HUZZAH!

The Rebel Yell Lite Battle Manual, version 3.0

Introduction to version 3.0.

This manual contains revisions and clarifications suggested by the players of Huzzah 1.0 and 2.0. Version 2.0 revisions are *highlighted green*. *Red highlighted text* identifies revisions in 3.0. To those players concerned about the amount of **RED** appearing in this version, take heart that these are predominantly clarifications. The designer has made every attempt to keep the rule changes to a minimum.

The Range Factor Table now contains a new column, *Irg*, to account for the new Irregular unit type. Irregulars may include everything from Native Americans, to guerillas and renegades (troops commanded by John Brown or William Quantrill for example). While irregulars do not appear in any of the Volume I (V1) games, or in *Dark Woods Dreadful Fields* (Huzzah V2, or *DWDF*), they will make an appearance in the future release, *Honey Springs*. The custom rules of that game will specify the capabilities of irregulars.

The rules introduce the notion of a *Game Package*, or simply *Package*. Huzzah V1 (including **Honey Springs**) is one distinct Package, while Huzzah V2 is a second, distinct Package. A Package most notably differs in *Game Scale,* including both the area covered by each hex and what the individual combat units and leaders represent.

In V1 each combat unit represent two or more *companies*, while in V2 each combat unit indicates 2 or more *battalions*. The chain of command in V1 typically flows from *Corps to Division to Brigade*, while in V2 the flow is from *Army to Corps to Division*. Players need not concern themselves with the difference in Scale as it does NOT seriously impact play or player tactics. They can safely be aware of the differentiation in a forgetful sort of way. Each Package shares the same core rules (this booklet). However, V2 (*DWDF)*, implements a more nuanced treatment of leadership than the V1 Package. Variations for Volume 2 are implemented in the Custom Rules Booklet for that Game.

Dedication:
To my adorable wife Karen, and my two delightful daughters, Lee and Sammi, who make it all worthwhile...and to all the players of Huzzah Volume I.

1. Glossary of Terms

A few notes about this glossary:
- This is a completely new section for Version 3.0.
- The terms are sorted alphabetically. They do not appear in the order of the referenced rule.
- Players would do well to *briefly* review these terms before diving into the rules proper. Refer to this section frequently as you peruse this manual.

- As they play the game, the players should refer to this glossary first for the quick definition of a term as this often may be enough to clarify a situation.
- Some terms vary by *Package (not scenario)*.
- *Honey Springs* (an upcoming folio release) aligns to the Vol. 1 Package as modified by its own set of custom rules.

Term	Definition	Notes and References
Advance Fire	Occurs when an enemy unit enters a friendly Minimum Fire Zone (MFZ) or exits a friendly ZoC. Within restrictions, a friendly combat unit may fire at an enemy combat unit as soon as that enemy enters or exits the former's MFZ or ZoC respectively. The friendly unit must be eligible to fire at that enemy normally (see *Facing*). Also, see En Passant Fire.	Section 9
Army Leader	The overall commander of a force. Army leaders may have capabilities over and above those of a lower level officer.	Each side has only one Army leader in a game. Section 6.
Assault	A form of Combat resolved in 3 rounds (or less if one side *Routs*). In Assault, both sides simultaneously fire and inflict casualties. Attacking units Disrupted during the Assault or during Advance/Pre-Assault fire must continue the Assault combat. Neither side may voluntarily terminate an assault once it has been declared. Units must be in *good order* to declare a Charge/Assault.	Section 10
Average Base Morale (ABM)	See *Base Morale*. The Average Base Morale of a stack is the sum of the *base morale* of all units divided by the number of units in the stack. Round fractions down.	A stack contain 3 units, 2 at full strength (base morale of 5) and 1 reduced unit (base morale of 2). The ABM of the stack is 4 ((5+5+2)/3, or 12/3 = 4. Section 13.1
Average Modified Morale (AMM)	See *Modified Morale*. The Average Modified Morale of a stack is the sum of the *modified morale* of all units divided by the number of units in the stack. Round fractions down.	A stack contain 3 units, 2 at full strength with one O hit apiece (base morale of 5-1 = 4) and 1 reduced unit with no O hits (base morale of 2 – 0 = 2). The AMM of the stack is 3: ((5-1)+(5-1))+2)/3 or 11/3 = 3.67 rounded to 3. Section 13.2
Base Morale	The morale of a unit (full strength or reduced) unmodified by O hits. A unit's full strength base morale is affected by being *Reduced*.	A unit with a Base Morale of 5 has suffered two O hits. Its Base Morale remains 5. Section 13.1
Bayonet Charge	See *Charge*	
Chain of Command	Varies by *Package*. In the V1 Package the chain of command flows from Corps to Division to Brigade. In the V2 Package the flow is from Army to Corps to Division.	Does not impact play. Be aware and then forget about it. Section 6
Charge	A typed of *Unit Action* enabling a Stack to both Move and Assault. A Stack must be exactly 2 hexes from the charged enemy unit(s) and must face the enemy stack. Charging units are subject to *Advance* and *Pre-Assault* fire from eligible enemy units. A stack Disrupted during the move or assault MUST continue the Charge/Assault. A Charging stack must contain at least 2 non-zero strength-point units.	Terrain affects the number of *strength points* that may participate in the Charge/Assault (whether attacking or defending): Clear: 5 SPs max Non-Clear: 4 SPs max Ignore any SPs beyond the maximum. Section 11.
Clear Hex	Contrast to Non-Clear hex. Any hex *not* containing a woods, marsh, or swamp. Stream and slope hexes are considered clear if they do not contain woods etc.	Section 2.4.2

Term	Definition	Notes and References
Combat Unit	Any unit with a strength of zero, one, two, or three. Infantry, Cavalry, and Artillery. Also known as a Unit.	Section 2.3.1
Command Radius	For Combat Units, the maximum number of hexes that that unit may be from their ordinate leader to retain command.	May vary by scenario or Package. May be modified by Terrain in a particular scenario. Section 6.5
Depleted	See Reduced.	
Disorganization Check	A unit morale check caused by combat (fire or assault).	Also called Morale Check. Terms are equivalent. Section 13
Disorganized	A combat unit that is Disrupted or Routed is collectively known as Disorganized.	Section 13
Disrupted	A form of *Disorganization* not as extreme as *ROUTED*. Disrupted units may not *initiate* a charge or assault though they must continue to charge or assault if Disrupted during the course of that combat. They have reduced combat capabilities, and need to *RALLY* to regain normal effectiveness.	Section 13.6
En Passant Fire	A type of *Advance Fire* that occurs when a unit *exits* an EZoC. The fire takes place before the victim moves (but *after* any facing change).	Section 9.3
Enemy Zone of Control	A Zone of Control exerted by an *enemy* unit.	Section 4.3
EZoC	See Enemy Zone of Control	
Facing	Position combat units so that the top of it faces the vertex (point) of a hex. The two hexes split by the vertex is its front. All other hexes are flank hexes. Generally, combat units may only initiate combat out of its front hexes and may NOT change facing before executing combat.	There may be terrain exceptions to this rule. During an assault defending units may fire out a flank hex (but it is Disrupted first). Section 4.5
Fire Zone	A unit's fire zone extends out frontal hexes to their maximum range, subject to Line of Sight. A fire zone extends into adjacent flank hexes if: the unit is in a breastwork or its flank is protected by a wall or abatis.	Section 7.1
Formation	Cavalry, Infantry, and Artillery are separate formations, each with their own distinct capabilities. A formation may be in *good order* or *disorganized*.	Combat units may ROUT, which is a non-combat formation. Section 5
Good Order	A combat unit that is not disrupted or routed. Units must be in Good Order to declare a charge or assault. If subsequently Disrupted they must continue to charge or assault.	Section 13
Higher Organization (HO)	The organization to which a combat unit belongs. In V1, the HO is typically the Regiment, in V2 the HO is typically the Brigade. See *Scale, Unit*.	Does not impact play. Section 2.3.1
Junior Leader	May be a *Brigade Leader* or *Division Leader*, depending upon the scenario or Package.	In DWDF there are no Brigade Leaders, only Divisional ones. Section 6
Leader	A non-combat unit that bestows advantages to a stack and that places other units and or leaders in command	Leadership in the V1 Package is less nuanced than in the V2 Package. Section 6
Leader Incapacitation	A leader affected by a Combat result of 1 or more. A leader is incapacitated by a second roll of 9 during fire combat, and an 8 or 9 during an assault. A leader with a stack that attempts to take an O hit in lieu of a D combat result will roll for incapacitation.	Section 6.2
Line of Sight	The ability of a combat unit to "see" another unit. LoS is affected by terrain, elevation, and combat units other than the ones being seen or sighting.	Section 8

