1.4 Approach Fire)
5. Determine first Engagement (6.1.6 Engagements)
 - a. Resolve first Engagement’s first Combat Round (Combat Rounds)
 - b. Resolve first Engagement’s second Combat Round, if needed
6. Determine and Resolve the next Engagement, as above, continue until all Engagements are resolved.
7. Attacking units that remain in enemy ZOCs, and *which did not Advance After Combat* in either or both Combat Rounds (6.1.8 Next Round), *must* retreat.

6.1.1 Defender Cavalry Retreat Before Combat Defending cavalry units (and horse artillery) that are in the ZOC of Attacking infantry, artillery or horse artillery (not cavalry) have the option to retreat before combat. To do so, make a Morale Check: success means the unit retreats, failure means it stands (7.1.1 Retreats Before Combat). If it retreats, the attacker’s unit may not advance as it has been “screened” by the retreating cavalry. The defender may not retreat before combat if it is in the ZOC of an Attacker’s cavalry.

6.1.2 Attacker Artillery Bombardment Attacker artillery units that are not *adjacent* to Defender units, and that are within range and line of sight of targets, may Bombard (9 Artillery Bombardment). The artillery units fire one at a time in any order. Each unit fires at a single hex. Fires are resolved one at a time, marking hits, and resolving the hit Morale Checks (10.4.3 Bombardment Morale Checks). More than one artillery unit may fire on the same enemy, but the fires are resolved one at a time.

6.1.3 Attacker Retreat Before Combat The Attacker may voluntarily retreat any of his units that are in the ZOC of, or adjacent to, an enemy unit (7.1.1 Retreats Before Combat). Resolve the retreat of one unit before moving on to the next, in the order the Attacker chooses. The unit retreats two hexes and following the rules for Retreat (7 Retreat). The Defender may *not* Advance.



Example: It is the USA Combat Turn, Weed and Tilton must attack or retreat before combat, or a combination. Since Tilton has only 2 SPs and is required to attack 13 SPs of CSA units (all three CSA units), Tilton retreats before combat, first into hex 1, then into either A, B, or C (7.3 Retreat Priorities). Note that if Weed were to retreat, he would retreat first into A or 1, then end in B or C. The space marked “ZOC” is a CSA ZOC hex and must be avoided if possible.

6.1.4 Approach Fire A unit that moves into an enemy ZOC may be subject to Approach Fire. Mark the moving unit with an Approach Fire Marker (5.3 ZOC Effects on Movement). During the next Combat Turn, those units with Approach Fire Markers are attacked and they do not get to fire back, but they gain a “-3” modifier to the To Hit Chance (as they are moving). Often both sides will have Approach Fires in the same Combat Turn.

All Approach Fires are resolved simultaneously during the Combat Turn. The order in which fires are resolved does not matter. Mark Hits (6.2 Combat Resolution) then make Morale Checks. Morale Checks at this time can cause Losses and Demoralizations, *but no retreats*. Remove Approach Fire markers as they are resolved.

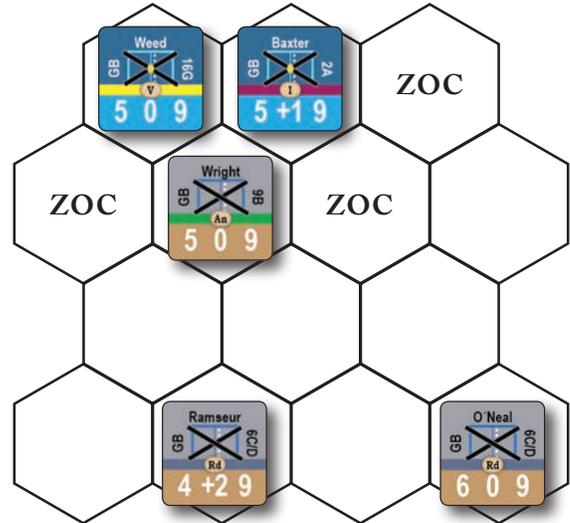
A unit that has Approach Fire against two more enemy units splits its fire as in regular combat.

Important: When a unit with an Approach Fire Marker moves—either firing or being fired upon—remove the Marker. That fire is cancelled.

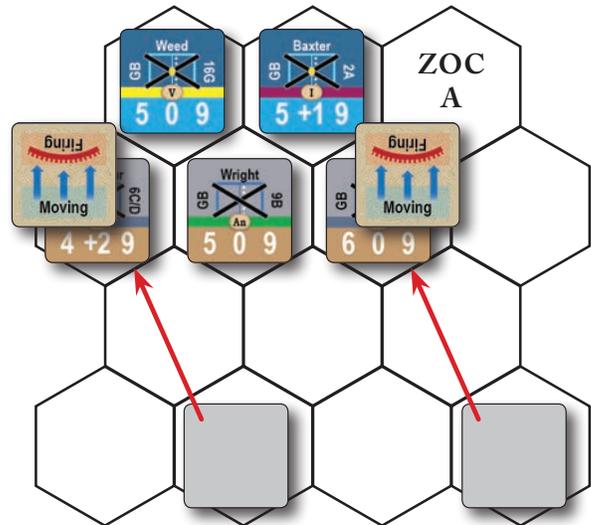
Important: Units that enter enemy ZOCs as a result of Advance After Combat are not marked, because Advance is not considered Movement.

Fire Masking during Approach Fire

If a unit is able to fire Approach Fire at more than one unit, its SPs must be divided as usual. However, if other enemy units are adjacent to the firing unit and exert a ZOC into its hex, then the number of SPs available for Approach Fire is reduced proportionately. The units that are not marked for Approach Fire are not attacked, but their presence reduces the available SPs the firing unit may use. (Odd SPs may be assigned at Random). See the example below.



Example: CSA unit Wright is in trouble as there are 10 SPs of USA units bearing down on him. During the Movement Turn for Rodes’ Division, the CSA player sends Ramseur and O’Neal to the rescue.



Example continued: Ramseur and O’Neal move into USA ZOCs and are thus marked with Approach Fire markers. Weed will get to fire upon Ramseur, and Baxter on O’Neal, before either will get a chance to fire back. Note the placement of the markers to indicate who is firing upon whom. During the Combat Turn, all Approach Fires are resolved: Weed’s 5 SPs are split with 2 or 3 attacking Ramseur. Likewise for Baxter, the presence of Wright will mask 2 or 3 SPs leaving the others to Approach Fire on O’Neal. Notice that if Ramseur had moved into hex A then Baxter would have two Approach Fires, splitting this Strength Points between them and again masked by Wright; for instance 2 masked, 2 at Ramseur, and 1 at O’Neal.

6.1.5 Engagements During a Combat Turn, opposing units that are in each other's Zones of Control make up an Engagement. Each unit does not need to be within the ZOC of all enemy units for it to be included in the engagement. A unit may only be included in a single Engagement per Combat Turn.

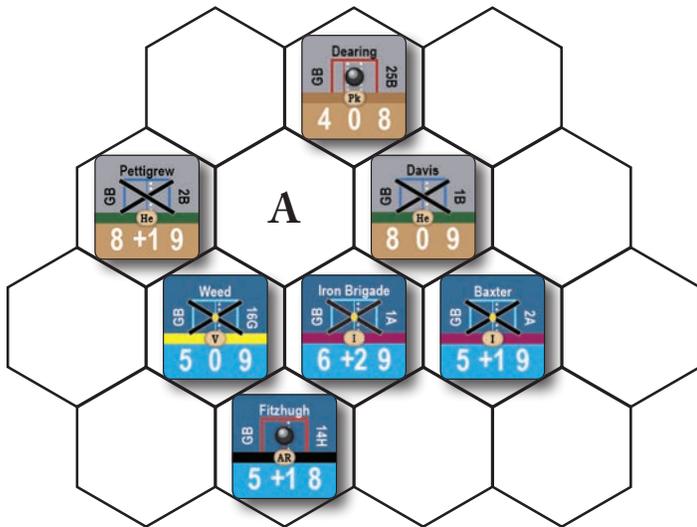
Example: Unit A is in the ZOC of enemy unit X, but not Y or Z; meanwhile units B and C are in the enemy ZOC of units X, Y and Z; this constitutes an engagement even though unit A is only connected to the engagement by X's ZOC.

