

BLOOD BEFORE RICHMOND: BATTLES OF THE SEVEN DAYS

Gaines's Mill

1.0 INTRODUCTION

Blood Before Richmond is a series of medium-complexity two-player battle games recreating some of the Seven Days Battles, fought by Lee and McClellan in June of 1862. At this point, Robert E. Lee is only beginning to come to prominence. His aggressive and ambitious plans are severely hampered by the inability of his commanders to coordinate, and to carry out his orders. Whereas George McClellan's Army of the Potomac is held back by the caution and paranoia that has plagued the Young Napoleon's entire Peninsular Campaign. The challenges and goals of both commanders manifest themselves in a different activation mechanism for each side.

This game centers on the Battle of Gaines's Mill, 27 June 1862. The previous day, the Union's V Corps, under Fitz John Porter, had eked out a tactical victory at Beaver Dam Creek. As the 27th dawned, McClellan ordered the V Corps to retreat. Without time to prepare an adequate rearguard, many of McCall's men were captured by the advancing Confederates. The remainder of V Corps set up a strong, semi-circle defensive line just behind Boatswain's Swamp, with Morell and Sykes taking the front. McCall's Division was to be held in reserve, along with Slocum's Division of the VI Corps.

Lee's plan was to have A.P. Hill and Longstreet attack Porter's left, while Jackson and D.H. Hill would attack the right and rear. This simultaneous assault would call for careful coordination. A lack thereof resulted in piecemeal frontal assaults on the well-entrenched Union line, with A.P. Hill's Division doing most of the fighting and taking most of the casualties. Longstreet also took heavy casualties, partially due to the Union artillery positioned south of the Chickahominy and partially to the open, low terrain through which his men charged. As he later wrote, "I was, in fact, in the position from which the enemy wished us to attack them."

Porter frantically wired McClellan for reinforcements, including Slocum's promised Division. Convinced, thanks in part to the theatrical demonstrations of Confederate general John Magruder, that the remainder of a vast Confederate host was poised to attack the remainder of his army, McClellan had held back Slocum. He finally relinquished Slocum, plus two brigades of Sumner's II Corps, the latter of which took three hours to arrive.

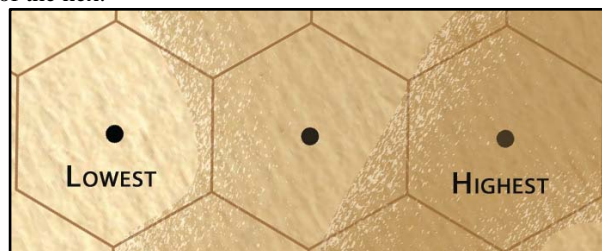
As dusk approached, Lee met with the wayward Jackson and personally coordinated one final assault. This broke the Union line, and gave the Confederates their only clear victory of the Seven Days.

2.0 COMPONENTS

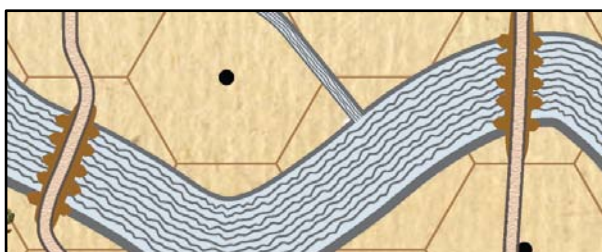
Gaines's Mill is played with a full sheet of 176 die-cut counters, one 11x17" map, these rules, and two six-sided dice (not provided).

2.1 Map

A hexagonal grid has been laid over the terrain to regulate movement and combat. Each non-river hex has an *elevation level* indicated by the color of the hex.



River hexes are impassable except via bridges.



Each hex or hexside may contain a type of *modifying terrain*, so called because its presence *modifies* the cost to enter that hex. These include Forests, Streams, and Roads. The effects of these features are summarized on the **Terrain Effects Chart**, and summarized in the rules for Movement and Combat.

2.2 Counters & Markers

The counters come in the following delicious flavors:

Identifying Counters (2.21) and *Step Counters* (2.22) are used to depict the Units that took part in the battle.