Term	Definition	Notes and References
Minimum Fire Zone	A stack's kill zone that enables it to fire at an enemy stack executing a *Movement Action*. It is usually 1 hex but may be extended to two hexes if the stack fires through a protected fence, wall, or abatis, or fires down slope into lower terrain, or occupies a breastwork. Artillery has an MFZ of 2, subject to LoS.	Usually extends only through frontal hexes (see *Facing*). Exception, see Breastworks (volume 2 only), abatis, and walls. Section 9.1
Modified Morale	A combat unit's base morale, less any O hits. A unit with a base morale of 4 that has suffered two O hits has a modified morale of 2.	Section 13.3
Morale	Only combat units have a morale. This value indicates a formation's ability to withstand the stress of battle fatigue and casualties.	Section 2.3, 13
Non-Clear Hex	Any hex containing Woods, Marsh, or Swamp. Contrast to *Clear Hex*.	Section 2.4.2
O Hits	Losses due to fire, assault, routing, and straggling. When a full-strength unit suffers 3 O hits flip it to its reduced, or depleted, sided. When a reduced unit suffers 3 O hits remove the unit from the game; it is destroyed. O hits affect a unit's morale but not its fire power, per se.	Section 7.6
Package	Huzzah Vol 1 (including *Honey Springs*) and Huzzah Vol 2 (DWDF) each belong to a different Package. Packages differ in *Scale* and *Chain of Command*.	See Introduction
Rally	The process of recovering from Disruption or Rout. Leaders may assist a unit's Rally attempt.	Section 13.8
Reduced	A unit may be full-strength (regardless of an O hit marker). A unit suffering its third O hit is flipped to its Reduced side (lower strength and base morale).	Sections 2.3.1, 7.6
Regroup/Reorganize	The limited ability of a unit to recover O hits. A unit with 2 O hits (whether full strength or reduced) may recover a maximum of 1 O hit.	Regroup and Reorganize are equivalent terms. Section 12
Retreat Priorities	The path a routing unit must follow during its retreat. Generally must be away from enemy units and towards a friendly board edge.	Varies by Game and Scenario. Section 13.9
Routed	A type of Disorganization that renders a stack militarily useless. Routed units may only Rally and must Retreat when it suffers any combat result or when it fails to Rally.	Routed units suffer an O hit each time it retreats beyond the first time it routs. Section 13.7
Scale, Map	Varies by Package (see bullets, above). Huzzah Volume 1 and Huzzah Volume 2 have different map scales.	This does not significantly impact play or player tactics. Section 2.4
Scale, Unit	Varies by Package. Each infantry combat unit in Volume 1 represents 2 or more companies. Their Higher Organization is the *Regiment*. In Volume 2 combat units represent 2 or 3 battalions. Their Higher Organization is the *Brigade*.	This does not significantly impact play or player tactics. Section 2.3
Senior Leader	May be a *Division Leader* or *Corps Leader*, depending upon the scenario or Package.	Senior leaders in **DWDF** are Corps commanders. In Huzzah Vol 1, Senior leaders are typically Divisional. Section 6
Skirmisher	A single unit in a hex with a strength of 1 or 0.	Optional rule in Volume 1 (including *Holly Springs*). Not to be implemented in Volume 2 (do not use). Section 14.1
Stack	A stack consist of one or more combat units in a hex. Only units of the Game's *higher organization* may stack together (Vol 1 = regiment; Vol 2 = brigade). Each terrain type further affects the ability of a stack to participate in Combat.	Section 4.4

Term	Definition	Notes and References
Stragglers	A stack may Straggle when it exits a non-clear hex directly into a second non-clear hex. The stack's likelihood of straggling is determined by its *Average Base Morale,* whether it is exiting/entering an EZoC, if it stacked with a leader, and if it follows the exact path of a *thoroughfare.*	Review the Straggle Table on the map or on the Reference Card. Section 4.6
Thoroughfare	Pikes, Roads, Railroads, and Trails are collectively called Thoroughfares.	Section 4.2
Unit	Generally indicates a Combat Unit, not a Leader.	Interchangeably called a Stack. Section 2.3.1
Unit Action	During a Friendly Action Segment a unit may execute ONE Action. These are: • Move • Charge • Fire • Rally • Assault • Reorganize	Section 3.3
Unit Higher Organization	See Higher Organization.	
ZoC	See Zone of Control	
Zone of Control (ZoC)	All un-routed combat units exert a ZoC into all adjacent hexes. A ZoC affects movement, retreat, and leadership.	Section 4.3

2. Game Components

2.1. Battle Manual
The manual is divided into *major sections* (e.g. 1. Game Components), *minor sections* (e.g. **1.1** Battle Manual), *cases* (expansions of a minor section, e.g. **1.1.1, 1.1.2**, etc), and sometimes *sub-cases* (**1.1.1.1, 1.1.1.2**, etc.). Often the rules cross-reference a different section of the rules. A bolded entry in parenthesis notes the referenced section. For example, the entry (**1.2**) indicates that section 1.2 amplifies the ideas in the current section.

2.2. Game Scale
The Scale of a given scenario depends upon which Package is played (Volume I or Volume II). Volume I has a smaller Scale than Volume II: The map hexes represents a smaller area and the combat units represent fewer men and a lower organization level (companies rather than battalions). The Scale of a given Package does not impact playability. Generally players can disregard scale as they make tactical decisions.

2.3. Game Counters
Three types of counters comprise the mix: Combat units (**or just *units*, interchangeably called a STACK),** leaders and informational counters.

2.3.1.   Combat units are Infantry, Cavalry, and Artillery. **Depending upon the *scale* of the game, each Infantry and Cavalry unit represents 2 or more components of a *higher organization (HO)*. In Volume I, the higher organization of a unit is the *regiment.* In Volume 2, the higher organization is the *brigade.* For artillery, the higher organization is either the battery (Volume I), or the battalion (Volume II). The HO of a unit is important for Stacking purpose; generally, only units of the same HO may stack together.**

UNIT VALUES

Army or Division Leader

Brigade Leader

Command Radius

FRONT (full strength)   BACK (reduced)

Infantry Regiment

Base Fire Factor   Base Morale

Artillery Section

Cavalry Regiment

Regardless of the higher organization, the game plays the same. So in V1, only units from the same *Regiment* may stack.

- Two numeric values, separated by a hyphen, appear on a combat unit.
- The first value on a combat unit, reading from left to right, is its BASE FIRE FACTOR. Sometimes the rules refer to this value as unit STRENGTH POINTS.
- The second value is its BASE MORALE FACTOR.
- Note that these base values vary depending upon its EFFECTIVENESS, Full-Strength or Reduced. For example, at Full-Strength, a 33 NC unit has base Fire Factor of 2 and a base Morale Factor of 7. At Reduced effectiveness, its base Fire Factor is 1 and its base Morale Factor is 4.
- A unit's Fire Factor is never modified by O hits. Its morale can be affected by O hits.

2.3.2.   Leaders represent individual commanders. There are three types of commanders: Army, **Senior (Division or Corps, depending upon the game scale), and Junior (Brigade or Division, again depending upon game scale.) Regardless of scale, leaders function identically, it is only the *command chain* that varies.** See **6, Leaders**. Review the Game Unit Descriptions for the visual differences between the different types of leader. **Some scenarios may be missing Senior leaders, featuring only Army and Junior leaders.**

2.3.3.   The informational counters consist of Disrupted/Routed chits, Advance Fire markers, O hit designators, etc. The use of these counters will become obvious as you read these rules.

MARKERS

FRONT		BACK
adv fire	Advance Fire/ Charge	**charge**
	Rout/ Disrupted	~3
	Organizational Hit 1/2	

2.4. The Mapboard

A multi-colored hex map regulates movement and portrays the area of decisive battle for each game. **The area of each hex varies according to the Package (Volume I or Volume II) played. In Volume I the scale is about 150-200 yards per hex.**

2.4.1.   Elevation hexes include Railroad Embankment hexes (*Newbern (Volume I) only*) and the high side of slope hexsides. All other hexes are non-elevation hexes. **The effect of elevations may also be differentiated by a given scenario.**

2.4.2.   Clear terrain contains neither woods nor marshes. Non-clear hexes are woods or marshes.

2.4.3.   **Refer to the scenario's custom rules for other details about the mapboard.**

2.4.4.   **Building or other landmarks do not affect the terrain in a given hex. They are provided for historical interest only.**

2.5. The Game Dice

Use a ten-sided die (*d10*) to resolve combat, recover O hits **(section 12)**, and to check unit morale **(section 13)**. A roll of 0 equals a 0, not a 10. Use one d10 to determine Straggler loss **(4.6)**.

3. The Game Turn

3.1. The Game Turn Segments

Each game-turn in *Huzzah!* is broken down into Segments. **The time represented by each turn varies by Package.**

a)   **USA Artillery Segment.** The designated player fires or rallies eligible artillery units that do not have *Advance Fire* markers on them (9.4). Artillery may change its facing once before it fires or after it has successfully rallied. It may only change facing if it is firing, or has rallied.

b)   **USA Small-Arms Segment.** The designated player fires eligible infantry or cavalry units that do not have *Advance Fire* markers on them (9.4). Units may change their facing once before firing. Only firing units may change facing.

c)   **USA Horse Segment.** The designated player conducts certain actions with mounted cavalry, leaders, and artillery, only. See **3.2**, below.

d)   **CSA Horse Segment.** As (c) above.

e)   **CSA Artillery Fire Segment.** As (a) above.

f)   **CSA Action Segment.** First, the CSA player checks the command status of his units (**6.6, 6.7**). Next, he declares all charges (**11**). Finally, he conducts Actions with the appropriate units. See below for details on unit Actions.

g) **USA Action Segment.** The USA player conducts the segment as (f), above.

h) **CSA Artillery Fire Segment.** As (a) above.

i) **CSA Small-Arms Fire Segment.** As (b) above.

j) **CSA Horse Segment.** As (c), above.

k) **USA Horse Segment.** As (c), above.

l) **USA Artillery Fire Segment.** As (a) above.

m) **USA Action Segment.** As (f) above.

n) **CSA Action Segment.** As (f), above.

o) **Game Turn Segment.** Advance the game turn marker 1 click on the turn track. Begin a new turn with segment (a). **In Volume II, there are additional activities to which a player must attend. See the Custom Rules for that game.**

Note: **in some scenarios the roles are reversed, where the CSA player starts with segment (a). The flow is the same, just the player doing the activity changes.**

3.2. The Horse Segments

During a friendly Horse segment mounted cavalry may Move only. Leaders and artillery are also eligible to move every Horse segment. Artillery has only 1 MP during this segment. Leaders and cavalry have 3 MPs **as modified by Thoroughfare Movement or Scenario rules.**

3.3. Unit Actions

During a player's Action Segment, the appropriate units perform ONE action. Each unit may perform different Actions, but no unit may perform more than one. These actions are:

- **Move (4)**
- **Fire (7)**
- **Assault (10)**
- **Bayonet Charge (11)**
- **Regroup (12)**
- **Rally (13)**

4. Unit Action – Movement

4.1. General Rules

4.1.1. All units, regardless of command status, have 3 Movement Points (MPs) per *Action* segment

4.1.2. A unit moves by physically tracing a line of contiguous hexes

4.1.3. During a *Horse Segment* cavalry and leaders have 3 MPs.

4.1.4. During a Horse Segment un-routed artillery units have 1 MP.

4.1.5. It costs 1 MP to enter a clear or woods hex. It costs nothing extra to move "up" or "down" an elevation.

4.1.6. Generally, Infantry/Cavalry must stop as soon as they enter a Marsh hex regardless of their remaining MPs. Artillery may not enter marsh hexes.

