

SHATTERED UNION SERIES RULEBOOK



SHATTERED UNION OVERALL SERIES RULEBOOK INDEX

Activation Deck Construction.....	5	Formation Activation Cards.....	4
Activation Phase.....	5	Formation Activation/CIC Card Step.....	6
Ammunition Problems.....	8	Formation Orders.....	4
Attack Declaration.....	10	Fortunes of War.....	6
Attacker Breakthrough.....	13	Fresh Counter Side.....	3
Attacking Unit Advantages.....	11	Game Turn Marker Phase.....	4
Battleworn Counter Side.....	3	Game Turn Track.....	3,4
Break Tests.....	14	General Casualty.....	6
Broken Units.....	14	Held Event Cards.....	5
Brutal Melee.....	13	Held Event Card Phase.....	13
Cavalry Mounting/Dismounting.....	10	Held Formation Activation/CIC Card Phase.....	5
Cavalry Withdrawal.....	11	Immediate Event and Wild Card Step.....	5
Close Combat Results.....	12-13	Line of Sight.....	7
Close Combat Step.....	10-13	Minimum Movement Ability.....	10
Cohesion Rating (CR).....	3	Movement Allowance.....	9
Cohesion Test Types.....	8, 12	Movement Costs.....	9-10
Combined Brigade Firing.....	7	Movement Step.....	9-10
Command Decision Phase.....	4	Multiple Units Firing.....	7
Command Tests.....	4	Off-Map Movement.....	10
Commander-in-Chief (CIC) Cards.....	5	Range.....	7
Default Event Option.....	5	Regroup.....	14
Defending Unit Advantages.....	11-12	Reinforcement Movement.....	10
Defensive Fire.....	11	Reset and Victory Point Step.....	13
Disengagement.....	10	Scale.....	3
Disrupted Marker.....	3	Sequence of Play.....	4
Draw Activation Card Step.....	5	Shaken Marker.....	3
End Activation Step.....	6	Skedaddle.....	14
End Phase.....	13	Stacking Limit.....	10
Engagement.....	10	Strength Points (SP).....	3
Event Cards.....	4, 5	Target Hex Advantages.....	8
Fire Combat Step.....	6-9	Unit Counters.....	3
Fire Combat Results.....	8-9	Victory Determination.....	14-15
Firefight.....	9	Victory Point Location Markers.....	14-15
Firing Hex Advantages.....	8	Victory Point Track.....	3,15
Fog of War Card.....	5-6	Wild Cards.....	5-6

Shattered Union is a series of American Civil War wargames designed to be accessible to all gamers of any experience level. The game system aims to provide a playable wargame experience in about three hours. Yet, the emphasis to provide a realistic simulation of a mid-19th Century battlefield remains a priority as well. This series will cover some of the most important engagements of the American Civil War, but battles that are nonetheless not well represented in the gaming world (for various reasons). This series intends to provide playable simulations of those key battles and campaigns, allowing players to experience those clashes which helped determine the fate of the United States and its shattered union.

This rulebook sets forth the standard operating system for every game in the *Shattered Union* series. Each Game Module's rule book will cover any changes or additions to this series rulebook to produce a more accurate simulation of the unique circumstances of that module's particular battle.



A) GAME COMPONENTS

1. Scale: The exact scale being depicted by the map and counters depends on the Game Module being played. Generally, games will fall into the following parameters: *Each Hex* = between 100 and 500 yards; *1 Strength Point* = 50-200 men or 1-2 Artillery Cannons; *Each Game Turn* = 30 minutes to 1 hour; *Unit Counters* = one or more regiments/batteries

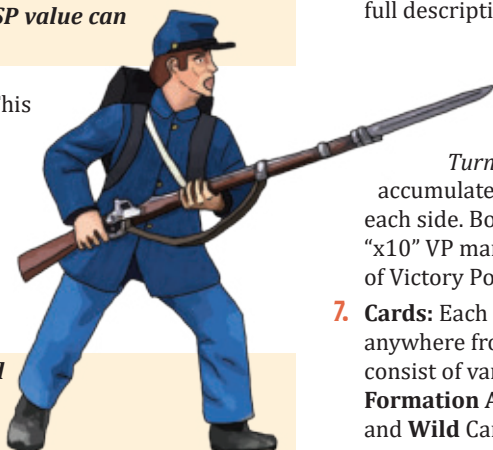
2. Unit Counters: Each unit counter represents a number of regiments, squadrons, or batteries. The information is displayed as follows:

- a. Unit ID (banner):** The name or number of the Brigade or Division, depending on the Game Module.
- b. Two-Letter Code (top right corner):** Abbreviation of the formation's commanding General.
- c. Blue/Gray Number (bottom left):** Unit's **Strength Points (SP)** value. The SP value can be modified by a "Shaken / Disrupted" marker. Artillery units will also have a letter code indicating either **Rifled** guns ("R"), **Smoothbore** guns ("S") or **Mixed** guns ("M").