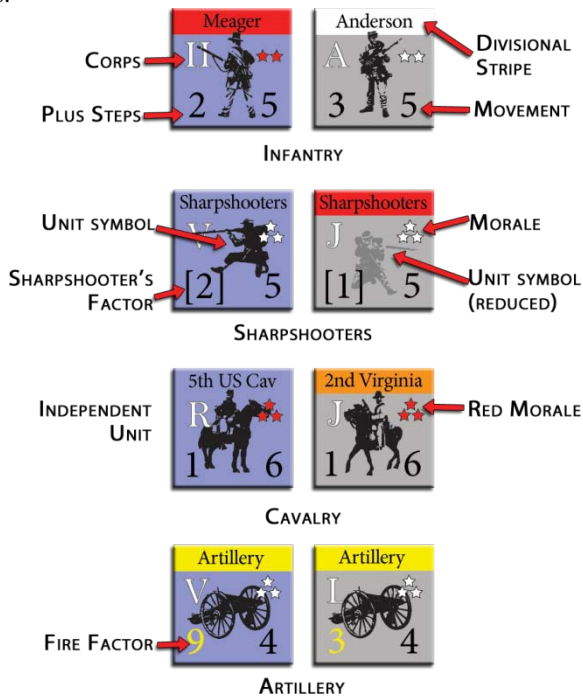
Status Markers are placed atop Units to indicate some modification to their capabilities. There are four types of Status Markers: RF, Charging, Disrupted, and Disordered.

RF	Charge	Disrupted	Disordered
+2 Versus in Reaction Phase	+2 Inf. +3 Cav.	No Attack +1 Versus	No Attack +2 Versus

The *Game Turn Marker* is used to keep track of, wait for it, the current Game Turn. The *Confederate Coordination Roll Modifier (CCRM) Marker* is used to indicate the current CCRM (5.11).

2.21 Identifying Counters

Each Unit has an Identifying Counter (henceforth, an ID Counter), which imparts certain pieces of information about that Unit and its abilities.



Background color. Indicates whether the Unit belongs to the Union (blue) or Confederate (gray) Player.

Corps. The Corps to which the Unit belongs. (Confederate Units are assigned a "Corps" as a matter of convenience/gameplay and to indicate subordination when applicable.)

Division. Indicated by the color of the Divisional Stripe at the top of the counter. The **name** of the Unit's Brigade is listed here as well. Note however that some Units belonging to a different Division historically might share a Divisional Stripe to reflect the attachment of those Units to another command, or for some other game purpose (e.g., French and Meager are from Richardson's Division, but are grouped with Slocum's (red) Division in *Gaines's Mill*). Divisions without a stripe are *Independent* (5.3).

Unit Type Symbol. Units fall into four types: Infantry, Sharpshooters, Cavalry, and Artillery. Except where otherwise noted, "Infantry" in these rules refers to *both* Infantry *and* Sharpshooters. Unit symbols are black on the front, and gray on the reverse.

Morale Factor: The ability of the Leader (often Divisional) to rally and inspire his men, represented by stars. A *red Morale Factor* indicates that the Unit has the *Combat Bonus* (7.52).

Extra Steps: The number of Step Counters (2.22) stacked under the Unit at the start of the game. Note that Artillery and Sharpshooter Units have no Extra Steps rating; they have a Fire Factor and Sharpshooter's Factor, respectively, instead.

Fire Factor: Used by Artillery to conduct Combat. In yellow.

Sharpshooter's Factor: Number of dice rolled in Sharpshooter's Combat. Enclosed in brackets.

Movement Factor: The Unit's basic ability to move.

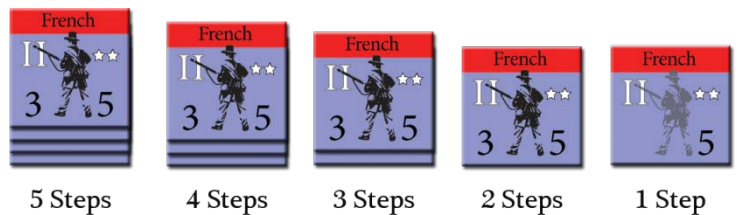
2.22 Steps & Step Counters

Each Unit begins the game with between one and five Steps of Strength. During Combat, Units will lose Steps, gradually decreasing their effectiveness in battle.



Two of these Steps are represented by the ID Counter: the front side represents the Unit with two Steps, and the reverse (gray symbol), with one. When a Unit has more than two Steps, this is represented by stacking Step Counters beneath the ID Counter: each Step Counter represents one additional Step.

When a Unit takes a Step-Loss in Combat (7.5), it first removes one of its Step Counters. When all the Step Counters have been removed, a Step-Loss will result in the Unit being flipped to its reverse side. When another Step-Loss is taken, the Unit (and its ID Counter) is removed from the game. *Easy way to count steps for Units that haven't been flipped: 1 plus the total number of counters.*



Units never share or transfer Steps; the ID Counters and Step Counters that collectively represent a single Unit all move as a single entity.

2.23 Single Counter Units

Artillery Units always begin the game with two Steps. Some Infantry and Cavalry Units begin the game with only two Steps; their Extra Steps number will be "0". Some Units have only one Step; the front side will have the reduced (gray) icon, and the back will be blank.

2.3 Game Tracks

Two Tracks are printed on the map: the *Game Turn Record Track*, which keeps track of the current Game Turn, and the *Lee Coordination Track*, which is used to activate Confederate Divisions.