4.1.7. **Artillery must stop immediately upon entering a woods hex if not prohibited by a scenario's custom rules.**

4.1.8. NOTE: For Artillery restrictions on movement, see *5.3, Artillery Formation*.

4.1.9. **Units that exit a non-clear hex directly into another non-clear hex must make a Straggle roll (see Stragglers, 4.6).** See the Stacking section (**4.4**) for restrictions and exceptions to movement.

4.1.10. Units may never enter an enemy-occupied hex.

4.1.11. A player that has ceased moving one piece and has begun moving a different piece may not re-position the original piece in any way.

4.1.12. **Disengagement. Civil War formations were brittle and relatively inflexible. This rule attempts to reflect the inability of units to scurry back and forth in the face of the enemy**. A unit that begins Action segment g (**player 1**) or n (**player 2**) within 3 or fewer hexes from any enemy combat unit and which by the end of its move is further away from the closest enemy unit than when it began must remain that distance from all enemy units for the balance of the next Action segment (m or f, respectively).

- For example, A USA unit **as player 1** begins Action segment g 2 hexes from a CSA combat unit. It moves one hex away from that unit, increasing its distance from the enemy to 3 hexes. In the next USA Action segment (m) it must remain at least 3 hexes from all CSA units.
- Similarly a CSA unit **as player 2** that begins Action segment (n) within 3 or fewer hexes from any enemy combat unit and which ends its move further away from that unit than when it began its move must remain that distance from all enemy units for the balance of the *next* CSA Action segment (segment f of the next turn).
- The above constraints apply only to segments (g) and (n) (**player 1's** first action segment and **player 2's** second action segment) of a given turn.
- NOTE: This constraint prohibits a unit in an enemy fire zone from moving out of that FZ during an action segment, thus avoiding enemy fire, and then moving back into an FZ the next segment.

4.1.13. **A note about Reinforcements: Stacks entering the map via the *same entry hex* pay the movement cost of that entry hex plus one more MP than the preceding unit. So, for example, if entering via a road hex, the first unit to enter pays one MP, the second 2, and so on. If not all units can enter the game because of stacking limitations, they are delayed one additional segment or until such a time as they can legally enter the game.**

4.2. Effects of Thoroughfares on Movement

Units following the exact course of a Thoroughfare (Pikes, Roads, Trails, or Railroads) may apply the following effects. It is a player's option to apply, or not, the benefits for Thoroughfare movement. The cases below use the terms Thoroughfares and Roads interchangeably.

4.2.1. Road Bonus Hex. **Combat units (NOT Leaders, but see 4.2.2)** that spend its *entire* move on a thoroughfare receive a +1 movement point bonus. The units must spend that MP on a thoroughfare. *Units moving that one bonus hex may not enter an enemy zone of control or MFZ.* They must begin and end their movement on a road to receive the bonus hex of movement. Units do not check for Stragglers when moving the Road Bonus hex.

4.2.2. **Leaders moving along a Thouughfare expend ½ MP, not 1.**

4.2.3. Units that follow the exact course of a Thoroughfare subtract 1 from any Straggle Roll. This may be combined with any leader effects. *Note that in this case units do not have to start their move on a road, they need only to move along it.* Being eligible for the Road Bonus hex is distinct from this case.

4.2.4. Units that enter an MFZ or EZoC via a Thoroughfare suffer an additional +1 modifier for enemy Advance Fire. The enemy units fire at the moving unit with a +1 line modifier in addition to any other effects.

4.2.5. Units may always elect to ignore the Road when moving; however they will not receive the Straggle Roll modifier described in 4.2.3.

4.2.6. **For example, a stack is moving along a road in non-clear hexes. It subtracts 1 from its straggle check. If it enters an MFZ it may also subtract 1 from its straggle check, however it suffers a +1 penalty for using the road (the enemy unit fires with an additional +1 modifier). If the stack eschews the road it does not get the straggle modifier, but neither will the firing unit get the additional +1 modifier.**

4.2.7. Note again that Roads have two effects:
   • Units that *begin and end* their movement on a thoroughfare are eligible for the Road Bonus hex but they may not enter an MFZ or EZOC.
   • Units that move along a road subtract one from any Straggler roll. *They need not begin their move on the Road in this case*. They may enter an EZOC or MFZ, however, any enemy units executing Advance Fire against them receives an additional +1 fire line modifier.

4.3. Zones of Control (ZoC)

All combat units, except Routed (**13.7**) and Isolated units (**6.7**), exert a Zone of Control. The six hexes immediately surrounding a unit is its ZOC. A unit ceases movement immediately upon entering an enemy zone of control (*EZoC*). It may change facing AFTER entering the EZoC, however it may be fired upon BEFORE that facing change.

4.3.1. A unit beginning a segment in an EZOC may move directly into another EZOC by expending all of its MP.

4.3.2. Artillery may never enter an EZOC.

4.3.3. A Leader unit may only enter an EZOC either if a friendly unit accompanies it or if it ends its move stacked with a friendly unit.

4.3.4. A combat unit may be subject to *Advance* and/or *En Passant* fire when it enters/leaves an EZOC. See **9**.

4.4. Stacking

A STACK consists of ONE or more units in a hex. Even ONE unit in a hex is a STACK for game purposes. Units from different formations (Infantry, Cavalry, Artillery) may not stack in a hex. Infantry may not stack with Artillery, for example.

4.4.1. All units from the **same *higher organization* (HO)** may stack in a hex. **Bear in mind, that an HO is determined by the SCALE (2.3) of the game. An HO is either a Regiment (Volume I), or Brigade (Volume II).**

4.4.2. **Leaders do not count against stacking limitations.**

4.4.3. A stack may not move through another friendly unit or stack.
   • Exception: Infantry/Cavalry may move through artillery and vice-versa.
   • Exception: See Retreat Priorities, **13.9**, in the Morale section of the rules.

4.4.4. A stack may "drop off" a unit as it moves. A unit dropped off may not move the rest of the segment. **This rule is in effect only after a stack moves at least one hex. A stack may be freely broken up before it moves, but once it does, it is subject to this "drop-off" rule.**

4.4.5. A stack may pick-up a unit as it moves if it conforms to 4.4.1.

4.4.6. *Apportioning Losses in a Stack.* A stack suffers O hits proportionately. Exception, see **9.2.5**.
   • Regardless of how they are accrued, losses are apportioned evenly in a stack
   • A unit cannot suffer a 2 O hit loss until all units in that hex have suffered at least one O hit.
   • Where there is a mix of units at varied effectiveness (Full-Strength or Reduced), a Reduced unit cannot suffer an O hit until all units in the hex have also been Reduced.

4.4.7. **In Clear terrain a maximum of 4 *strength points* (not units) or all artillery may fire. Five strength points or all artillery may participate in an Assault (Attack or Defense). Ignore any strength points in the stack over this restriction.**

4.4.8. **In the case where a stack is Assaulting from a Clear hex *into* a non-Clear hex, apply the restriction of 4.4.9, below.**

4.4.9. **In Non-Clear terrain a maximum of 3 strength points may fire and 4 strength points may Assault, both small-arms and artillery.**

4.4.10. A stack above the maximum strength points still suffers casualties proportionately.

4.4.11. A stack has both an Average Base Morale and Average Modified Morale. **See Sections for 13.1 and 13.2** for explanations of these.

4.5. Combat Unit Facing

All combat units, except Routed ones, have a facing. Position a stack so that its front, or top, faces the vertex (point) of a hex. The two hexes split by the vertex is its front. All other hexes are flanks.

4.5.1. A stack may only move, assault, or charge out its frontal hexes.

4.5.2. During an Action Segment a stack may not change facing and fire or assault. Changing facing during an Action Segment is considered movement.

4.5.3. Units assaulting or charging must be facing their targets at the *beginning* of their move. They may not change facing before assaulting or charging **nor during the Assault or Charge.**

4.5.4. All units in a stack must face the same direction

4.5.5. A stack may freely change facing during movement. However, a stack that may suffer Advance Fire may only change facing after the resolution of that fire.

4.5.6. During a *Small-Arms Segment*, small-arms units may change their facing once before firing. Only units that are firing may change their facing in this segment.

4.5.7. During an Artillery Segment, artillery units may change their facing once before firing. Artillery units that have rallied may also change facing after they have rallied.

4.5.8. Units that advance after an assault may change their facing.

4.5.9. A unit conducts ranged fire (greater than 1 hex) only through its frontal hexes.

4.5.10. Units may fire into an adjacent flank hex if they are:
- **Firing through a *protected* Abatis, or Wall hexside (not fence)**
- **Firing from a Breastwork (Volume 2 introduces Breastworks)**

4.5.11. During an Assault defending units may always fire into flank hexes (**10.1.9**). **They will be Disrupted however, so they suffer a -3 modifier.**

4.5.12. When fire splits the hex between a stack's front and flank, consider that stack to be flanked unless there is obstructing terrain in the target's flank (**8**).

4.6. Stragglers

A Stack (**4.4**) exiting a non-clear hex into another non-clear hex must make a Straggler check. The check occurs *before* the stack moves.