In addition, an Attacker's unit that is adjacent to enemy unit but *not* in the enemy's ZOC has the *option* to be included in the Engagement.

Example: Unit A is behind an escarpment so enemy ZOCs do not enter its hex. During combat, unit A is adjacent to enemy unit Z which is outside the escarpment. Unit A has the option to attack unit Z.

Combat is resolved one engagement at a time, as chosen by the Attacker, until all engagements are finished. After the first Engagement is completed, reevaluate the situation and determine the Engagements yet to be fought. An engagement must be finished before the next may begin.

Engagement Example



In the diagram above there are two Engagements. It is the Union Combat turn and their infantry units must attack. Weed versus Pettigrew is one Engagement, while the other two units gang up on Davis. The USA player's artillery unit fires during the Bombard Step of Combat, rather than being part of an Engagement.

Hex A changes the Engagements dramatically. If a USA unit occupies hex A then there will be only one Engagement because all the infantry on both sides are engaged, as is the CSA artillery.

6.1.6 Determine Engagements Every Defending unit that exerts a ZOC into an attacker occupied hex must be attacked as part of an Engagement.

Engagement order is determined by the Attacker (or At Random). Resolve the first Engagement, then reevaluate the Engagements, excluding those units that participated in the first Engagement. The order sometimes matters. Mark Engagements with Engagement Markers as necessary for clarity.

6.1.7 Combat Rounds Each Engagement has one or two Combat Rounds. The first Round is mandatory and will result in:

- one or both sides being eliminated, or
- one or both sides retreating, or
- both sides remaining engaged thus triggering Round Two.

If at the end of Round Two neither side retreats or is eliminated, then the attacker's units which did not Advance After Combat in either round *must* retreat.

Important. Attacking units that Advance may not retreat.

Who May Fire. A unit in an enemy ZOC during either Combat Turn *must* fire upon that unit. A unit that is adjacent to an enemy unit, but not in its ZOC—it is behind an escarpment for instance—has the option to fire during its Combat Turn. If it does so then the enemy unit fires back; if it does not fire, then the enemy does not either.

Important: Each Strength Point may only fire once per Combat Round, but a unit may be attacked by as many enemy units as are eligible to fire upon it.

Fire Combat. Firing order does not matter. Firing units that are adjacent to more than one unit *must* divide their fire as evenly as possible, with odd SPs assigned (or at Random). After Hits are placed, any morale checks are performed in order:

- Defender Morale Checks** for units with Hits are resolved, one at a time, in the order chosen by the owner, using the Combat Morale Check procedure (10.4.1 Combat Morale Checks).
- Attacker Morale Checks** are likewise resolved.
- Attacker Advance After Combat** is possible for Attacking units that engaged in combat against a hex that was vacated by the defending unit (see 8 Advance After Combat).

6.1.8 Next Round Each Engagement consists of one Combat Round, perhaps two. At the end of a Combat Round check:

After Round One: start a new Combat Round if a unit is adjacent to an enemy unit. It does not matter the side so long as at least one unit, from either side, is capable of firing then the next Round begins.

After Round Two, Attacker units that are in Defender ZOCs must retreat (no Defender Advance) unless they Advanced After Combat during either or both Combat Rounds. Note, units which occupy hexes into which defender ZOCs do not extend, behind escarpments for instance, are *not* required to retreat even though they are adjacent to defending units. Such attacking units do have the option to retreat though. This ends the Engagement (there is *never* a third Round).

Important: Units that Advanced After Combat during either Combat Round may not retreat.

6.1.9 Next Engagement When an engagement is finished, proceed to the next engagement—optionally At Random—and resolve that engagement. Continue until all engagements are completed, which ends the Combat Turn. When determining the next Engagement, take into account any changes that might have occurred due to such events as extended retreats. Remember, no unit may participate in more than one Engagement per Combat Turn.

6.2 COMBAT RESOLUTION

Combat occurs twice per Combat Turn: Approach Fire and Fire Combat (see 6.1 Combat Procedure). Units fire one at a time at enemy occupied hexes. Resolve the fires in any order, placing Hit Markers on the affected target hexes. The effects of Hits are resolved after all combats are complete and Hit Markers placed.

6.2.1 Combat Resolution Summary Approach Fire and Fire Combat both use this procedure:

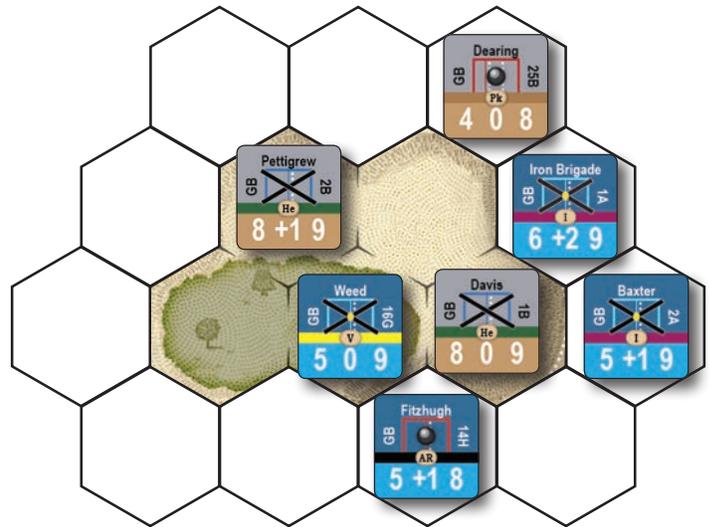
1. Pick a unit to fire
2. Determine firing unit's "To Hit" chance
3. Roll a die for 6.2.3 Fire Resolution
4. Place a Hit Marker for a successful attack
5. Next Fire, return to Step 1, until all fires for this Combat Turn Step are resolved
6. Conduct Hit Resolution: Morale Checks for units with Hit markers, defender first, then attacker, then attacker advance after combat

6.2.2 "To Hit" Chance Roll one die for each firing SP, compare the result to the "To Hit Chance" of the *target hex*. If the roll is the same or lower than the "Chance," a Hit is scored; if higher, it is a miss. The To Hit Chance starts with the *base value of the target unit's hex*, modified by other factors, as summarized on the Terrain Effects and Special Situations Charts.

To Hit Chance Calculation

1. **Hex Terrain Base Chance** (2.1.1 Hex Terrain)
2. Add **hexside terrain** effects, if any (2.1.2 Hexside Terrain)
3. Add **Surrounding ZOC** effect, if any (6.4.1 Surrounding Fire)
4. Add effects of different **types of units**, if any (11 Unit Type Special Rules)
5. Add **special terrain situations**, if any (6.5.4 Special Cases)
6. Add **artillery range** effect, if the firing unit is a Bombarding artillery unit (9.2 Range Attenuation)
7. Add (or subtract!) the firing unit's **Morale Rating**
8. Result is the Final To Hit Chance

To Hit Chance Example



Example: Dearing may not bombard as he is in a USA Zone of Control. His To Hit on the Iron Brigade is "6" (clear terrain = 5, +1 for artillery range). Davis is in trouble and must split his fire, 2 SPs at each of the USA units, with these Chances: Weed is "1" (woods = 3, 0 for Davis's Morale Rating (MR), -2 for Davis being surrounded by enemy ZOCs); Baxter and Iron Brigade are "4" (clear terrain = 5, +1 for elevation, 0 for Davis's MR, -2 for being surrounded); and Fitzhugh is "5" (clear terrain = 5, 0 for Davis's MR, -2 for being surrounded, +1 for elevation, +1 for infantry vs. Artillery).