2.4 Tables and Charts

The Player Aid Card contains the tables and charts required to play the game:

Fire Combat Results Table (FCRT): Used to resolve Fire Combat, including Infantry Reactive Fire.

Close Combat Results Table (CCRT): Used to resolve Close Combat, including Charge Combat and Artillery Reactive Fire.

Sharpshooter's Table: Used in Sharpshooter's Combat.

Terrain Effects Chart: Indicates effects of Terrain on Movement and Combat.

Attack Strength Chart: Lists modifiers used to calculate Attack Strength (7.2).

3.0 SET-UP

Each Unit is constructed by placing Step Counters underneath the ID Counter equal to its Plus Steps number. The Units are then deployed in the following manner, with only one Unit occupying each hex:

Union

- *McCall's Division (White)*, within two hexes of the "McCall" hex
- *Morell's Division (Yellow)*, within two hexes of the "Morell" hex
- *Syke's Division (Green)*, within two hexes of the "Sykes" hex
- Place the Reserve Artillery Unit with a Fire Factor of "9" in the "Arty" hex
- Place the following Independent Units within two hexes of the "McCall", "Morell", and/or "Sykes" hexes: Sharpshooters, and both remaining Reserve Artillery Units.

Confederate

- *A.P. Hill's Light Division (White)*, within one hex of the "A.P. Hill" hex
- *Longstreet's Division (Yellow)*, within two hexes of the "Longstreet" hex

All remaining Units are set aside; they may enter the game later as Reinforcements. Place the Game Turn Marker on the first space of the Game Turn Record Track, and place the CCRM Marker to the side of this track.

4.0 SEQUENCE OF PLAY

Gaines's Mill is played over six Game Turns, with each Game Turn comprising two Player Turns. The Confederate Player has the first Player Turn, and the Union Player the second, in each Game Turn. Each Player Turn consists of the following Phases, performed in the following order:

COMMAND PHASE (5.0): Active Player determines which of his Divisions/Units will be activated this Turn.

MOVE PHASE (6.0): Active Player may Move (6.0) or Charge (12.0) with any/all activated Units. He may Withdraw Inactive Units. Instead of Moving, Charging, or Withdrawing, he may perform Recovery (13.2) for that Unit, regardless if it is activated.

FIRE PHASE (8.0): Active Player may perform Fire Combat with eligible Infantry Units, and Sharpshooter's Combat (9.0) with eligible Sharpshooters. When the Confederate Player is Active, he may perform Fire *or* Close Combat in this phase with activated Artillery Units. The Union Player may perform Fire/Close Combat with *all* Artillery Units, regardless if activated.

REACTION PHASE (10.0): Passive Player may perform Infantry Reactive Fire against non-adjacent enemy Units marked with an RF Marker, or against adjacent Charging enemy Units. He may perform Sharpshooter's Combat or Artillery Close Combat against adjacent Charging enemy Units.

CLOSE COMBAT PHASE (11.0): Active Player *must* perform Charge Combat (12.0), then *may* perform Close Combat with activated Units. Activated Artillery Units may perform Close Combat in this phase, even if they performed Close Combat in the Fire Phase. (Inactive Union Artillery *cannot* act in this Phase as they can in the Fire Phase.)

The game ends after the sixth Game Turn.

5.0 COMMAND PHASE

During the Command Phase, the Active Player determines which of his Divisions/Units will be activated this Turn. In subsequent Phases, all activated Units may perform the designated actions (i.e., you do not need to resolve one Division's activations before another's). Each Player activates their Units in a different manner.

5.1 Confederate Command Phase

Each Division's Leader has an Activation Number, indicated on the Lee Coordination Track:

12:	A.P. Hill
7:	Longstreet
6:	D.H. Hill
5:	Ewell
4:	Whiting
3:	Jackson

The Confederate Player will roll two dice and sum them; this is called the *Coordination Roll*. If the total is less than or equal to a Leader's Activation Number, that Leader's Division activates. (For example, a die roll of "7" would activate all Units in A.P. Hill's and Longstreet's Divisions, but no others.)

A.P. Hill and Longstreet were Lee's most dependable generals during the Seven Days, and were pretty much always where Lee asked them to be, when he asked them to be there (though the impetuous Hill didn't always stay there). As a consequence, their Divisions did most of the fighting and took most of the casualties, whereas the uncharacteristically lackadaisical Jackson showed up late, or not at all.