4.6.1. Roll a d10 for the stack.

4.6.2. On the Straggler table find the line corresponding to the average BASE morale (**13.1**) of the stack. Move across the line to the "Die Roll" column. If the number rolled on the die is equal to or greater than the Straggle number the stack suffers one (1) O hit.

4.6.3. A stack cannot suffer more than 1 O hit from a given straggle check.

4.6.4. A stack with a leader subtracts 1 from the straggle check. The leader must begin and end the segment with that stack. **Only leaders of the relevant HO (Junior, Senior, Army) affects the roll.**

4.6.5. Stacks following the exact path of a Road subtract 1 from a straggler roll. See **4.2**, Thoroughfares, for more detail.

4.6.6. A stack Entering/Exiting an EZoC subtracts one from the straggler roll.

4.6.7. A stack may defer the loss if it remains in place and terminates its move. **If may freely change facing in this instance.**

4.6.8. Note: It behooves player to concentrate his units when moving through non-clear terrain. A stack can suffer 1 O hit maximum for each hex entered. Moving units individually exposes them to additional loss since each unit must make a separate Straggle check.

4.6.9. In a situation where a stack may suffer Advance or En Passant fire (see **9**), that stack checks for stragglers before it moves. If it loses a straggler it may elect to remain in place. However, if the enemy fire is En Passant (**9.3**), *the affected stack still must suffer the fire*. If relevant, apply the modification for flanking fire.

4.6.10. Important: Artillery is exempt from Straggle checks. They may freely exit **a non-clear hex if allowed by the scenario rules.**

4.6.11. A Straggle roll of 9 ALWAYS results in a Straggle loss regardless of modifiers.

5. Combat Unit Formations

Infantry, artillery, and cavalry have only a single fighting deployment. **These are all different formations.**

5.1. Infantry Formation

Infantry units are in line battle formation; they are prepared to fire, or move or execute other actions during a friendly Action Segment, only.

5.2. Cavalry Formation

Cavalry can only be mounted and operates under the following restrictions.

5.2.1. It has full movement during an Action or Horse segment.

5.2.2. It may fire only during an Action or Small-Arms Segment.

5.2.3. It may only assault or charge *enemy cavalry* and only during an ACTION segment, never during a Horse segment.

5.2.4. It is Disrupted before the first round when assaulting from a woods hex.

5.2.5. It may not charge from, through, or into a woods hex.

5.2.6. Cavalry may retreat after the first round of assault. Cavalry may not retreat into or through EZoCs. Cavalry must follow the retreat priorities specified in 13.9. They may retreat through friendly stacks, disrupting or routing those stacks. Retreating cavalry follows the procedure below:
   a) Retreat the cavalry 3 hexes
   b) Check morale applying all modifiers.
   c) Failing cavalry in good order is Disrupted. Disrupted cavalry that fails the check is Routed. It will not retreat any further, but suffers an O hit instead.

5.2.7. Cavalry subtracts 1 from straggler die rolls.

5.3. Artillery Formation

Artillery formations have been abstracted into one deployment. However this unit-type suffers penalties to its movement based upon the proximity of enemy units.

5.3.1. Artillery may not enter an EZOC.

5.3.2. Artillery may not enter a SMALL-ARMS Minimum Fire Zone (MFZ)

5.3.3. Artillery may never Charge nor initiate an Assault.

5.3.4. It has 1 MP during a friendly Horse segment.

5.3.5. It may not enter Marsh hexes.

5.3.6. Artillery may only enter/exit an RR Embankment hex from a connected road or RR hex.

5.3.7. It must stop as soon as it enters a woods hex regardless of its remaining MPs **if allowed by the scenario custom rules. In Volume 2, Artillery is prohibited from entering non-clear hexes except along a thoroughfare.**

5.3.8. Artillery can never rout as a result of enemy small-arms or artillery fire. Artillery can rout from an Assault. See the Morale section of the rules for further details (**13**).

5.3.9. Disrupted artillery that fails a morale check due to enemy small arms fire (not Assault fire) suffers an O hit instead of routing.

5.3.10. Artillery can only fire during a friendly Artillery Segment. It can only move during a friendly Action (3 MPs) or Horse Segment (1 MP)

5.3.11. When an Artillery unit fires in an *Artillery Segment*, only, place an "ARTY FIRE" marker on it. Units with an ARTY FIRE marker may not move or change facing the very next HORSE or ACTION segment after it is placed. Remove the ARTY FIRE marker at the end of the very next Horse or Action Segment. *ARTY FIRE markers are never placed for Advance Firing an artillery unit.*
   • First Example. An Artillery unit fires in Segment A. Place an ARTY FIRE marker on it. It may not move or change facing in Segment C, Horse Segment. Remove the marker. It may move Segment G, Action Segment.

   • Second Example. An Artillery unit fires in Segment L. It may not move or change facing in Segment M, Action segment. Remove the marker.

5.3.12. When an Artillery unit moves (**i.e, enters a new hex, not just changes facing**) in either a Horse or Action segment place an "ARTY MOVE" marker. It may not fire or change facing the very next Artillery Segment, only. Remove the ARTY MOVE marker instead. Units with an ARTY MOVE marker may always Advance Fire, however treat the ARTY MOVE marker as an Advance Fire marker; the firing unit has its MFZ reduced by one hex to a minimum of one, and it suffers a -2 fire line modifier when Advance Firing.
   • First Example. An Artillery unit moves in Segment K, horse segment. Place an ARTY MOVE marker on it. It may not fire or change facing in Segment L, Artillery Segment. Remove the marker.

   • Second Example. An Artillery unit moves in Segment C, Horse Segment. Place an ARTY MOVE marker on it. It may Advance Fire in Segment F, Enemy Action), however treat the ARTY MOVE marker as an Advance Fire marker.

5.3.13. Artillery is always in command unless Routed or Isolated (**6.7, 13.7**).

5.3.14. Artillery is exempt from Straggle checks.

5.3.15. Artillery may receive the Road Bonus, as specified in *4.2.*

5.4. Routed

Combat units may Rout. Rout is an involuntary formation usually triggered by combat. It can also occur when a friendly unit retreats through a hex occupied by a second friendly unit (see Stacking, **4.4**). See (**13.7, 13.9**) for further restrictions

6. Leaders

Leaders are non-combat units whose function is to augment a unit's morale (**13.3**) and assault fire factor (**10.4**) and to command units (**6.6**). Leaders have no combat value. They do not count against the stacking limitations of hex.

There are 3 classes of leaders. From lo to hi these are: Junior, Senior, and Army.
   • **Junior Leaders are the lowest level of Commander. In V1 they represent Brigade Leaders. In V2, Junior leaders are Divisional leaders. Junior leaders affect only units of their organization, brigade or division respectively by Package. These leaders may command any units of their immediate organization that are within their Command Radius. See *The Junior Leader Command Radius* in this section. *So for example, in V1 Junior Leaders are Brigade-level and may only command units of their Brigade. In V2, Junior***

> *Leaders are Divisional and may only command units of their Division.*
> - **Senior Leaders are either Divisional or Corps respectively in V1 or V2. Senior leaders may only affect units of their Division/Corps with which they are stacked.** *So for example, in V1 Senior Leaders are Division-level and may only command units of their Division. In V2 Senior Leaders are Corps and may only command units of their Corps.*
> - **Army leaders affect any friendly unit with which they are stacked. Note that the term Army leader does not indicate a particular rank, only that the person is the overall commander of a given force.**

6.1. Leader Movement
Leaders may move every friendly Horse and friendly Action segment. *However, to be of benefit to a stack, a leader must begin and end a segment with that stack.*

6.1.1. Leaders may always accompany retreating friendly units.
6.1.2. Whenever a leader is alone in a hex and an enemy combat unit comes within two hexes of it, that leader may retreat up to its full movement allowance. Leaders never inhibit enemy movement.
6.1.3. Leaders may retreat unaccompanied through EZOCs. For every EZOC retreated out of, the enemy player rolls a die. An 8 or 9 incapacitates the leader.
6.1.4. **Leaders following the exact path of a Thoroughfare expend ½ MP, not one. This is in effect every Horse or Action Segment.**
6.1.5. **This is an *optional rule* in V1, and a *mandatory one* in V2. Junior Leaders, only, may not end a move unstacked in a hex. Junior Leaders must end their move stacked with some unit in their organization (brigade in V1 or division in V2). Senior and Army leaders are under no such constraint.**

6.2. Leader Incapacitation
Fire or assault combat may incapacitate a leader stacked with units subject to that attack.

6.2.1. Leaders may never be the target of enemy fire.
6.2.2. Whenever a leader is stacked with a unit that receives an O hit there is a chance that the Leader will be incapacitated. The enemy player rolls the die to determine leader casualties.
- For fire combat, a die roll of 9 incapacitates the leader.
- During an assault, a die roll of 8 or 9 incapacitates the leader.
6.2.3. Leaders can be incapacitated by O hits caused by a multiple D combat results.
6.2.4. **A Leader may have to check for Incapacitation multiple times during an assault or fire. A leader must check for incapacitation *each time* his stack suffers an O hit (for any combat).**

6.2.5. Incapacitated Army **and Senior** leaders are never replaced. Remove these commanders from play.
6.2.6. Incapacitated **Junior leaders** are replaced at the end of the NEXT friendly action segment after incapacitation. Example: A leader incapacitated in the first friendly action segment of a turn would be replaced at the END of the second friendly action segment of the same turn.
6.2.7. Flip a **Junior leader** unit to its incapacitated side when it is replaced.
6.2.8. A **Junior** leader may be replaced one time. Remove reduced leaders from play when incapacitated a second time.

6.3. Leaders, Morale, and Rally
In order for a unit to derive any benefit from a leader, it must begin and end the segment stacked with that leader.