Example continued: Baxter's To Hit is "6" (Davis is in clear terrain = 5, firing up slope -1, Davis is surrounded +2). The Iron Brigade must split its fire 3 SPs each, with a To Hit versus Dearing of "9" (clear terrain = 5, MR is +3, infantry fire on artillery is +1). The To Hit against Davis is "9" (clear terrain = 5, +3 for MR, +2 for surrounding fire, -1 for slope). The To Hit for Weed is "5" against Pettigrew for clear terrain but "7" versus Davis, because Davis is surrounded.

6.2.3 Fire Resolution The firing player rolls a die versus the To Hit chance for each attacking SP. If the result is less than or equal to the final To Hit Chance the result is a Hit, higher it's a Miss.

Example: A four SP unit is firing with a To Hit Chance of 5. It rolls 1, 2, 4, and 7. Mark the target hex with a three value Hit Marker.

Important: A natural roll of 1 is always a Hit and 10 is always a miss.

6.2.4 Hit Resolution The side whose Combat Turn Marker is not in effect—the defender—resolves first, then the attacker, and then the attacker may be able to advance after combat. Hits inflict Losses, Demoralizations, or both, which may in turn force the target unit to retreat, become Shattered or eliminated (see 10 Morale).

Hit Resolution Procedure

1. **Defender Morale Checks.** The order in which "defending units" resolve Morale Checks is chosen by the defender (or At Random), with each unit's Morale Check being completed before the next unit checks its morale. The Combat Morale Check procedure determines the results (10.4 Combat Morale Checks).

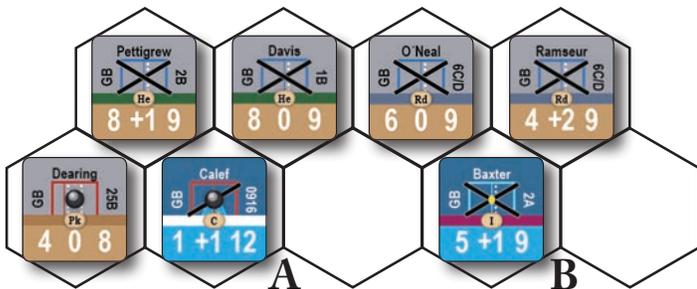
- Attacker Morale Checks.** The Attacker now resolves his Hits. As above, the order is determined by the attacker (or At Random), as above.
- Attacker Advance After Combat Option.** An Attacking unit that attacked into a defending hex that is now vacant, may advance into that hexes. Advance is not Movement and does not cost MPs, or incur Approach Fire. *Advance is optional*, the Attacker chooses whether to advance eligible units (see 8 Advance After Combat).

Excess Hits are ignored. When a unit suffers more Hits in one combat that it has SPs, ignore the excess.

6.3 MULTI-HEX AND MULTI-UNIT COMBAT

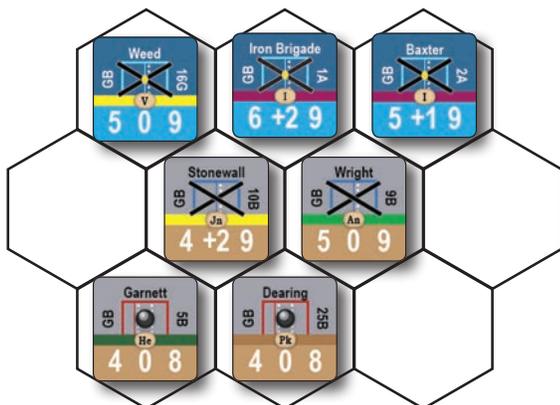
Units must split their fire evenly; units in more than one hex may fire at the same hex (or hexes). Units may fire up to three times per Combat Turn: Approach Fire, Round One, and Round Two, but only once in each step.

6.3.1 Multi-Hex Combat Units must split their SPs as evenly as possible among hexes that contain enemy units that exert ZOCs into the firing unit's hex. Allocate SPs as evenly as possible, owner settles odd situations (or **At Random**).



Example: Unit A has one firing SP, but is in the ZOC of three enemy units, so the hex attacked is chosen by the owner (or At Random). Meanwhile, Unit B has five SPs and is in the ZOC of two enemy units, so the allocation of the 5th SP is chosen by the owner (or At Random).

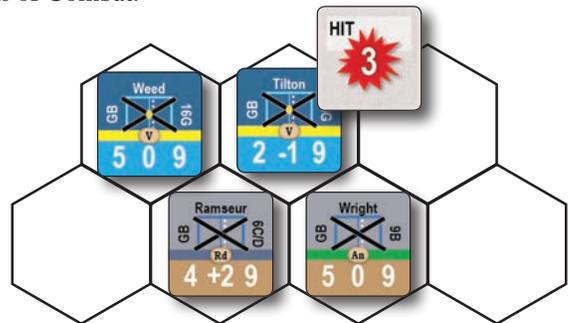
6.3.2 Multi-Unit Combat Units occupying different hexes may fire at the same enemy hex or hexes. Bombarding artillery units in different hexes may likewise attack the same hex.



Example: It is the CSA Combat Turn. Stonewall has four SPs and Wright has 5 SPs and both are Engaged with three USA units. Stonewall will fire 2 SPs each at Weed and the Iron Brigade. Wright's

SPs will be split three and two between the Iron Brigade and Baxter, with the target of the odd SP chosen by the owner (or at Random). The Iron Brigade will be fired upon by either four or five SPs since both Stonewall and Wright will fire. The artillery units Garnett and Dearing Bombard one at a time during the Bombardment Step and may attack the same or different units, CSA player's choice.

Allocation of SPs for Combat is determined before combat is resolved. The allocation cannot be changed, regardless of the results of Combat.



Example: Wright fires five SPs at Tilton and inflicts three hits on Tilton, more than enough to Shatter the unit. Even so, Ramseur may not change its fire allocation.

Important: A Bombarding artillery unit may never split its SPs, they must all attack the same hex.

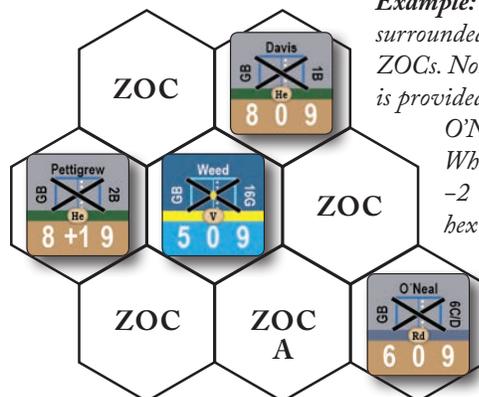
6.4 ZOC EFFECTS ON COMBAT

Combat is mandatory. During a Combat Turn the attacker must attack all the defending units that exert their ZOCs into hexes occupied by attacking units (3.8 Zone of Control). The defender, in turn is required to fire on the attacking units.

Units adjacent to an enemy unit, but not in an enemy ZOC, are not required to attack. Combat in this case is optional. Typically, this occurs when units are behind an escarpment, terrain into which their opponents do not exert a ZOC. If the optional attack is made, the opponent's unit (or units) will likewise fire in that combat.