5.11 CCRM

If the Coordination Roll for the Turn only activates *one* Division, it is called a *failed roll*. The first time a roll is failed, place the CCRM Marker on the "1" space of the Game Turn Record Track:

- If the next Turn's Coordination Roll results in at least two Divisions being activated, remove the CCRM Marker from the Track.
- If that Coordination Roll also failed, apply a -2 die roll modifier for each space the CCRM Marker has been incremented (i.e., "1" space is -2, "2" space is -4, etc.). If the modified die total results in at least two Divisions being activated, remove the CCRM Marker from the Track.
- If the Coordination Roll *still* fails even after applying the die roll modifier, advance the CCRM Marker one space on the Track.

In a nutshell: each subsequent failed roll advances the CCRM Marker until there is a success. Note that if the natural die roll results in at least two Divisions being activated that the die roll modifier is *not* applied.

5.12 Jackson's Command

The Divisions under Jackson (Ewell, Whiting, and Jackson himself) can *only* be Activated on a *natural*, unmodified die roll of 5, 4, or 3.

5.13 Lee's Personal Touch

Once per game, the Confederate Player may make a second Coordination Roll, using whichever result pleases him best.

5.2 Union Command Phase

During his Command Phase, the Union Player selects *two* Divisions. Units belonging to those two Divisions are activated.

5.3 Independent & Reserve Units

Units without a Divisional Stripe are Independent Units. These Units are Activated whenever they begin the Command Phase within four hexes of an Activated Unit belonging to the same Corps. Reserve Units (Corps identified as "R") are Activated whenever they begin the Command Phase within four hexes of any Activated Unit.

Exception: the Union Reserve Artillery Unit with a Fire Factor of "9" is Activated every Turn regardless of proximity to other Union Units.

6.0 MOVE PHASE

During his Move Phase, the Active Player may:

- Move any, all, or none of his Activated Units
- Withdraw any, all, or none of his Inactive Units
- Declare a Charge (12.0), and perform Charge Movement for, Activated Units
- Perform Recovery (13.2) for any Unit (Active or otherwise)

Each Unit may only perform *one* of the above actions; a Unit cannot, for example, both Move and Recover.

6.1 Movement Procedure

Each Unit has Movement Points (MP) equal to his Movement Factor. MP represents the Unit's ability to move in a single Move Phase. Units are moved one at a time, one hex at a time: you cannot begin moving one Unit, then move another, then return to the first. Units cannot share, split, or save up MP. Each hex entered requires the expenditure of 1 MP, unless modified by terrain.

6.2 Effects of Terrain on Movement

During the following circumstances, the moving Unit must expend 1MP in addition to the 1MP spent to enter the hex:

- Moving from a lower level of elevation to a higher one
- Entering a Forest hex
- Crossing a stream hex-side

These are cumulative: if the Unit enters a hex (1MP) containing Forest terrain (+1MP) on a higher level of elevation (+1MP) by crossing a stream hex-side (+1MP), it expends a total of 4MP. If a Unit cannot pay the full cost to enter the hex, they cannot enter that hex.

When a Unit moves along a Road, they expend one-half of a Movement Point per hex entered, and ignore the effects of other Terrain (but see 6.41). When a Unit moves off of a Road, any leftover half-point of Movement is immediately lost.

6.3 Stacking

Only one Unit may occupy a given hex. Units may move *through* (but never end their Movement in) hexes occupied by friendly Units, but only if they do not enter an Enemy Zone of Control (6.4).

6.4 Zones of Control

Each Unit exerts a *Zone of Control* (ZOC) into the six hexes adjacent to it. An Enemy Zone of Control (EZOC) has certain effects on Movement and Combat depending on the Unit Type.

6.41 EZOC In General

Units that enter EZOC must end their Movement for the current Move Phase. Units may move again in the next Move Phase, but the instant that they enter another EZOC hex (regardless if that EZOC belongs to the same enemy Unit) it ends its Movement again. Units may not use Road Movement to enter an EZOC hex; they must always pay the full cost, including modifying terrain costs, for entering the hex.

6.42 Cavalry EZOC

Units that begin their Move Phase in a Cavalry EZOC cannot Move or Withdraw unless there is another friendly Unit in that same Cavalry Unit's EZOC.

6.43 Cavalry Ignores EZOC

Moving Cavalry Units ignore EZOC projected by Infantry, Cavalry, and Sharpshooter Units, and are not required to end their Movement when they enter those EZOC hexes. For Artillery, see 6.44.

6.44 Entering Artillery EZOC

Units, regardless of type, may only enter an EZOC projected by an Artillery Unit in the following two circumstances:

- If the Unit Moves only a single hex during the Move Phase
- If the Unit is Charging the Artillery Unit

Otherwise, Units may not enter Artillery EZOC hexes.

6.45 Entering Sharpshooter EZOC

Non-Cavalry Units may only enter an EZOC projected by a Sharpshooter Unit in the following two circumstances:

- If the Unit Moves only a single hex during the Move Phase
- If the Unit is Charging the Sharpshooter Unit

Otherwise, non-Cavalry Units may not enter Sharpshooter EZOC hexes.

