

Hold the Line – The American Civil War

TURN SEQUENCE

1. Player A rolls to add APs
2. Player A performs actions (in any order)
3. Check for victory*
4. Player B rolls to add APs
5. Player B performs actions (in any order)
6. Check for victory*
7. Advance turn marker

* VP markers: Stay on board in hex. Player that controls hex with marker at game end receives credit

Infantry - 4 blocks

- 1 AP to move (1 hex)
- 1 AP to Force March – Move 2 hexes if unit does not start, end, or at any point move next to any enemy unit
- 1 AP to fire
- 2 AP to initiate close combat

Cavalry - 2 blocks

- 1 AP to move (1-3 hexes)
- 1 AP to fire
- 2 AP to fire and move (*Must move first. Can't move +1 with Leader when using fire and move action*)
- 2 AP to initiate close combat

ACTIONS ALLOWED

- Move
- Fire
- Close combat
- Rally (Leader)

May be in any order. 1 action per unit

COMBAT UNITS / ACTIONS

Artillery - 2 blocks

- 1 AP to move (1 hex)
- 1 AP to fire
- May not initiate close combat
- *Optional rule: Artillery range is increased by +1 when firing from a hill; hit on a 6 at the extra hex*

Gunboats - 1 block

- 1 AP to move (*unlimited river hexes*)
- 1 AP to fire
- May not initiate or defend in close combat, and may not be fired at in fire combat (are not vulnerable to any attack)

STACKING LIMITS

- 1 Infantry, Artillery, or Cavalry
- 1 Artillery plus single Infantry or single Cavalry
- Leaders do not impact stacking limit
- Leaders may not be in the same hex as other Leaders

Leaders - 1 block

- 1 AP to move (1-3 hexes moving alone)
- 0 AP to move with attached unit (*begin and end turn w/ unit. Free move counts as leader activation. E.g. Can't move again on own*)
- 1 AP to rally infantry or Cavalry
- +1 AP (total of 2 AP) to allow Infantry or Cavalry units +1 hex movement (*leader must accompany unit*)
- Leaders may move through friendly units
- Leaders (friendly or enemy) do not block movement of other units
- Leaders are eliminated if alone in a hex and an enemy unit enters (*unit does not have to stop moving*)
- Enter board or are set up with any friendly unit (for free)

* Each combat unit contains one flag block. During combat the flag block is the last block removed. Number of unit blocks = strength points (SP). Morale is hidden during 2 player games. Place flag block color side away from opponent.

* Reinforcements: Cost 1 AP to enter board. Entering board counts as one movement hex. If enter hex is occupied, unit enters in next closest vacant hex.

LINE OF SIGHT (LOS)

- Block LOS: Woods, hills, town/buildings, and *units*
- LOS not blocked when firing into adjacent hexes

LEADER RALLY

- Both units must begin and end turn in same hex
- 1 SP (block) per turn
- Rallied units may not move or fire during turn
- Pay cost of 1 AP, roll the morale die. If the units current moral level is rolled the unit does not recover SP. Any other color add SP in hex
- *Optional rule: Only units that have been fired on in the current turn may be rallied*

COMBAT

Fire Combat (Consult Combat Chart)

- Determine range and hit numbers
- Determine any terrain modifiers
- Roll proper number of dice based on unit type (number of dice does not change regardless of number of unit blocks)
 - Infantry – 3 dice (hex range 2)
 - Cavalry – 3 dice (hex range 1)
 - Artillery – 3 dice (hex range 3). *Roll one extra die at 1 hex range.*
- Roll \geq hit number = 1 hit per die (remove block per hit)
- Hits prioritized for Infantry and/or Cavalry over Artillery
- If Leader is present, and 1s are rolled, roll one die – another 1, and Leader is eliminated (and -1 AP for future turns)
- *Optional rule: if the defender is eliminated, by an adjacent attacking unit, the attacking unit may advance into vacated hex*

Close Combat

Morale Check

- Following close combat all defending in a hex make a morale roll (*Leaders and VPs do not*)
- Roll morale die for each hit scored on hex. One hex retreat obtained on one or more color match rolls
- Determine morale level adjustments for leaders (+1 morale level) and terrain (*cumulative*)
 - Adding to a unit's moral level would make green, black and black, gold
 - Leader retreats if in same hex with unit
- Terrain effects apply to retreats
- If defender retreats, or is eliminated, attacker may advance into hex
- *Optional rule: Attacking units must pass morale check (If fail, still pay 2 AP and conduct fire combat)*

Combat

- Apply terrain modifiers
- If defender is eliminated, attacker may advance into hex
- If Leader is present, and 1s are rolled, roll one die for each 1 rolled – another 1, and Leader is eliminated (and -1 AP for future turns)

RETREAT

- Where to retreat:
 1. Toward friendly side of board or toward main group of friendly units (group must not be closer to or adjacent to the attacking unit)
 2. May retreat adjacent to enemy units, but may not end up adjacent to attacking units (unless no other hex available)
- If blocked by impassible terrain, board edge, or enemy – retreating units eliminated
- Displacement If friendly units block retreat – friendly unit retreat as well
- Only 1 unit may be displaced, otherwise retreating units eliminated
- If stacked with eliminated unit, Leader may retreat up to 3 hexes (if blocked by enemy or terrain, leader is eliminated)