6.3.1. A stack with a leader has its morale increased by 1.
6.3.2. Disrupted and routed units stacked with a leader automatically rally.
6.3.3. **Junior leaders may rally only units from their organization (Brigade or Division depending upon the Package).**
6.3.4. Army leaders may rally any unit with which he is stacked.
6.3.5. **Senior leaders may only rally units of their organization (Division or Corps, depending upon the Package).**
6.3.6. Any leader may rally Artillery.
6.3.7. An appropriate leader effects a stack's Straggler check (**4.6**) if it accompanies that stack for its entire move.

6.4. Leaders and Assaults
A stack receives a +1 line modification when involved in an assault with a friendly leader. In cases where each side has a leader involved in the assault, both sides receive the modification.

6.5. The *Junior* Leader Command Radius (CR)
All Junior leaders have their command radius printed on their counter. Generally, ordinate units are in command if they are within the CR of the selected leader.

6.5.1. **Junior Leaders may only command units of their own organization.**
6.5.2. When determining the command radius, count the hex of the unit in question, but not the Junior leader's hex.
6.5.3. A command radius may not be traced through an EZOC un-occupied by a friendly unit.
6.5.4. A command radius may not be traced though an enemy occupied hex.
6.5.5. Command Control is determined at the beginning of every friendly *Action* Segment.

6.5.6. Army or Senior Leaders may only command units with which they are stacked. Senior Leaders may only command units of their own organization.

6.6. Out of Command Effects
Being out of command severely hampers a unit's activities.

6.6.1. Units out of Command may not:
- Charge or Assault.
- Enter an EZOC.
- Enter an enemy MFZ.

6.6.2. Stacks out of Command have their *modified* morale reduced by one (in addition to other possible effects).

6.6.3. Note: Stacks that are out of command but that had begun the segment in an EZOC or MFZ are not obligated to move away from the enemy.

6.6.4. Other than the above restrictions, a unit's ability to conduct Actions is unaffected by Command Control.

6.7. Units Isolated From Command
Under some circumstances, a unit may be isolated. A unit is isolated if it is surrounded by enemy units or their ZoCs unoccupied by a friendly unit at the beginning of an enemy action segment.

6.7.1.   Isolated stacks may move 1 hex, maximum.

6.7.2.   Isolated stacks do not have an EZOC.

6.7.3.   Isolated stacks may never be placed in command.

6.7.4.   Isolated stacks have their morale reduced by 2.

6.7.5   Isolated stacks are Disrupted.

6.7.6   Isolated units may NOT rally.

6.7.7.   Isolated stacks that fail any Disorganization check suffer 2 O hits and rout. If they cannot move because enemy units surround them, remove them from the map and consider them destroyed.

7. Unit Action – Fire

7.1. General Rules
All combat units have a *Fire Zone* (*FZ*) that extends out their front hexes to their maximum range. A unit's FZ is determined by its Unit Type and by its Line of Sight (LoS) (**8**). Be sure to differentiate between a Fire Zone and a Minimum Fire Zone (*MFZ*) (**9.1**)

7.1.1.   Fire beyond a unit's maximum range is not allowed. See the Combat Reference for weaponry ranges.

7.1.2.   A unit may be subject to more than 1 fire attack per segment.

7.1.3.   A unit may never fire at more than one target.

7.1.4.   Four small arms strength points may fire out of a clear hex or all artillery SPs.

7.1.5.   Three SP may fire out of a non-clear hex, both small arms and artillery.

7.1.6.   The appropriate units may fire every friendly Artillery, Small Arms and/or Action Segment.

7.1.7.   Stacked units may **NOT** fire separately.

7.1.8.   Only stacked units may combine for fire. Different stacks may never combine in a single fire. Fire effects are applied immediately against a target.

7.1.9.   Combine all strength points firing from a hex into a single total. So if a stack contained 3 units in a hex totaling 4 SP, their *Base Fire Factor* would be 4. This Base Fire Factor may be further modified by the *Range Factor* (see below).

7.2. General Fire Procedure
Count the hexes from the firing stack to the target **stack** (count the target's hex, but not the firing **stack's** hex). This is the Firing Range.

7.2.1.   Proceed to the RANGE FACTOR TABLE, beneath the Combat Results Table.

7.2.2.   Cross-reference the firing range to the stack's weapon type. The weapon types include, Infantry (Inf), Cavalry (Cav), Irregular (Irg), and Artillery (Art). The resulting number is the range factor.

7.2.3.   When calculating a **stack's final fire factor,** round all fractions DOWN; i.e. drop all fractions.

7.2.4.   Multiply the stack's Base Fire Factor by the Range Factor.

7.2.5.   This last figure is the stack's *Final Fire Factor,* or simply Fire Factor. A stack can never have a Fire Factor of less than zero.

7.2.6.   The formula for determining a stack's fire factor is printed on the Combat Tables Reference.

7.2.7.   Proceed to the Combat Results Table. Find the line that corresponds to the stack's fire factor. Modify the line according to the Line Modifiers Schedule under the heading FIRE ONLY.

7.2.8.   A negative modifier decreases the Fire Factor line (i.e. move UP the combat table). A positive modifier increases the Fire Factor line (move DOWN the Combat Table). All modifiers are cumulative. In situations where additions and subtractions must be made to the fire line, make all additions before any subtractions.

7.2.9.   Roll the d10. Move across the fire factor line until you come to the column in which the number rolled lies. The column heading is the Combat Result.

7.3. Fence Lines, Stone Walls and Abatis

7.3.1.   Fence, Abatis, and Wall lines (collectively called Fence Lines) follow the contours of a given hex, however they are wholly included inside that hex. Only units inside, or protected by, a Fence Line and that direct their fire through that line derives the +1 CRT Modifier (**7.4**).

7.3.2. Units behind a Fence Line potentially have an MFZ of 2 hexes. See (**9.1**) and the *FAQ* at the end of this document.

7.3.3. Stone Walls and Abatis (*only, NOT Fences*). Units directly behind an Abatis or Strone Wall accrue additional advantages listed below. Note that like fences, Stone Walls and Abatis only protect units that are enclosed by that feature.

• Increase the morale of stacks by one when the fire or assault is through an *Abatis* hex (only) side. Units behind a stone wall or fence do not receive this advantage.

• **Stacks may fire into an adjacent flank hex if that fire is directed through a protected wall or abatis (NOT fence).**

• Assaulting units suffer a -1 modifier when they fire or assault through an Abatis or Stone Wall.

7.4. Fire Line Modifier Explanation
See the Combat Table Reference.

7.5. Combat Results
• **NE**: The fire has had no effect.
• **D**: the stack is DISRUPTED. A stack may attempt to take an Organization (O) Hit in lieu of the Disruption by checking its average modified morale (**13.2**). If it passes this check it takes the O Hit and remains in good order. If it fails the check it remains Disrupted. *Note:* The only time a stack may attempt to take an O hit instead of the Disruption is when it receives a "D" combat result. If it is Disrupted for any other reason, it must take that Disruption. A Disrupted or Routed stack receiving a D combat result treats that result as 1 O hit. A Reduced unit with 2 O hits suffering a "D" result ***must*** take that Disruption. See **section 13** for more detail about Morale Checks.

• **1:** *One unit* in the stack suffers 1 Organization Hit. Check for Disorganization. If the roll is less than, or is equal to, its average modified morale, then there is no additional effect. If the roll exceeds its morale it is Disrupted or Routed, depending upon its previous state of disorganization.
• **2:** The stack suffers 2 O Hits. As (1) above.
• **3:** The stack suffers 3 O Hits. As (1) above.

Note that O hits get applied against the stack NOT AGAINST *each* **unit in a stack. So a stack with 3 units suffering 1 O hit gets one hit max applied to the stack.**

See *Apportioning Losses* in the Stacking section of the rules for further considerations (**4.4.6**).

7.6. Recording Losses
Losses are recorded by using the number chits. Every time a unit suffers an O hit, place a number counter equal to the total

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Abatis Example

The 3AL has a potential MFZ into the blue star hexes, subject to LoS (up to 2 hexes if directed from a protected hex through an abatis hexside, even a non-adjacent one). Artillery would have an MFZ of up to 3 hexes (red stars) in this case.

The 3AL receives a +1 column modifier when firing at the 5ME. If it fired at the 5VT it would not receive this modifier. A unit only receives the modifier when its fire is directed from a protected hex and through an Abatis hexside.

The 5ME suffers a -1 column adjustment to its fire. The 5VT does not suffer the column adjustment; although it is firing into a protected hex it is not firing through an Abatis hexside.

The 3AL receives a +1 morale bonus for all combat (assault or fire) initiated by the 5ME. It does not receive this modifier for combat initiated by the 5VT.

number of O hits taken beneath it. For example, a unit that receives 1 O hit will have a "1" O hit counter beneath it. If it suffers another O hit, flip the O hit counter to its "2" side. When a unit at full effectiveness suffers its third O hit, remove the O hit counter and flip it to its reduced effectiveness side. A unit at reduced effectiveness that suffers its third O hit is removed from the map; it is destroyed for game purposes.

7.7. *Artillery Round Shot and Shell vs Personnel*

Artillery firing at a range of 2 or more hexes is shooting round-shot and shell at the target.

7.7.1.   Use the parenthesized combat results on the CRT.
7.7.2.   When firing round shot and shell, artillery never receives the +1 modifier for firing at a unit in clear terrain. This modifier is in effect for small arms and canister fire, only.

7.8. *Artillery Canister Fire vs Personnel*

Artillery firing at a range of 1 hex is firing canister at the target; do NOT use the parenthesized results on the CRT. The artillery receives the +1 for canister fire and the +1 modifier for clear terrain if applicable.

7.9. *Artillery vs. Artillery*

7.9.1.   When Artillery fires at Artillery, use the non-parenthesized combat results.
7.9.2.   Artillery does not receive the -1 modifier when fired upon by other artillery.

8. Line of Sight (LoS)

For units to engage in ranged fire (combat at greater than a 1 hex range), they must be able to see each other; they must have a Line of Sight (hereafter LoS).