6.5 Artillery Movement

In most cases, an Artillery Unit that moves cannot conduct combat during that Player Turn (it may, however, conduct Reactive Fire during the opponent's Player Turn). An Artillery Unit may only move and conduct combat in the same Player Turn if they satisfy *all* of the following conditions:

- It only moves a single hex
- It only expends 1MP
- It does not enter the EZOC of a Unit that occupies the same or higher level of elevation (lower level is okay)

If it does not satisfy all of these conditions, a moving Artillery Unit cannot conduct combat until the next Player Turn.

6.6 Entering the Map

Confederate Units that begin the game off-map enter when their Divisions are Activated, via the hexes with the gray arrows. They do not enter "in column".

Union Units that begin the game off-map enter via the hex with the blue arrow:

- *Bartlett, Newton, and Taylor (Slocum)*, during Turn 3
- *French, Meagher, and 5th US Cavalry*, during the Union Special Sequence after Turn 4 (14.0)

6.7 Exiting the Map

Units may never Exit the Map. If required to do so by Combat, they are Unable to Retreat (7.62).

6.8 Withdraw

An inactive Unit that begins the owning player's Move Phase in EZOC may *Withdraw*. It is moved a single hex, away from the enemy Unit, and away from all EZOC.

7.0 COMBAT IN GENERAL

There are five kinds of Combat:

- Fire Combat (8.0)
- Sharpshooter's Combat (9.0)
- Reactive Fire (10.0)
- Close Combat (11.0)
- Charge Combat (12.0)

With the exception of Sharpshooter's Combat, all Combats have some features in common, with Reactive Fire and Charge Combat really being special versions of Fire and Close Combat, respectively. These four types of Combat all follow the same basic procedure:

- Attacking player declares the attacking Unit and its target, demonstrating eligibility
- Attacking player calculates Attack Strength
- Defender makes a Defense Roll
- The requisite Table is consulted, and Results are applied

7.1 Eligibility In General

Eligibility varies depending on the type of Combat, as covered in the rules specific to that type of Combat. However, the following always applies:

- Each Unit may only Attack once in a Player Turn, except for Artillery Units, which may Attack in both the Fire and Close Combat Phases
- Each Unit may only Attack one Unit
- Units do not "combine" Attacks, though the presence of friendly Units will increase the Attack Strength
- Enemy Units may be Attacked more than once in a phase, but each Attack is declared and resolved separately
- With the exception of Charges, Attacks are declared one at a time; there is no obligation to declare all Attacks for the Phase

7.2 Attack Strength

The Attacking player calculates the *Attack Strength* by summing all the relevant Combat Modifiers.

7.21 Basic Combat Modifiers

The following apply to all Combats except Sharpshooter's Combat:

+ Steps: Total number of Steps currently possessed by the Attacking Infantry or Cavalry Unit.

+ Fire Factor: Fire Factor of the Attacking Artillery Unit.

+ Morale Factor: Morale Factor of Attacking Unit.

+1 Per Support: +1 for each friendly Unit exerting EZOC on the Defender.

+1 if Greater Than: +1 if Attacking Unit has more Steps than the Defender.

+1 vs. Disrupted/+2 vs. Disordered: +1/+2 if the Defender is Disrupted or Disordered, respectively.

+2 Downhill: +2 if the Attacking Unit occupies a higher level of elevation than the Defender.

7.22 Fire Combat Modifiers

The following modifiers are specific to Fire Combat, including Reactive Fire:

+2 vs. Cavalry: +2 against a Defending Cavalry Unit.

+2 vs. RF: +2 against a Defender marked with an RF Marker.

7.23 Close Combat Modifier

The following modifier is specific to Close Combat, including Charges:

-2 Across Stream: 2 is *subtracted* if Attacking across a Stream hex-side.

7.24 Charge Modifiers

The following modifiers are specific to Charge Combat:

+2 if Infantry: +2 if Attacking Unit is Infantry.

+3 if Cavalry: +3 if Attacking Unit is Cavalry.

7.3 Defense Roll

After the Attack Strength has been calculated, the defending player makes a *Defense Roll*. Normally, a Defense Roll consists of rolling a single die, and adding the Defending Unit's total number of Steps. In the following circumstances, a Defense Roll consists of rolling *two* dice, summing them, and adding the Defending Unit's total number of Steps:

- If the Defending Unit occupies a higher level of elevation
- If the Defending Unit occupies a Forest hex
- If the Defending Unit is an Artillery Unit

Units that are being Charged *only* roll one die and add their Steps, regardless if the above three circumstances apply. A Defending Unit never rolls more than two dice, even if multiple circumstances apply.

The Defense Roll is subtracted from the Attack Strength to arrive at the *Defense Roll Differential*. This is cross-referenced on the appropriate Table to determine the Results of the Combat.