6.4.1 Surrounding Fire Being surrounded by enemy ZOCs affects the To Hit Chance of both the attacker and defender.

Firing When Surrounded. When a unit fires while completely surrounded by enemy ZOCs, its To Hit value is decreased by two. Friendly units do not negate the presence of enemy ZOCs for this purpose.



Example: Weed is completely surrounded by CSA units and ZOCs. Note that the ZOC in hex A is provided by O'Neal, even though O'Neal is not adjacent. When Weed fires it will suffer -2 to its To Hit chance. If hex A were Union occupied, Weed would still be surrounded as the friendly unit does not negate O'Neal's ZOC for firing purposes.

Firing at Surrounded Units. When a unit fires at a unit that is completely surrounded by enemy ZOCs its To Hit chance increases by two due to the effects of crossfire.

Example continued: Pettigrew and Davis have their To Hit chances increased by +2.

6.5 TERRAIN EFFECTS ON COMBAT

The effects of hex and hexside terrain (if any) are combined to determine the initial “To Hit Chance.” This value may be affected by circumstances summarized on the Combat Special Situations Chart.

6.5.1 Hex Terrain in Combat The base To Hit Chance depends upon the terrain in the target hex. For a given hex, there will only be one type of hex terrain (2.1.1 Hex Terrain).

Example: The To Hit value for clear terrain is five, so a Hit is scored on a roll of 1 to 5.

Note: Some terrain types, marsh for instance, reduce the To Hit chance for a unit firing out of that terrain, rather than into it. These are listed on the Terrain Effects Chart.

6.5.2 Hexside Terrain in Combat The base To Hit Chance may be decreased when firing across some types of hexside terrain.

Example: A unit firing at a target in clear terrain but on the other side of a creek, has a final To Hit Chance of 4: 5 minus 1 for the creek.

6.5.3 Elevation The To Hit Chance for units firing from: **High to Low** elevation is +1. This modifier also applies to Bombarding artillery on higher ground.

Note: When firing “uphill” against a unit behind a Slope or Escarpment there is a negative To Hit Chance modifier, as shown on the Terrain Effects Chart.

6.5.4 Special Case Artillery and Water. Artillery units firing across rivers, creeks, bridges, or fords are not subject to the Hit Chance modifiers listed for those terrain types. (9 Artillery Bombardment).

7. RETREAT

Retreat is *not* Movement and does not cost MPs, instead the owning player moves the retreating unit two hexes.

7.1 RETREAT CAUSES

There are two types: Voluntary and Involuntary.

7.1.1 Retreats Before Combat are **voluntary** and occur in two steps during Combat:

Defender Cavalry Retreat Before Combat is an *option* for Defending cavalry and horse artillery. It occurs during Step 1 of the Combat Procedure and only if the unit is not in the ZOC of an enemy cavalry unit (6.1 Combat Procedure). If the defending unit decides to retreat, they make a Morale Check: pass it retreats, fail it stands and fights. The unit may retreat through friendly occupied hexes with no negative consequences (7.9 Voluntary Retreats into Friendly Units).

Attacker Retreat Before Combat is an *option* for attacking units that are adjacent to enemy units during Step 3 of the Combat Procedure. Each unit retreats two hexes and *no* Morale Check is made. The unit may retreat into friendly occupied hexes with *no* negative consequences (7.9 Voluntary Retreats into Friendly Units). Defending units that were adjacent to the vacated hex *may not Advance*.

Important: These are both retreats, so when retreating through enemy ZOCs there will be Losses unless those hexes are friendly occupied (7.6 ZOC Effects on Retreat).

7.1.2 Involuntary Retreat is forced upon a unit in three ways:

Failed Combat Morale Check. See 10.4 Combat Morale Checks.

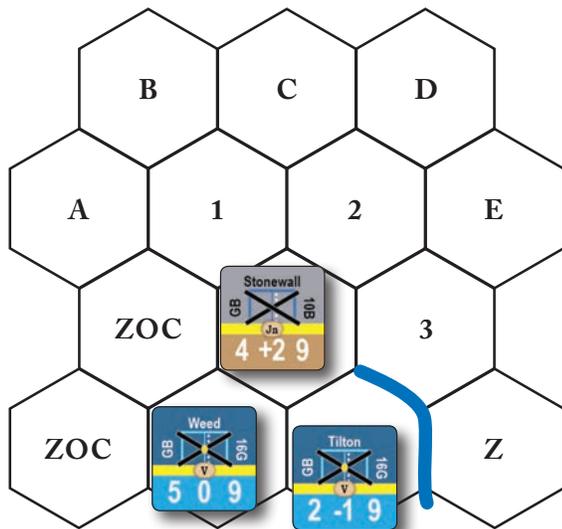
End of Combat Round Two. The Attacker *must* retreat his units that did not Advance in either Round and are still in enemy ZOCs (see 6.1.8 Next Round).

Involuntary Retreat Into Friendly Units. When an involuntarily retreating unit retreats into a friendly occupied hex, the friendly unit in that hex *may* be forced to retreat and suffer losses (see 7.8 Involuntary Retreat Into Friendly Units).

7.2 RETREAT PROCEDURE

Units retreat two hexes, although they may be forced to Retreat more (7.7 Extended Retreat). A retreating unit *must* end at least two hexes away from its starting hex, following Retreat. It must also end at least two hexes from the location of all enemy units that caused the Retreat, even if those units have already retreated or been eliminated.

The Retreat route is determined by Retreat priorities (7.3 Retreat Priorities) and prohibitions (7.4 Retreat Prohibitions). If more than one hex has the same priority, the retreating player decides (or At Random).



Example: Stonewall is forced to Retreat: his first hex will be 1, 2, or 3; hex 3 is eligible because it is behind a river and thus not in the USA's ZOC. A retreat into 1 will leave options A, B, and C for the second and final retreat hex. Hex 2 will lead to either C, D, or E, but hex 3 is tricky. A retreat to hex 3 will only lead to hex E as the final hex. Because hex Z, while two hexes away from where Stonewall started, is not two hexes away from Tilton, who was involved in the combat. You must end up two hexes away from the units which were a part of the retreat's cause, even if the involved units have themselves already retreated away or been eliminated.

7.3 RETREAT PRIORITIES

Retreating units may *never* enter enemy-occupied hexes or prohibited terrain, nor may they enter the same hex twice. Units retreat one at a time and must observe these priorities. Retreating units *must* end two hexes away from their starting hex, and two or more hexes away the unit(s) that caused the retreat (even if they are no longer there).

1. An unoccupied hex not in an enemy ZOC, if two or more, retreating player decides: else
2. A hex occupied by a friendly unit, if two or more, retreating player decides: else
3. A hex in an enemy ZOC, if two or more, retreating player decides (or At Random): else
4. The unit does not retreat and instead takes one Loss (a Demoralized SP if possible) and Shatters

Important: Sometimes retreat priorities will force a unit to retreat into a hex that contains another friendly unit (priority 2), with negative consequences (7.8 Involuntary Retreat Into Friendly Units). Note also that a unit surrounded by enemy ZOCs, will retreat through the enemy ZOC (priority 3) and may suffer for it (7.6 ZOC Effects on Retreat).

7.4 RETREAT PROHIBITIONS

A unit may *never* retreat:

- Into or across **Prohibited terrain** (any terrain it could not enter or cross during its Movement Turn)
- Into an **enemy occupied hex**
- Into a **hex already entered in the same retreat**
- **Off the map**

A unit may *never* **end** its retreat:

- **In an Enemy ZOC** (7.7 Extended Retreat)
- **In a Friendly-occupied hex** (7.7 Extended Retreat)

A unit with only these choices does not Retreat. It instead loses 1 SP (a demoralized SP if possible) and Shatters (10.2.2 Shattered Units).