8.1. General Rules

To determine LoS, a straight line is traced between the center of the firing unit's hex and that of its target. Use any straight-edge to do this (a rubber band or string stretched between the sighting units works best).

8.1.1.   The possible obstructions to a LoS are woods, marsh hexes, elevations, and other combat units.

8.1.2.   If there is an OBSTRUCTED hex between the two units then LoS does not exist between them and fire is not possible.

8.1.3.   If there are no obstructions between them then a LoS exists and fire is possible.

8.1.4.   In cases where the LoS intersects the hexside between an obstructed and an unobstructed hex, then the LoS is not blocked **in most scenarios. A scenario's custom rules will state any exceptions to this rule.**

8.1.5.   LoS may be traced INTO but not THROUGH an obstructed hex.

8.1.6.   Units may always fire into an adjacent hex, subject to their facing.

8.2. Elevations and Obstructions

There are two heights on the map, elevations and non-elevations. Elevation hexes include hexes immediately behind a slope hexside and RR Embankment hexes. Non-elevation hexes are everything else.

8.2.1.   *CASE 1*. When the sighting units are on non-elevation hexes, then any obstruction between them blocks line of sight

8.2.2.   *CASE 2*. When sighting between units on different elevations, then any obstruction between the two units blocks LoS if that obstruction is closer to the lower unit than the higher one, or is equidistant between the two.

8.3. Artillery Sighting Down a Slope: Artillery No LoS Fire

Artillery could lob shells towards units it couldn't see in some cases. Artillery sighting directly down a slope (the first hex along the LoS is lower than the artillery), has a max range of 8 when firing at units on *lower* terrain. Artillery firing at a range of 7 or 8 *does not* receive the plunging fire bonus for firing at units on lower terrain.

8.3.1.   Units sighting directly down a slope will never have their LoS blocked against units on lower terrain. They may see through and into woods hexes, or through **other units friendly or unfriendly**. **No LoS fire is not possible if there are friendly units adjacent to the target regardless of whether the fire is traced through those friendly units or not.**

8.3.2   A hex equal to the artillery's elevation blocks LoS when sighting to the 7-8 hex range. The target must be lower than the firing arillery.

8.3.3   Any hex along the LoS that is higher than the lower unit(s) blocks No LoS fire.

8.3.4   On any other elevation, Artillery's max range is six (6) and all LoS restrictions apply.

8.3.5   The maximum fire line for No LoS fire is 0. The target subtracts 1 from any morale check (defender's advantage).

9. Advance/En Passant (In Passing) Fire

Fire that occurs during an enemy Action or Cavalry segment is known as Advance Fire or En Passant Fire.

9.1. The Minimum Fire Zone
All un-routed units have an MFZ of 1 or 2 hexes depending upon their state of disorganization and line of sight.

9.1.1.   Players should note the difference between a Fire Zone (**7.1**) and a Minimum Fire Zone. A fire zone extends out a unit's front to its maximum range. A Minimum Fire Zone extends out a unit's *front*, **and possibly out its flank**, into selective hexes. Movement into a unit's MFZ will usually trigger fire from that unit.

*9.1.2.   **Routed** units do not have an MFZ.*

*9.1.3.   **Disrupted** units and units on a non-elevation hex have an MFZ of 1 hex.*

9.1.4.   Infantry on an elevation have an MFZ of two hexes if they are sighting into non-elevation hexes **and they are in good order**.

9.1.5.   Cavalry never has an MFZ greater than 1 regardless of their elevation or other terrain.

9.1.6.   Infantry units behind Abatis, Stone Walls, or Fences have an MFZ of 2 hexes if that fire is projected through a protected hex side **and they are in good order**.

9.1.7.   Units behind an Abatis or Stone Wall have an MFZ into an adjacent FLANK hex if they are in good order and the fire is directed through a protected hexside.

9.1.8.   Artillery has a MFZ of two, subject to its LoS, state of organization, and placement of an Advance Fire marker.

9.1.9.   A unit's MFZ is never greater than the closest UN-DISRUPTED, UN-ROUTED enemy unit. A unit whose MFZ is normally 2 hexes and that has an un-disrupted enemy unit adjacent to it has an MFZ of 1 hex.

9.1.10.   An MFZ extends into but never through woods or marsh hexes unless such hexes are below both the target and the firing unit.

9.1.11.   An MFZ never extends into a hex to which a unit cannot "see." Refer to Line of Sight (**8.1**).

9.1.12.   The results of Advance or En Passant fire take effect immediately against a unit. All units that had declared fire against an enemy unit may fire at it even if the first fire caused it to rout.

9.1.13.   Apply fire effects sequentially; if a fire caused a target to disrupt, apply all following fire against that target in its disrupted status. Similarly, if a fire causes a unit to Rout, keep the unit in place until resolving all additional fire against it. Apply all fire against that target in its routed status.

9.1.14.   In a situation where a stack must check for stragglers, that stack checks for stragglers then suffers the fire. If it loses a straggler and elects to remain in place (4.6), it still must suffer the fire *if* the fire is En Passant (9.3). If the fire *is not* En Passant, the fire does not occur. If relevant, apply the modification for flanking fire.

9.1.15.   In cases where a unit is suffering En Passant fire AND it would have changed facing in order to move, it is fired at as if FLANKED. However it can readjust its facing after the fire, even if it remains in place. Any facing changes will subject the unit to flanking fire even though that change may not have exposed a flank.

9.2. Firing at Advancing Units (Advance Fire)
Advance fire is resolved as soon as an enemy unit or stack enters a hex in a friendly MFZ. A friendly unit may Advance fire each time an enemy unit enters a hex in its MFZ.

9.2.1.   All units that will fire at an advancing unit must be declared as soon as they are eligible for that advance fire.
  • A player cannot wait to see the effects of his advance fire before declaring that other units will also advance fire at a given unit.
  • This declaration is made once for each hex a unit advances in an enemy MFZ. A unit that declines to advance fire at a unit in one hex DOES NOT forfeit the privilege to fire at that same unit if it moves into a different and closer hex.

9.2.2.   A unit may execute Advance Fire as many times as it is eligible in a segment. It may Advance Fire at more than one unit or stack in a segment, including units that enter a hex whose occupying units had already been subject to Advance Fire.

9.2.3.   Units retreating or moving laterally through an MZF may not be subject to Advance Fire. Units must be advancing (that is, be moving closer to some enemy unit) to be subject to Advance Fire. **Changing the facing alone of a unit will not trigger Advance Fire.**

9.2.4. The Advance fire and normal fire procedures are identical. The firing unit receives the +1 Advance Fire line modification on the Combat Table. See the Fire rules, section **7**, for particulars about the fire routine.

9.2.5. A unit entering a friendly occupied hex that suffers an O hit from Advance Fire always suffers that casualty regardless of the other losses in the hex. This is an exception to Apportioning Losses (**4.4.6**). For density purposes count all units in the hex, not just the moving one.

9.3. En Passant (In-Passing) Fire
A unit that exits an EZOC may be subject to En Passant Fire. This fire, unlike Advance fire, is executed *before* a unit moves.

9.3.1. All units that will execute En Passant fire at a unit must be declared as soon as they are eligible for that fire. See 9.2.1, above.

9.3.2 All units eligible for En Passant fire must declare their intention before any unit fires.

9.3.3. *Any* facing change by the moving unit subjects it to flanking En Passant Fire. Remember that units may only move out frontal hexes so usually a unit will be flanked for this case.

9.3.4 A stack retreating out of an MFZ due to ROUT may not be subject to En Passant fire.

9.3.5 Units executing En Passant fire do NOT receive the Advance fire line modification.

9.3.6 A unit may En Passant fire as many times as it is eligible in a segment.

9.3.7. A unit may execute both Advance and En Passant fire in a particular segment, but never against the same stack.

9.3.8. Only a stack whose ZOC is exited may En Passant fire at that moving enemy stack.

9.3.9 Refer to the normal fire procedure for further details on En Passant fire (**7**).

9.4. Effect of Advance Fire Markers

9.4.1. Place an Advance Fire (AF) marker on a unit the first time it executes advance, En Passant, or Pre-Assault fire in a given segment.

9.4.2. Units with AF markers receive a -2 fire line modification when firing.

9.4.3. Units with ADVANCE FIRE markers on them may not fire in the next friendly SMALL ARMS or ARTILLERY segment after the segment in which they are placed. Thus, Advance fire markers placed on CSA units in segment G, USA Action Segment, would not allow fire by those units in segment I, CSA Small Arms Segment.

9.4.4. Units with AF markers *may* fire in a friendly Action segment following placement **suffering the -2 modifier.**

9.4.5. Units with AF markers on them have an MFZ of 1 hex.

9.4.6. All Advance fire markers are removed at the end of every friendly Action, **Small Arms (small arms units) or Artillery (Arty only) segment.**

10. Unit Action – Assault

During an assault, combat occurs in 3 or fewer rounds between adjacent stacks. Only stacks **in good order and** adjacent to an enemy stack at the beginning of a friendly Action segment may assault.

10.1. General Rules
Assault is similar to fire combat, except that assaulting units may fire one or more rounds at defending units. The assaulting units may also incur losses due to enemy return fire.

10.1.1. The assaulting and defending stacks must be in adjacent hexes.

10.1.2. Stacks in different hexes may assault the same hex in a particular segment, but never as a combined strength; they must assault separately.

10.1.3. Units of the same higher organization that are stacked together must combine their strength when assaulting the same hex; if they assault separately then they may NOT assault the same hex.

10.1.4. Units stacked together need not assault the same hex. They may assault different hexes or attempt completely different actions. One unit in a stack that is assaulting in no way forces units stacked with it to also assault.