7.4 Combat Results

Using the appropriate Table for that type of Combat, find the column that corresponds to the Defense Roll Differential and cross-reference it with the row for the Attacking Unit Type to determine the Result:

AC#/DC#: The Attacker/Defender takes Step-Losses equal to the number indicated.

AR/DR/DR#: The Attacker/Defender takes a Retreat, or more than one Retreat if a number is present.

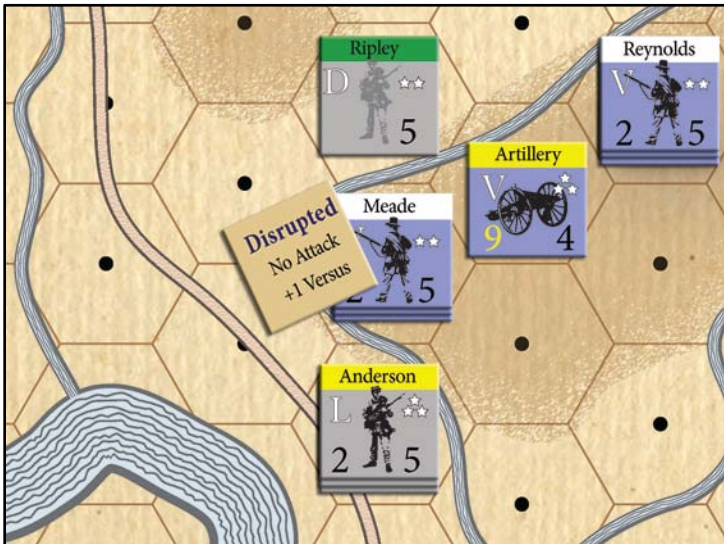
Disorder: The Defender is Disordered.

Disrupt: The Defender is Disrupted. A lowercase **d** following another Result (i.e., DR2d) also indicates that the Defender is Disrupted.

EX: The Attacker and the Defender each take a Step-Loss.

RF: The Attacker is marked with an RF (Return Fire) Marker and may be targeted during the Reaction Phase.

Nil: Nothing happens.



Example: In the above Close Combat, Anderson's Brigade is attacking Meade's Brigade. The Attack Strength is calculated as follows:

- 4, for Anderson's Steps (2 for the ID Counter, plus 2 Step Counters)
- 3, for Anderson's Morale
- 1, for Ripley's Support
- 1, because Meade is disrupted
- Minus 2, because the Attack is across a Stream

The total Attack Strength is 7 (9, minus 2). Because Meade occupies a higher level of elevation, he rolls two dice and adds his 4 Steps. Rolling a 7, he gets a total result of 11. He subtracts his result from the Attack Strength to get a Defense Roll Differential of -4, which is quite favorable for Meade.

7.5 Step-Losses

For each Step-Loss a Unit is required to take, the owning player does the following:

- If there are Step Counters remaining, he removes a Step Counter.
- If there are no Step Counters remaining for the Unit, and the ID Counter is on its front side, he flips it to the reduced side.
- If the ID Counter is on its reverse, remove the Unit from the game (this is called *elimination*).

All these Losses are applied simultaneously, as one result (see 7.51).

7.51 Casualty Limit

When a Unit is flipped to its reduced side, it ignores all other Losses from a single result. For example, if a DC3 result is inflicted upon a Unit with two Steps, it only takes one Loss (flipping to its reduced side), ignoring the others. Note that Units cannot ignore Step-Losses inflicted when Retreating into EZOC (7.61) or Unable to Retreat (7.62).

7.52 Combat Bonus

An Attacking Unit with a Red Morale Factor has a Combat Bonus (but only when Attacking). This may be used in one of the two following ways (owning player's choice):

- If there is a DC, DR, or EX result, the Combat Bonus may be used to inflict an extra Step-Loss on the target. This Step-Loss is considered part of the same Result as the DC or EX result, and is subject to the Casualty Limit.
- If there is an EX result, the Combat Bonus may be used to ignore the Step-Loss inflicted on the Attacking Unit.

7.6 Retreats

For each Retreat the Unit is required to take, it

- Must move away from the Attacking Unit (note that supporting Units are *not* Attacking Units)
- Must move one hex farther from the Attacking Unit than the previous hex retreated (if any)
- Must not enter an occupied or prohibited hex
- Must not move off the map

This does not constitute Movement and does not expend any Movement Points.



Winder's Brigade (Jackson's Division) ignores *all* Retreats. It has a **red Movement Factor** as a reminder of this.

7.61 Retreating Into EZOC

Units that Retreat into an EZOC hex incur a Step-Loss. These Losses are *not* subject to the Casualty Limit.