7.5 RETREAT PATH CAUSE HEXES

A unit must end its retreat two or more hexes away from its starting hex. It must also end two or more hexes from the unit, or units, which "caused" the retreat. The cause depends upon the type of retreat:

Combat Failed Morale Check: The enemy unit(s) that fired upon the unit, regardless of result (see example in 7.2 Retreat Procedure) and regardless of whether they are still in their original hex (or have been Shattered, eliminated, or retreated).

Cavalry Retreat Before Combat: The enemy unit(s) in whose ZOC it began the Combat Turn.

Attacker Retreat Before Combat: The defender unit(s) that it from which it retreated.

Involuntary Retreat into Friendly Units: A unit that fails a Morale Check in this circumstance must end its retreat two hexes from its own starting hex and two or more hexes from the hex occupied by the original retreating unit when it attempted to enter the friendly unit's hex (see 18.1 Retreat Example Round One).

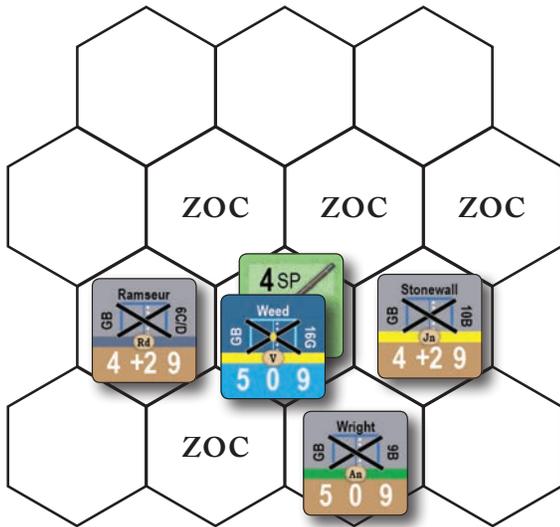
7.6 ZOC EFFECTS ON RETREAT

Units **may** retreat into enemy ZOCs only **if no retreat path free of enemy ZOCs exists**. For each enemy ZOC hex entered, one SP becomes a Loss, applied to a Demoralized SP if possible.

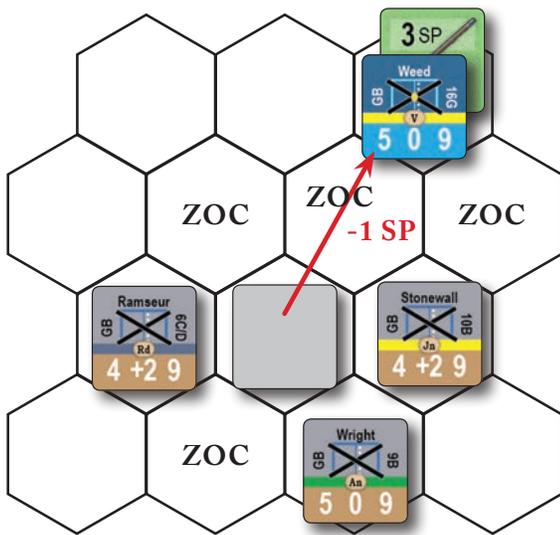
A unit may never end its retreat in an enemy ZOC; instead it continues to retreat (7.7 Extended Retreat).

Map Edges. ZOCs do not extent off the map.

Important: The presence of a friendly unit negates any enemy ZOC for purposes of retreat *only*. In other words, ignore the presence of the enemy ZOC in friendly occupied hexes during retreats.



Example: Weed is surrounded by CSA units and ZOCs and has suffered a Loss due to a failed Morale Check during combat. Weed must now retreat. Only hexes unoccupied by enemy units are eligible.



Example continued: There are three enemy ZOCs, Weed retreats into one and suffers a Strength Point Loss. Had that hex been occupied by a USA unit Weed could have retreated into it without suffering a loss, although that unit would have first have had to make a Morale Check to see if it was affected by the retreat (7.8 Involuntary Retreat Into Friendly Units).

7.7 EXTENDED RETREAT

A retreating unit may never end its retreat in a friendly-occupied hex or an enemy ZOC; instead it continues retreating until it enters a legal hex, exits the map (if allowed by the scenario), Shatters, or is eliminated. It is theoretically possible that a unit might be forced to retreat three, four, or even more hexes. Involuntary retreat into a friendly-occupied hex may force those units to retreat too (7.8 Involuntary Retreat into Friendly Units).

Important: Extended retreat applies to all retreats, voluntary and involuntary.

7.8 INVOLUNTARY RETREAT INTO FRIENDLY UNITS

A unit that is retreating involuntarily may cause another friendly unit to retreat when the retreating unit attempts to enter its hex (7.1.2 Involuntary Retreats).

Procedure. Before the retreating unit enters the friendly occupied hex it pauses, a Morale Check is then made for the unit occupying the hex:

- **PASS:** No effect. The unit stands and the retreating unit enters the hex and continues its retreat into the next hex.
- **FAIL:** The unit suffers one Demoralized SP and must itself retreat. If all the unit's SPs become Demoralized, then it Shatters. **Important:** The retreat of this unit is carried out before the unit attempting to enter the hex (which caused the Morale Check).

Example: Unit A takes a Hit, fails its Morale Check, and retreats into a friendly hex occupied by Unit B. Before A enters, B makes a Morale Check: if it passes, no effect and Unit A enters and moves out of the hex; if it fails, then Unit B suffers a Demoralization and retreats (unless it Shatters). Once Unit B completes its retreat, Unit A then finishes retreating.

Cascading effects. It is possible that the retreat of one unit will cause the retreat of another, which in turn may trigger more retreats (7.7 Extended Retreat). This effect is intentional. Remember to pause each retreat and to perform the Morale Check process through to an end for the hex that's about to be entered, before returning to the original retreating unit.

7.9 VOLUNTARY RETREATS INTO FRIENDLY UNITS

Units retreating voluntarily before combat may enter a friendly-occupied hex with **no effect** on the unit there (7.1.1 Retreats Before Combat). The retreating unit must follow the Priorities and Prohibitions (7.3 Retreat Priorities and 7.4 Retreat Prohibitions), which may cause an Extended Retreat (7.7 Extended Retreat).

8. ADVANCE AFTER COMBAT

Advance after Combat may occur when the defending unit vacates the hex and at least one unit attacking that units remains adjacent. Advance is always optional.

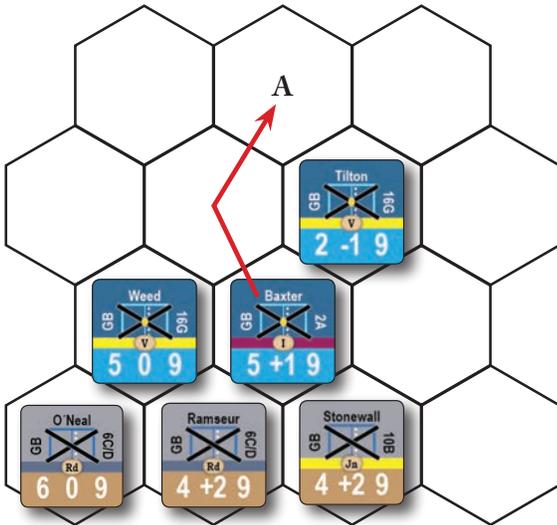
Important: A unit that Advances After Combat, in either Round, may not Retreat if the Combat Turn ends and the unit is still in an enemy ZOC (6.1.8 Next Round).