10.1.5. A unit may not assault more than one hex; a unit may assault 1 hex per segment.

10.1.6. A hex may be assaulted more than once per segment.

10.1.7. During an assault, small arms units (attacking and defending) have a range factor of three.

10.1.8. Artillery has a range factor of 1 when defending against an assault.

10.1.9. Defending units assaulted from a flank hex are Disrupted BEFORE the first round. Disrupted units assaulted in their flank suffer no additional effect. These units *may* fire during an assault **suffering the -3 modifier for Disruption**.

10.1.10. Disrupted and Routed units may never initiate an assault.

10.1.11. Artillery may never initiate an assault.

10.1.12. Units with zero strength points may not initiate an assault.

10.1.13. When using the Skirmisher optional rule (14.1), Skirmishers may not assault.

10.1.14. Units initiating assault from a marsh or creek hex are disrupted before Pre-Assault fire is calculated.

10.1.15. Attacking units are automatically Disrupted at the conclusion of the assault. Attacking units that had been previously disrupted suffer no additional effect.

10.1.16. Assaulting stacks have their modified morale temporarily increased by 1 for the assault. Charging

units do not receive this bonus. The do however receive a charge morale bonus, which is, in effect, the same thing. (**11**). The morale bonus is in effect for both the Assault and for any Advance Fire effects suffered by the Assaulting/Charging unit. To receive the charge bonus as stack must be in Good Order (section 13).

10.1.17. A maximum of 4 SPs (of all formations) may participate in an assault when the defender's hex is a non-clear hex. Ignore any SPs above that maximum for calculating the fire factor. The 4 SP maximum affects both the attacker and defender.

10.1.18. A maximum of 5 SPs or ALL artillery may participate in an assault if the defender's AND assaulter's hex is clear.

10.1.19. When apportioning losses always do so evenly, even against units not able to participate in that assault because of SP limitations.

10.1.20. A unit must assault three rounds unless it or its target routs.

10.1.21. Cavalry may only assault other cavalry unless specifically overridden in a scenario's Custom Rules.

10.2. Pre–Assault Fire

Before the assault begins, the defending unit(s) may attempt Pre-Assault Fire. Refer to the general fire procedure.

10.2.1. Units making pre-assault fire DO receive the +1 ADVANCE fire line modifier.

10.2.2. Disrupted units may attempt Pre-Assault Fire. Routed units may not Pre-Assault fire.

10.2.3. Generally, a stack may only Pre-Assault Fire through its frontal hexes.

10.2.4. Exception: A stack in good order may pre-assault fire into an adjacent flank hex if that fire is directed through a protected wall or abatis hexside.

10.2.5. A unit may Pre-Assault Fire as many times as eligible.

10.2.6. Pre-Assault fire *does* count as Advance fire.

10.2.7. Advance Fire markers have no effect upon a stack's fire factor once the assault rounds begin.

10.2.8. Units suffer all applicable modifiers when conducting pre-assault fire.

10.2.9. A stack disrupted by pre-assault fire must continue its assault.

10.3. Assault Procedure

An assault is conducted in 1 or more rounds. Both attacker and defender fire during an assault. All fire is simultaneous. Use the fire procedure outlined above and the line modifiers under the ASSAULT ONLY heading on the Combat Table Reference.

10.3.1. When both the attacking and defending unit must check morale due to an assault result, the attacker always checks first.

10.3.2. An attacking stack disrupted during the assault may not break off the assault. It must continue all three rounds.

10.3.3. It is possible for both the attacker and the defender to rout due to assault combat.

10.4. Assault Line Modifiers

See the Combat Tables Reference. Use the modifiers for Assault, not Fire.

10.5. Routing From an Assault

Any unit that routs from the assault loses an additional O hit. This applies to the attacker as well as to the defender. *Exception:* Artillery suffers 2 O hits when routing from an assault.

10.6. Advance after Assault

A hex that has been vacated by a defending stack must be advanced into by the assaulting stack.

10.6.1. A stack that advances after an assault may freely change its facing.

10.6.2. A stack *may not* be subject to Advance or En Passant fire when advancing after an assault.

10.6.3. A Stack need not check for Stragglers (**4.6**) when advancing after an Assault.

10.7. Assault results

See Combat Results, in the Fire section of the rules (**7.5, 7.6**) with the following exceptions:

10.7.1. Artillery suffers twice the losses specified by a result. A one O hit combat result, for example, causes the artillery to suffer 2 O hits.

10.7.2. A "D" combat result causes artillery to Disrupt and suffer an O hit.

10.7.3. Artillery that attempts to take an O hit in lieu of the Disrupt takes the O hit first, then checks to see if it can take the Disrupt. If it succeeds, it suffers an additional O hit.

11. Unit Action – The Bayonet Charge

The bayonet had an important psychological effect on the battlefield, and a well-timed charge was often enough to break the morale of a surprised or weakened foe. A Charge combines Movement and Assault operations (in that order). A Charge enables a friendly stack to move adjacent to an enemy stack and then assault it during that same action. NOTE: a stack that begins a friendly Action segment adjacent to an enemy stack MAY NOT CHARGE (see 11.1.8).

11.1. Designating/Initiating Charge

11.1.1. Charges occur during a friendly Action segment. All charges must be designated before any friendly units

conduct a single action. Once even one unit has conducted an Action then no charges may be initiated.

11.1.2. Eligible infantry may charge any type of enemy stack, including enemy infantry, cavalry, or artillery. Eligible cavalry may only charge enemy cavalry (see 5.2).

11.1.3. At least two *eligible* units from a higher organization must be stacked together to declare a charge. *Ineligible* units include:
  • Reduced Units with 2 O hits;
  • Units with a zero base fire factor.

11.1.4. Disrupted stacks may not charge.

11.1.5. One unit in a hex that has been designated for a charge in no way obligates units stacked with it to also charge. Those units may conduct other Actions, as the owning player sees fit as long as at least 2 units from a stack charge together.

11.1.6. Use charge markers to designate charging stacks.

11.1.7. The owning player must designate a target, enemy occupied hex for the charging stack. This hex must be *two hexes* from the stack initiating the charge.

11.1.8. Stacks adjacent to an enemy stack at the beginning of a friendly Action segment may not declare a charge. They may assault normally, however.

11.1.9. Stacks in different hexes may designate the same target, but these charges must be resolved separately.

11.1.10. Stacks may not designate charges from, into, or through marsh or creek hexes.

11.1.11. A stack may only charge a hex to which it is faced at the beginning of that friendly Action Segment. In the example above, the Union stack may designate the dark grey hexes for a charge.
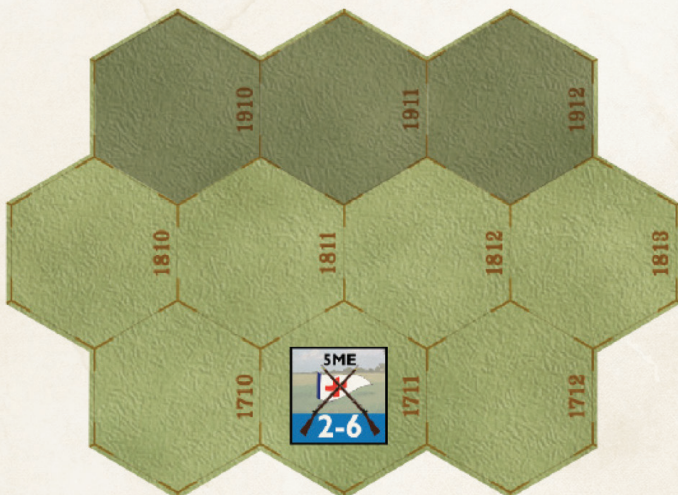
11.1.12. A unit may not change facing **before or during** a charge.

11.1.13. Charging stacks in good order have their morale increased by one. They *do not* also receive the assault morale bonus. The maximum morale bonus is one. See **(10.1)**.

11.2. Charge Movement

When it moves, a charging stack must proceed in the most direct manner possible toward its target.

11.2.1. Units may not charge over friendly units. When they move, they must have a clear path to their target. Charging units that do not have a clear path may not charge. They must remain in place.

11.2.2. When a charging stack moves it must follow the "easiest path" to its target. Charging unit may not enter a woods hex when it could move into a clear (and perhaps more exposed) hex instead.

11.2.3. Charges may be resolved at any point in a friendly Action Segment, before or after other units conduct actions.

11.2.4. Charging units may be subject to both advance and pre-assault fire. Units firing at a charging unit receive a +1 line modification. This is in addition to the +1 modification for advance and/or pre-assault fire.

11.2.5. Charging units cannot suffer stragglers. There is no need to make a Straggle check for charging units.

11.3. Charge and Assault

Charging units that have moved adjacent to their target hex must assault. This assault occurs as soon as the charging unit comes adjacent to its target. Charging units receive a +1 fire line modification when assaulting. They lose this modification if disrupted at any time.

11.4. Charging a Non-Targeted Hex

11.4.1. Charging units that have had their target hex vacated by enemy units may charge any hex adjacent to its target if they could have legally designated that hex as their target at the beginning of the segment. In this case it MUST charge that enemy unit or remain in place.

11.4.2. A charging stack that has lost its target because of 11.4.1 and which have no other eligible targets is free to move normally.

11.5. Remaining in Place

Units designated to charge may remain in place. However, they become automatically Disrupted.

11.6. Charges and Disruption

Units disrupted while charging must continue to charge. Only when they route will they break-off the charge.

11.6.1. Units disrupted while charging have their charge marker removed. They lose the +1 assault fire line bonus for Charging.

11.6.2. Non-reduced units with less than 2 O hits may always take an O hit in lieu of a D combat result; they need not check morale when receiving this result.

11.6.3. Charge markers are removed at the end of a unit's move and it is automatically disrupted. Units that had been disrupted during the charge suffer no additional effect.

12. Unit Action – Regroup

A unit at Reduced or Full effectiveness may attempt to recover 1 O hit by *Regrouping*.