7.62 Unable to Retreat

For each Retreat a Unit cannot fulfill, it suffers a Step-Loss. These Losses are *not* subject to the Casualty Limit.

7.63 Artillery and Retreats

Artillery Units ignore *all* Retreats.

7.64 Advances

If the Defender vacates the hex, either as a result of a Retreat or Elimination, the Attacking Unit if adjacent may move into the vacated hex, regardless of EZOC. This is optional, except for Charging Units, where it is mandatory.

7.7 Voluntary Loss/Retreat

A Unit inflicted with a Disorder or Disrupt Result may take a Step-Loss instead of becoming Disordered or Disrupted. This is resolved separately from any Step-Loss inflicted in the same Result, and thus not subject to Casualty Limits.

Units attacked in Close Combat, Charge Combat, or Reactive Fire may Retreat voluntarily after the combat has been resolved.

8.0 FIRE COMBAT

Fire Combat is performed in the Fire Phase by an Activated Infantry or Artillery Unit against a non-adjacent enemy Unit to which they can demonstrate Range and Line of Sight. Note that Sharpshooter's Combat (9.0) and Artillery Close Combat (10.0) are also performed in the Fire Phase. *All Union Artillery Units may conduct Combat during the Fire Phase, even if inactive.*

8.1 Eligibility

The Attacking Unit cannot be in any EZOC. The Defender may be attacked multiple times by multiple firing Units, but each attack is resolved separately. Units that are being Charged may not be fired on by Artillery.

8.2 Range

Range is counted in hexes, not counting the Attacker's hex. Infantry range is two hexes (Sharpshooters, three); Artillery, five hexes.

8.3 Line of Sight

The Attacker demonstrates Line of Sight (LOS) by tracing an imaginary straight line from the center of the Attacking Unit's hex to the Defender's hex. If the line is obstructed by any of the following, the Attacking Unit does *not* have LOS and cannot perform Fire Combat.

Attacker & Defender at same level of elevation:

- Forest hex
- Hex of higher level of elevation
- Friendly or enemy Unit

However, the Attacker in these cases ignores obstructing elements on a lower level of elevation.

Attacker on lower level of elevation:

- Another hex of the Defender's level or higher
- Friendly or enemy Unit on Defender's level or higher

Attacker on higher level of elevation:

- Another hex of the Attacker's level or higher
- Forest hex
- Friendly or enemy Unit

However, the Attacker in these cases ignores obstructing elements on a lower level of elevation. If the Attacker occupies the *highest* level of elevation, and the Defender the *lowest*, then in addition to the above, LOS is also blocked when

- 2+ hexes of the middle elevation intervene

9.0 SHARPSHOOTER'S COMBAT

Instead of Fire Combat, Sharpshooter Units perform a special kind of ranged combat, Sharpshooter's Combat. Sharpshooters must demonstrate range (3 hexes) and LOS as for Fire Combat. They then roll dice equal to their Sharpshooter's Factor (1 or 2). These dice are *not* summed. Instead, they take the single highest result and add the following modifiers:

- +1 if Attacker did not Move
- +1 if Attacker is in a Forest Hex
- +1 vs. a Disrupted or Disordered Unit
- +1, total, for any Support (friendly Units adjacent to the Defender)

Find the modified die roll on the Sharpshooter's Table and apply the results. The Sharpshooter Unit may, at the owning player's option, move one hex *away* from its target after conducting Sharpshooter's Combat, unless they are being charged.

10.0 REACTION PHASE

During the Reaction Phase, the Inactive Player may attack certain Units belonging to the Active Player. Enemies with RF Markers may be attacked by any Infantry (not Sharpshooter) Unit in Fire Combat.

Enemy Units that are Charging may be attacked by the Units that are being Charged. The type of Attack depends on the Unit being Charged:

- Infantry, using Fire Combat (despite being adjacent)
- Artillery, using Close Combat
- Sharpshooter, using Sharpshooter's Combat

Regardless of type, all of these attacks are collectively called Reactive Fire. Units that are Disrupted/Disordered may not conduct Reactive Fire unless they are being Charged. Each Enemy Unit may only be attacked *once* during the Reaction Phase. At the end of the Reaction Phase, all RF Markers for all Units (belonging to both players) are removed.

When conducting combat against a Charging Unit in the Reaction Phase, any DC# result will Disrupt the Charging Unit, stopping the Charge.

11.0 CLOSE COMBAT PHASE

During the Close Combat Phase, the Active Player performs Close Combat. (Artillery Units may also perform Close Combat during the Fire Phase.) Close Combat is always between adjacent Units, and is resolved on the Close Combat Results Table (CCRT).

12.0 CHARGE COMBAT

Charge Combat is Declared during the Move Phase, triggers Reactive Combat in the Reaction Phase, and is resolved before any other Combats in the Close Combat Phase. It is resolved on the CCRT.