8.1 ADVANCE PROCEDURE

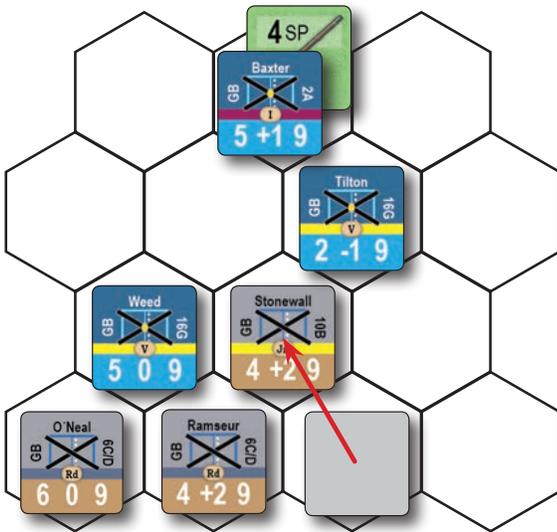
A unit that attacked into a hex, and that is still in play, may advance into the vacated hex. Advance is *not movement* and does not cost MPs. Enemy ZOCs are ignored, even if this means moving from one enemy ZOC to another.

The attacker is never required to advance, but the option remains available only for that particular Fire, and once passed it may no longer be taken.

If two or more units are eligible to Advance into the same hex, the owning player chooses which will Advance (or At Random).



Example: During the First Round of the CSA Combat Turn, Ramseur and Stonewall both fire upon Baxter, while O'Neal and Ramseur fire upon Weed. The USA units fire too of course, but for purposes of this example let's assume one Hit is scored on Baxter who then fails his Morale Check and it retreats into hex A.



Example continued. The CSA player has the option to advance either Ramseur or Stonewall, as both fired upon Baxter, or to not advance. He decides to advance Stonewall. This brings Stonewall into the ZOC of Tilton which will require Stonewall to fire upon both Weed and Tilton during Round Two of combat (8.2 Combat Triggered by Advance).

8.2 COMBAT TRIGGERED BY ADVANCE

Units may only attack once per combat round, but an advance after combat may place them in ZOCs of enemy units that were not involved in the combat, or even in the Engagement. During the next combat round, assuming there is one, the player must evaluate the situation to see which units participate in combat during the new Round. As with any combat, the advancing unit must attack all the enemy units that project ZOCs into the its hex. In other words the unit may now have new units that *must* be attacked (6.1 Combat Procedure).

Important: When a unit Advances after combat and into the ZOC of enemy units that were not a part of the current Engagement, those units must be attacked in the next combat round. However, the units do not become part of the current Engagement. Said another way, the advancing unit is still part of the current Engagement, while the enemy units that did not begin as part of the Engagement do not join (Engagements).

Important: Units that enter enemy ZOCs as a result of Advance after combat are not subject to Approach Fire because Advance After Combat is not considered Movement (6.1.4 Approach Fire and 8.1 Advance Procedure).

9. ARTILLERY BOMBARDMENT

Artillery units attack two ways: fire, against adjacent units, and Bombardment, against non-adjacent units they can see and that are in range. An Artillery unit that is in an enemy ZOC may not Bombard.

Bombardment occurs during the Bombardment Step of the Combat Turn (6.1 Combat Procedure).

Artillery units may *not* divide their SPs to Bombard separate hexes. Two or more artillery units may attack the same defender.

Important: Since rivers, escarpments, and fortifications block enemy ZOCs, it is possible for an artillery unit to be adjacent to an enemy—across the hexside—and to attack it via Bombardment at “adjacent” range.

9.1 BOMBARDMENT COMBAT RESULTS

Bombarding artillery hits inflict Demoralizations only, when the target unit fails its Morale Check (10.4.3 Bombardment Morale Checks). If the unit passes, there is no effect.

Example: A Bombarding artillery unit attacks and scores two Hits. The Morale Check fails so two SPs become demoralized.

Bombarding artillery is not affected by combat as the enemy does not have the opportunity to fire back.

9.2 RANGE ATTENUATION

Historically, artillery fired different forms of ammunition at different ranges, using canister at close range, and shot and shell at long range. The longer the range, the less effective the fire.

The “To Hit Chance” for artillery attacks is affected by the Range to the Enemy unit (3.5 Counting Distances).

Adjacent: +1

2 Hex Range: -3

3 Hex Range: -4

4 Hex Range: -5

9.3 LINE OF SIGHT (LOS)

In order to Bombard, the artillery unit must have a clear LOS to the enemy unit’s hex. Measure the LOS as a straight line from the center of the firing unit’s hex to the center of the target unit’s hex. If this line crosses a hexside of an intervening hex that contains Blocking Terrain, the LOS is blocked. Ignore the terrain in the firing and target unit’s hexes and along their hexsides. LOS is always reciprocal: if unit A can see unit X, then unit X can see unit A. Units firing from higher ground gain a +1 advantage (6.5.3 Elevation) as shown on the Terrain Effects Chart.

Important: LOS is also used in Rally (10.5 Rally).

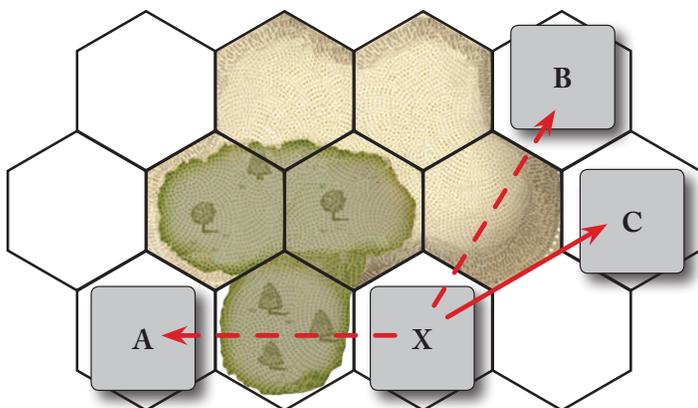
Maximum Range. LOS is **four hexes** (3.5 Counting Distances).

Units never block LOS.

Blocking Terrain: The Terrain Effects Chart lists the blocking terrain in each game—typically woods, towns, marsh, and some others. Blocking terrain is treated as one level higher than the hex it occupies.

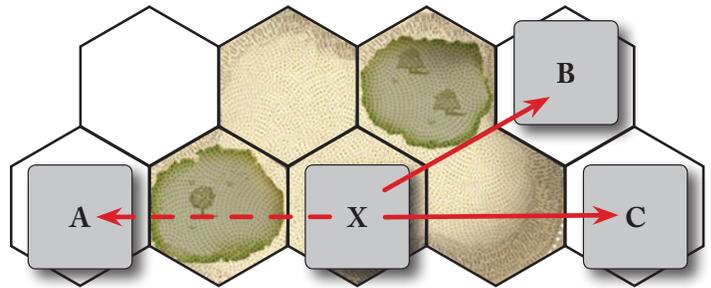
Hexside spine: Treat hex terrains as though it filled the hex, even if it is shown on the map as only covering 50+% of the hex. If the LOS runs along a hexside between two hexes, one with blocking terrain and the other non-blocking, then the LOS is *not blocked*.

Same Elevation: Units on the same elevation have a LOS unless it is blocked by a higher elevation hex, or by blocking terrain on the same elevation. Units on high elevation may fire over lower elevation hexes.



The LOS from X to A is blocked by woods, X to B is blocked by the higher elevation, and X to C clear because the LOS is down the spine.