12.1. General Rules

12.1.1. To Regroup a unit must be at least 3 hexes from the nearest enemy unit.

12.1.2. Each unit in a stack may attempt to regroup.

12.1.3. Only units with 2 O hits may attempt to regroup. Units with 1 O hit are not eligible to regroup.

> **12.1.4.** Routed/Disrupted units may not Regroup.

12.1.5. Reduced units may NOT flip to their full strength side by regrouping.

12.2. Regroup Procedure

12.2.1. Roll a d10 and compare the roll to the regrouping unit's BASE MORALE.

12.2.2. Subtract 1 from the roll if stacked with a leader.

12.2.3. If the roll is less than or equal to the unit's base morale (modified by a leader, if applicable) the unit recovers 1 O hit.

12.2.4. A stack that attempts to Regroup may change facing after its attempt whether successful or not.

13. Rally and Morale

Units that are **DISRUPTED** or **ROUTED** need to be rallied to resume normal function. Consider units that are Disrupted or Routed to be **Disorganized**. A stack that checks morale is making a **Disorganization Check** regardless of whether it is in Good Order (not Disrupted or Routed), or whether it is already Disorganized. NOTE: The rules use the terms **Disorganization Check** and **Morale Check** interchangeably. Stacks check morale rather than individual units. Remember, for game purposes, a stack may consist of a single unit.

13.1. Calculating the Average Base Morale of a Stack

When checking for Stragglers (**4.6**) use a stack's Average Base Morale unmodified by O hits. An Average Base Morale is the sum of the base morales of each unit in a stack divided by the number of units in that stack. Round all fractions DOWN.

13.2. Calculating the Average Modified Morale of a Stack

In some cases the rules reference a stack's AVERAGE MODIFIED MORALE. Calculate a stack's Modified Morale using this procedure.

13.2.1. Calculate the modified morale of each unit in a stack by subtracting any O hits a unit has suffered from its Base Morale. For example 2 units with a Base Morale of 5 are stacked in a hex. One unit has suffered an O hit. Its *modified morale* is 4 (5-1=4). The other is clean. Its *modified* morale is 5 (5-0=5). The Average Modified Morale of the stack is 4 ((4+5=9)/2=4.5, rounded to 4).

13.2.2. Now refer to the Morale Modifiers schedule on the Movement and Morale Reference. Amend the stacks Average Modified Morale appropriately. For example if the stack above contains a leader, add 1 to the Average Modified Morale of the stack. The stack would have an average modified morale of 5.

13.2.3 A stack cannot have a modified morale of less than 0 (zero).

13.3. Unit Morale

Whenever a stack checks for Disorganization the player rolls a d10 and compares the number rolled to its *average modified morale (13.2)*. If the number is less than or equal to its average modified morale, then it passes the check. If the number exceeds its average modified morale, the unit becomes Disorganized (Disrupted or Routed).

13.3.1. Generally, stacks in good order that fail a morale check become Disrupted.

13.3.2. Disrupted stacks that fail a morale check, Rout. However, see (**13.4**) below.

13.4. Artillery Morale Exceptions to (13.3)

The following morale rules apply to Artillery only.

13.4.1. Artillery that is disrupted and that fails a morale check routs if that check occurred during an assault, only. Artillery will never rout because of enemy non-assault fire.

13.4.2. Disrupted artillery that fails a morale check caused by enemy fire suffers an O hit instead of routing.

13.5. Morale Modifiers

See the Morale Modifiers Schedule on the Movement and Morale Reference.

13.6. Effects of Disruption

13.6.1. Disrupted units may not initiate an assault.

13.6.2. Disrupted units may defend in an assault with a -3 fire line modification.

13.6.3. Disrupted units may fire with a -3 fire line modification.

13.6.4. A disrupted stack receiving an additional D result suffers a 1 O hit loss instead (i.e., 1 O hit for the stack, not for every unit in the stack).

13.6.5. Disrupted units that fail a morale check rout. However, see Artillery exceptions for other considerations (13.4).

13.6.6. Disrupted units have an MFZ of 1 hex.

13.7. Effects of Rout

13.7.1. Routed stacks may never fire, assault, or charge.

13.7.2. Routed stacks do not have a ZOC.

13.7.3. Routed stacks are always considered flanked for fire purposes.

13.7.4. When forced to check for Disorganization, they automatically rout, suffering an O hit.

13.7.5. Routing stacks moves 3 hexes towards a friendly board edge.

13.7.6. Routed Cavalry and Artillery may not move or rally in a Horse Segment. They may only attempt to **recover from disorganization** or execute rout movement during an Action Segment. **Artillery may also attempt to recover during an Artillery Segment.**

13.7.7. Routed units never check for stragglers.

13.8. Rally Procedure

To rally a stack, the player rolls a die and compares the die roll to its average modified morale (**13.2**). If the roll is equal to or less than the stack's average morale, it recovers organization. If the die roll exceeds its morale, it fails to recover from Disorganization. See the Morale and Movement Reference for Morale Modifiers.

13.8.1. Disorganized units stacked with appropriate leader need not roll a die. These units automatically rally.

13.8.2. Disrupted units that fail to Rally remain Disrupted. Stacks that are routed and that fail their rally check retreat 3 hexes towards a friendly board edge and remain routed.

13.8.3. A stack is never compelled to Rally. Routed units that choose not to rally, retreat as outlined below.

13.8.4. A stack of Routed units must retreat together.

13.8.5. IMPORTANT: A unit may never rally in the same segment it became disorganized (Routed or Disrupted).

13.8.6. Stacks may not rally in the same segment that they had executed Rout movement.

13.8.7. Routed stacks that fail to rally in an Action Segment suffer an O hit. Units that voluntarily fail to rally execute rout movement and suffer an O hit.

13.8.8. Routed units that recover do so directly to good order.

13.8.9. Rallied stacks may change facing after their recovery attempt.

13.8.10. EZoCs do not affect a stack's ability to rally.

13.9. Retreat Priorities

A unit executes a retreat when it is ROUTED.

13.9.1. A stack must move 3 hexes within these conditions:

- Retreating stacks must move generally away from enemy units. They must keep the most distance possible between themselves and enemy units **AND**

- They must move towards a friendly board edge. The given scenario determines friendly board edges. See the specific rules for each game.

13.9.2. Retreating units may swerve around friendly units, but only if they conform to the conditions listed above.

13.9.3. Units unable to retreat, i.e. they are surrounded by enemy units, automatically surrender. Place these units in the DESTROYED UNITS pile.

13.9.4. Retreating units immediately stop on a friendly board edge, ceasing all movement that segment. These units have one more segment in which to rally.

13.9.5. Retreating units that begin a segment on a friendly board edge and that fail to rally rout off the board. Units that rout off the board may never be brought back into play. These units count for Victory Points as if they had been destroyed.

13.9.6. For every EZOC a unit or stack retreats out of after the first one, it suffers an additional O hit. For this purpose, an EZOC exerted by more than one unit counts as a single EZOC. A unit or stack can never suffer more than 1 O hit for retreating out of a given hex.

13.9.7. Units may never end a retreat in an EZOC. Retreat them an additional hex, or more if necessary.

13.9.8. Retreating units that enter a hex containing disorganized units routs those units; immediately retreat them three hexes.

13.9.9. Retreating units that enter a hex containing friendly units in good order causes those units to be disrupted.

13.9.10. When a stack ends a retreat over-stacked in a hex, retreat that stack an additional hex and give it an O hit. Over-stacking does not occur if the hex retreated into contains Disrupted units. These unit would immediately rout so the original routing unit would not have to retreat the additional hex.

13.9.11. A stack may retreat more than once a segment. It is certainly possible for a unit to retreat 6 or more hexes a given segment! A unit or stack that is forced to retreat more than once in a segment suffers an O hit each additional time it retreats

13.9.12. The owning player always decides how to retreat his units in anomalous situations.

14. Optional Rules

The following rules are optional in this battle manual. In some games these may appear as mandatory rules, or they may be disregarded altogether. Consult the specific scenario rules about whether to implement these sections, voluntarily or not.

14.1. Skirmisher
Recommended but optional for Volume 1, mandatory in Honey Springs, and not implemented in Volume 2 (do not use).

14.1.1. A single infantry unit in a hex with a strength of 0 or 1 is considered a SKIRMISHER.

14.1.2. Skirmishers may not assault.

14.1.3. They are never flanked by small arms fire. They can be flanked by Assault, however.

14.1.4. They may fire out any hexside.

14.1.5. Their MFZs extend into adjacent flank (*not rear*) hexes.

14.1.6. Fire directed against a skirmisher suffers a -1 modifier. Skirmishers being assaulted do not receive this benefit.

14.1.7. Subtract 1 from a straggler check die roll (they are less likely to straggle).

14.1.8. Skirmishers always fire or defend in an Assault on the 0 table and never receive fire line modifications.

14.2. Junior Leader Stacking Requirements
This section is optional in Volume 1, but mandatory in Honey Springs and Volume 2.

14.2.1. Junior leaders must end an *Action* Segment (not Horse segment) stacked with some unit in their organization (brigade or division, depending upon Package). Artillery is eligible for this purpose if it belongs to the organization in question (again, Brigade or Division depending upon Package).

14.2.2. Junior leaders need not be stacked as per (14.2.1) at the end of a friendly *HORSE* segment. This rule is only in effect at the end of a friendly ACTION segment.

14.2.3. Alternately, the junior leader may end the Action Segment stacked with a Senior or Army leader, if available.

14.2.4. A junior leader that cannot, or does not, fulfill this requirement is placed by the *opposing* player on any eligible unit of that leader's organization, or that leader's Senior/Army leader (if available), at the end of the Action Segment in question.

14.2.5. Senior and Army leaders are exempt from this restriction. This section applies only to Junior leaders.

*This completes the **Huzzah! 3.0** Battle Manual*

15. Selected Bibliography

The following bibliography contains the books used both as reference and as inspiration for *Huzzah!*

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