12.1 Declaration

In order to Declare a Charge, the Activated Unit must be free of EZOC. The Active Player must Declare the target of the Charge, and then moves the Charging Unit into that target's EZOC. This is called *Charge Movement*: it requires the expenditure of one additional MP, and can be used to enter Artillery/Sharpshooter EZOC. Only one Unit may Charge a given Unit in a Player Turn; demarcate Charging Units with a Charge Marker. Cavalry Units may never be Charged, even by other Cavalry Units.

12.2 Charging Priorities

If a Charging Unit enters a hex in the EZOC of multiple Unit Types, and one of those enemy Units is an Artillery Unit, an Artillery Unit *must* be the target of the Charge. If there are no Artillery Units, but there is a Sharpshooter Unit, the Sharpshooter Unit *must* be the target of the Charge.

12.3 Resolution

If the Charging Unit survives the Reactive Phase without being Disrupted or Disordered, it *must* Attack its target (even if it is no longer a wise idea to do so). Charge Combats are resolved in the Close Combat Phase before any other Close Combats. Once resolved, the Charge Marker is removed from the Charging Unit.

12.4 Seymour and Wheat

BG Richard Taylor, of Ewell's Eighth Brigade, was absent. His brigade was led in this battle by Isaac Seymour, until he died, then by C.R. Wheat (until *he* died). They were poor substitutes. The Seymour/Wheat Unit is *required* to Charge whenever there is a Unit within Charging Distance (i.e., five Movement Points).



13.0 DISRUPTION & DISORDER

When a Unit is Disrupted or Disordered, it is affixed with the corresponding Marker. **Disrupted/Disordered Units cannot conduct Combat** except Reactive Combat against Units that are Charging them. Disrupted Units that receive a Disruption result become Disordered. Disordered Units that receive a Disruption result ignore it. Disordered Units that receive another Disorder result lose a Step.

13.1 Morale Factor of "3"

Units with a Morale Factor of "3" that are not already Disrupted/Disordered ignore Disruption results; if they get a Disordered result, they become Disrupted instead. If the Unit is already Disrupted/Disordered, they treat additional Disruption/Disorder results as any other Unit would.

13.2 Recovery

Units may Recover during the Move Phase. Disrupted Units who Recover remove the Disruption Marker. Disordered Units free of EZOC Recover Fully: remove the marker. Disordered Units in EZOC Recover Partially: flip the marker to its Disrupted side.

14.0 UNION SPECIAL SEQUENCE

After Turn 4, there is a Special Sequence in which three reinforcement Units arrive per 6.6.

15.0 FINAL ASSAULT TURN

Turn 6 is unique in two respects. First, it is a **dusk turn**:

- Units may not conduct Fire Combat. During the Fire Phase, the only action that is permitted is Close Combat by adjacent Artillery Units.
- During the Reaction Phase, only Units that are being Charged may perform Reaction Fire.
- Note however that rules 6.44 and 6.45 remain in force.

Secondly, Turn 6 consists of a Confederate Player Turn *only*; that is, the Union Player does not get a Player Turn. After completing his Close Combat Phase, the Confederate Player gets one *additional* Close Combat Phase. Units that conducted Close Combat in the first Phase may also conduct Close Combat in the second.

16.0 VICTORY

The Confederate Player scores Victory Points (VP) at the end of the game for the following:

- 1VP per Union Step Counter lost
- 2VP per Union Infantry/Cavalry ID Counter lost
- 2VP per Confederate Unit *occupying* a hex marked with a *star* (victory hex)
- 5VP if he never used Lee's Personal Touch (5.13)

The Confederate Player *loses* VP for the following:

- 2VP per Confederate ID Counter lost
- 1VP per 5 Confederate Step Counters lost, rounding up

Confederate VP determines the winner:

10 or less: Union Decisive Victory
11-15: Union Tactical Victory
16-20: Confederate Tactical Victory
21 or more: Confederate Decisive Victory

17.0 EARLY REINFORCEMENTS

Per 6.6, the Union Player receives Reinforcements in Turn 3, and during the Special Sequence at the end of Turn 4. *If both players agree*, the Union Player can exercise one or more of the following options to bring on these reinforcements earlier, giving the indicated VP to the Confederate Player.

17.1 Slocum's Units (3 VP)

Bartlett, Newton, Taylor, and the 5th US Cavalry may enter, and be eligible for activation, on the first Game Turn.

17.2 Richardson's Units (2 VP)

The Union Special Sequence takes place at the end of Turn 3. The 5th US Cavalry enters during this sequence if it has not done so already.

17.3 Richardson's Units (4 VP)

The Union Special Sequence takes place at the end of Turn 2. The 5th US Cavalry enters during this sequence if it has not done so already.

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