Different Elevations: LOS between a unit on high elevation and one on low is blocked by a high elevation hex that contains Blocking Terrain on a high elevation hex.



The LOS from X to A is blocked by the woods on the same elevation as X, the LOS to B is clear because goes down the spine, and the LOS to C is clear, the slope does not block LOS.

A LOS exists between a unit on a higher elevation to one on lower so long as the elevation change hex is the *same distance or closer to the higher unit*. The “elevation change hex” is the first hex of higher terrain that borders the lower terrain. Hex “A” in the first example below is an elevation change hex.

Important: Slope hexsides have no effect on Line of Sight, however Escarpment hexes do (see below).

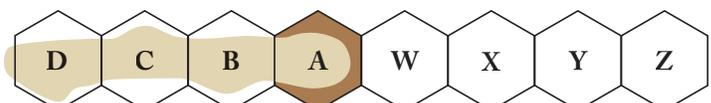


Unit A can see W, X, Y, Z; Unit B can see W, X, and Y, (Z is out of range); Unit C can see X (Y and Z are out of range), Unit D can see no enemy units.



Here unit X is on a high elevation hex. Unit A can see units W, X, and Z, but not Y because it is closer to the elevation change hex where X is, than unit A. Unit Z can be seen because the change that is exactly half-way between the two. Unit B can see W and X but not Y; Z is out of range but would be closer to the elevation change even if LOS range was five hexes. Unit C can see X, Unit D can see no enemy units.

Different Elevations and Escarpments: If the elevation change hex contains an Escarpment hexside across which the LOS is traced, then it *must be closer* to the higher unit for the LOS to exist. This rule applies to Escarpment hexsides only, not slopes.



Unit A’s hex is partially surrounded by Escarpment hexsides. Unit A can see W, X, Y, and Z. Unit B can see X and Y, but not W because the Escarpment is equidistant between the two (Z is out of range). Unit C can see no enemy units, nor can D.



Here, Unit X occupies a hex surrounded by escarpment hexsides. Unit A can see W and X only, the escarpment hexside(s) make Y and Z out of view because the higher terrain with the escarpment is not closer to unit A. Units B and C can only see X, not W.

Combat Effects. A unit firing from high elevation into a hex of lower elevation gains a +1 to its To Hit Chance. A unit on lower elevation firing up across a Slope or Escarpment hexside has its To Hit Chance lowered as shown on the Terrain Effects Chart.

10. MORALE

Each unit has a Morale Rating that varies from -3 (bad) to +3 (great).

10.1 STRENGTH POINT MORALE

Strength Points are either intact or Demoralized.

10.1.1 Intact Strength Points Units with at least one intact SP exert a Zone of Control. Only intact SPs can fire.

When units take Losses, mark the unit's current strength using an SP Marker *under* the unit.

10.1.2 Demoralized Strength Points are subject to these rules:

- Cannot fire at any time
- May be eligible to Rally (10.5.2 Rally Morale Checks for Shattered Units)

Place Demoralization Markers under the unit to indicate how many of its current SPs are demoralized.

Example: An 8 SP unit suffers two losses and five Demoralizations: the unit now has a 6 SP marker and a 5 Demoralization marker under it, thus it has one intact SP left.



10.2 UNIT MORALE

Units may be in one of two states: Intact or Shattered

10.2.1 Intact Units A unit with at least one Intact SP:

- When on the map it exerts a ZOC
- Can fire using its intact SPs (only)
- Becomes Shattered the instant all of its SPs are Demoralized

10.2.2 Shattered Units A unit consisting only of Demoralized SPs is Shattered. At the *instant* a unit's last intact SP is Demoralized, remove the unit from the map and place it in its side's Shattered Units Box. Shattered units can be brought back onto the map by rallying (10.5 Rally).

Important: Losses are permanent, so Shattered units retain their Strength Point marker, if they have one. While Shattered, all SPs are demoralized.

A unit Shatters when:

- Its last intact SP becomes Demoralized
- It is unable to retreat due to prohibited terrain, enemy-occupied hexes, the map edge, or other restrictions (7.4 Retreat Prohibitions)

Shatter and enemy ZOCs

When a unit shatters, check to see if had a path of retreat free of enemy ZOCs. If not, it loses one SP loss in addition to the other SPs remaining demoralized.

10.2.3 Eliminated Units A unit is eliminated and placed in the Eliminated Units box on the map when all of its SPs have become losses. Eliminated SPs are worth more Victory Points to the enemy than Demoralized SPs (Victory Points).

10.3 MORALE CHECK PROCEDURE

Roll a die:

- 1 to 5 = Fail
- 6 to 10 = Pass

Add the unit's Morale Rating to the die roll.

10.4 COMBAT MORALE CHECKS

The effects depend upon the Morale Check's cause.

10.4.1 Combat Morale Checks Make a separate Morale Check for each unit that suffers one or more Hits in Combat.

PASS: The Hits are taken as Demoralizations, not Losses. If all its SPs become demoralized, it Shatters.

FAIL: One hit is a Loss, applied to an intact SP if possible, additional hits are Demoralizations. After applying the results, the unit *must* Retreat if it still has intact SPs (7 Retreat), otherwise the unit Shatters.

Example: A unit with three SPs, one of which is Demoralized, takes two Hits. It checks its Morale but fails, thus suffering one Loss of an Intact SP, which reduces its strength to two, and takes a Demoralization of its remaining intact SP, which Shatters it.

10.4.2 Approach Fire Morale Checks Make a separate Morale Check for each unit that suffers one or more Hits during Approach Fire (6.1.4 Approach Fire).

PASS: The Hits are taken as Demoralizations. If all its SPs become demoralized, it Shatters.

FAIL: One hit is taken as a Loss, applied to an intact SP if possible, additional hits are Demoralizations. The unit *does not retreat*. The unit Shatters if all its SPs are demoralized.

10.4.3 Bombardment Morale Checks Make a separate Morale Check for each unit that suffers one or more Hits from bombarding artillery (9 Artillery Bombardment).

PASS: The Hits are ignored, there is *no* effect.

FAIL: The Hits are taken as Demoralizations, not Losses. The unit does *not* retreat. The unit Shatters if all its SPs are demoralized.

10.4.4 Retreat Morale Checks An involuntary retreat into a friendly occupied hex triggers a Morale Check for the unit in the hex (7.8 Involuntary Retreat Into Friendly Units).

10.4.5 Cavalry Retreat Before Combat Checks During combat, a defending cavalry unit in the ZOC of an enemy infantry and/or artillery unit may attempt to retreat before combat by passing a Morale Check (7.1.1 Retreats Before Combat).

PASS: The unit retreats two hexes (7.9 Voluntary Retreats into Friendly Units).

FAIL: The unit must stand and fight.

10.5 RALLY

Shattered units, and units in play that have Demoralized SPs, may be eligible to Rally during their Night Movement Turns. A successful Rally returns Demoralized SPs to intact status and may also return Shattered units to play. The Rally attempt is the unit's *entire "move"* for that Movement Turn, regardless of outcome.

Important: *A unit may never Rally all of its demoralized SPs, instead a minimum of one SP will remain Demoralized (which means that Shattered units with one SP can never Rally).*

10.5.1 Rally Morale Checks For Units on the Map A unit on the map with two or more Demoralized SPs and not in enemy LOS (Line of Sight) may attempt to Rally.

PASS: Roll on the Rally Table. The unit's movement turn is over.

FAIL: No effect. The unit's movement turn is over.

10.5.2 Rally Morale Checks for Shattered Units Make a Morale Check for Shattered units that have two SPs or more.

PASS: The unit Rallies. Roll on the Rally Table to determine how many of the unit's demoralized SPs return to intact status, then place the Unit on the map (see Placement below). The unit's Movement Turn is over.

FAIL: No effect. The unit remains Shattered and its Movement Turn is over.

10.5.3 Rally Unit Placement Place a Rallied unit on the map within these restrictions:

- Not in enemy LOS (Line of Sight)
- Within 2 hexes of a unit of the *same Formation* that was already on the map, i.e. was not itself placed by Rally that Turn.

If no eligible hex is available, the unit remains off map until the placement requirements are met, if ever, during a future Movement Turn for its formation. No additional Morale Check is required.

10.5.4 Rally Table When a unit passes its Rally Morale Check, the number of SPs that become intact is determined by the unit's Morale Rating:

-3, -2, -1, 0, +1 = 1 SP rallies

+2 = 2 SPs rally

+3 = 3 SPs rally

Recall that a unit may never fully recover; one SP will always remain demoralized.

11. UNIT TYPE SPECIAL RULES

11.1 ARTILLERY

Movement Turns

- May not voluntarily enter an enemy ZOC (5.3 ZOC Effects on Movement)
- May be excluded from entering some kinds of terrain, depending on the game

Combat Turns

- Can bombard if eligible (9 Artillery Bombardment)
- Fires and defends with a positive To Hit modifier against cavalry, see Special Combat Situations Chart
- May not advance after combat (8 Advance After Combat)

11.2 HORSE ARTILLERY

Movement Turns

- May not voluntarily enter an enemy artillery or infantry ZOC (5.3 ZOC Effects on Movement)
- May be excluded from entering some kinds of terrain, depending on the game

Combat Turns

Retreats like cavalry, fights like artillery:

- Must make a “cavalry retreat before combat” when attacked by non-cavalry units (see 6.1.1 Defender Cavalry Retreat Before Combat), that is, during the other player’s Combat Turn.
- Can Bombardment if eligible (9 Artillery Bombardment)
- Fires and defends with a positive To Hit modifier against cavalry, see Special Combat Situations Chart
- May not Advance after combat (8 Advance After Combat)

11.3 CAVALRY

Movement Turns

- May not voluntarily enter an enemy artillery or infantry ZOC (5.3 ZOC Effects on Movement), with enemy Horse Artillery being considered Cavalry for this purpose
- May be excluded from entering some kinds of terrain, depending on the game

Combat Turns

- May make a “cavalry retreat before combat” Morale Check when attacked by non-cavalry units (6.1.1 Defender Cavalry Retreat Before Combat), that is, during other player’s Combat Turn
- Fires and defends at a negative To Hit modifier against infantry and artillery, see Special Combat Situations Chart

Mounting & Dismounting

A cavalry unit may dismount or mount at a cost of 3 MPs. The unit’s MA will increase or decrease by this change.

Example. A cavalry unit spends 4 MPs, then dismounts for 3 more, leaving the newly dismounted infantry unit with 5 MPs remaining (12 - 4 - 3 = 5).

Horse Unit Placement

When a unit dismounts, take two horse markers with the same letter and place one on the unit and the other on an adjacent hex to show where the horses are being held. The horse hex must be one that a cavalry unit could legally enter, out of enemy LOS, and not occupied by any friendly unit or horse marker.

Horse Holders

When a unit dismounts, 1/3 of its SPs (round down) are detached to hold the horses. Reduce the unit’s Strength by removing 1 or 2 intact (not demoralized) SPs. If this would leave the unit with no intact SPs remaining, it may not dismount. Horse holder SPs rejoin their unit when the unit remounts.

To Mount Up

A dismounted unit mounts up by spending 3 MPs in a hex adjacent to its Horse marker’s hex. Remove both Horse markers and add any horse holder SPs to the unit. The unit remains in its own hex, not that of its horse marker.

Dismounted Cavalry Movement Restrictions

A dismounted cavalry unit may never move more than 9 *infantry* MPs from its horses during its Movement Turn. If retreats or the presence of enemy units increase the distance to more than 9 MPs, the unit must return to within 9 MPs as soon as possible.

Discounted Cavalry in Combat & Retreat

Dismounted cavalry in combat are treated like infantry units in every way except retreat. They have a fourth retreat priority: toward their horses by the fastest possible path in infantry MPs.

Horses Markers Movement & Combat

Movement. Horse markers *may not be moved*. They remain in their placement hex.

Combat and Horse Losses. If an enemy ZOC extends into a horse marker’s hex, remove the marker immediately, at no cost in MPs to the enemy unit, and place it in the Eliminated Units box. The associated dismounted cavalry unit loses one SP (a demoralized SP if possible) as well as any SPs that had been detached as horse holders. Keep its horse marker with the unit. For VP purposes, the unit is still considered cavalry even though its horses are now lost.

12. REINFORCEMENTS

Units that do not begin on the map enter as reinforcements at a specific Entry Area during a specific Hour, as noted on their counter or in the scenario setup.

12.1 REINFORCEMENT ARRIVAL

Place reinforcements on the Time Record Track on the Hour they arrive, along with their Movement Turn Marker, if they are the first unit of their Formation in play.

12.2 REINFORCEMENT ENTRY

Entry Areas. Reinforcement Entry Areas are identified by letter along the map edge. If there is more than one hex with the same letter, then the player has his choice; units can split up, not all of them need enter the same hex.

Entering. Reinforcements enter as a “conga line,” that is, the first unit that enters pays the Movement Point cost for the terrain in that hex, the second unit pays twice as much, the third, three times as much. The units are, in effect, paying for off-map hexes of the same type in order to get to the Entry Area hex. Reinforcements enter by Formation. The “conga line” restarts with each Movement Turn. In other words, during the same hour, more than one Formation may enter the same Entry Area, but each starts counting MPs separately.

When entering by a road, minor road, or railroad that exits the map from that Area, then they pay the lower MP cost.

Blocked Entry. If the Entry Area is blocked by an enemy unit (or units), reinforcements may not enter there. They enter instead in the next hex, free of blocking units, to either the left or right of the Entry Zone, owner’s choice.

12.3 ZOC EFFECTS ON REINFORCEMENTS

A reinforcement unit may enter an enemy ZOC when it enters the map, but it must stop in that hex.

13. NIGHT

During Night Hours:

- There are no Combat Turns
- Remove all Approach Fire markers
- A unit may not enter an enemy ZOC hex (units that begin in an enemy ZOC may stay)
- Eligible units may Rally (10.5 Rally)

14. HOW TO WIN

Victory is determined by gaining Objective hexes and inflicting damage, depending on the scenario. During an Hour where Victory is determined, consult the victory conditions.

14.1 OBJECTIVE HEXES

Some scenarios have Objectives identified by flag markers placed on the map. The hexes begin the game uncontrolled, or controlled by one side, as defined by the scenario (3.6 Controlling Hexes). The back side of the flag marker indicates control.

14.2 VICTORY POINTS SCHEDULE

In most scenarios, you gain Victory Points (VPs) for inflicting casualties on the enemy:

For each LOSS Strength Point

- 8 - Artillery/Horse Artillery/Cavalry
- 4 - Infantry

For each Shattered Unit Demoralized Strength Point

- 4 - Artillery/Horse Artillery/Cavalry
- 2 - Infantry

For each Demoralized SP (of a unit not Shattered)

- 2 - Artillery/Horse Artillery/Cavalry
- 1 - Infantry

Play Tip: Demoralization markers become redundant when a unit Shatters since all the surviving SPs are demoralized. Simply remove the demoralization marker for clarity. If and when they Rally and return to play, they will return with at least one demoralized SP (10.5 Rally).