Important: A unit's modified SP value can never be less than "0".

d. Red Number (bottom right): This number is the unit's **Cohesion Rating (CR)**. This value is an abstract measurement of the unit's elan, experience and training. This CR can be modified by an applied "Shaken/Disrupted" marker or Event Card effect.

Important: A unit's modified CR can never be greater than "5" nor less than "0".



e. Central Graphic: This picture identifies the unit as **Infantry, Dismounted Cavalry, Mounted Cavalry** or **Artillery**.

f. Fresh Counter Side: The front of the unit counter is the unit's *full-strength* side and is referred to as its **Fresh** side. *Exception: Cavalry units.*

g. Battleworn Counter Side: The back of the counter is the unit's *reduced-strength* side and is referred to as its **Battleworn** side. This side also has a red stripe across the counter for easier identification. Units that are on their *Battleworn* side have suffered permanent casualties and morale decline and remain so for the rest of the game.

Cavalry unit counters do not have a Fresh side. Instead, they are Mounted on the front and Dismounted on the back. Both sides are treated as being Battleworn sides for all game purposes.

3. Shaken/Disrupted Markers: These markers are used to designate a unit in temporary physical and/or psychological distress. Units can recover from these conditions through the **Regroup** action or from certain Event Cards. The marker is placed under the affected unit to indicate it being Shaken or Disrupted.

- A. Shaken:** If a unit gets a "SH" result, place this marker with its "Shaken" side showing. The unit is now a **Shaken** unit. **A Shaken unit has both its SP and CR values reduced as indicated by the marker for all purposes except stacking.**
- B. Disrupted:** If a unit gets a "DS" result, place this marker with its "Disrupted" side showing. The unit is now a **Disrupted** unit. **A Disrupted unit has both its SP and CR values reduced as indicated by the marker for all purposes except stacking.**

The modifiers listed on the "Shaken/Disrupted" markers indicate the amount the affected unit's SP and CR ratings are reduced. For example, if a "12-3" unit has a "Disrupted" marker that shows "-4 / -2", that unit is treated as a "8-1" unit for all purposes, except the Stacking Limit (see H-3).

- 4. Miscellaneous Markers and Chits:** The remaining counters are markers and chits used for tracking various game effects. These are described in greater detail later in these rules.
- 5. Map:** Each Game Module will have a unique map sheet on which the game is played. The game map depicts that module's battlefield and is overlaid with a numbered hex grid to regulate movement and firing ranges. Each hex may display one or more terrain features. Refer to the Game Module's specific rules for a full description of each type of hex.

6. Game Turn/ Victory Point Track: Located on the game map is a numbered track on which is recorded both the **Game Turn** (using the "Game Turn" marker") and the accumulated **Victory Points (VP)** for each side. Both sides receive "x1" and "x10" VP markers to record the number of Victory Points earned by that side.

7. Cards: Each Game Module contains anywhere from 45 to 63 cards. These consist of various combinations of **Formation Activation, Event, CIC** and **Wild Cards**. Each type of card is



explained in detail in the relevant rules section. **Event Cards** will have a descriptive title and text and will be labeled “*Play Immediately*”, “*Hold*” or “*Option*”. These are explained in detail in section F.

- 8. Dice:** There are five six-sided dice provided, each of a different color – **Black, Red, White, Blue and Gray**.

Each colored die has a specific purpose when resolving combat. If the rules or an Event Card call for a single die roll to resolve something, any colored die can be used. Note that in all cases when a re-roll is allowed for and exercised, the re-rolled result must be kept (unless an ability allows for another re-roll).

- 9. Player Aids:** Each player is provided their own player aid which has a rules summary on one side and all the required charts and tables on the other. Players will be able to play the game using only this player aid once the rules become familiar.

Note: Throughout the rules and on the components, the term “Rebel” is often used as a shortened term for “Confederate” to save space. The two terms are synonymous.

B) SEQUENCE OF PLAY

Shattered Union is played in a sequence of **Game Turns** with each Game Turn broken down into a series of consecutive Phases and Steps, called the **Sequence of Play**. Each Phase or Step must be completed before proceeding to the next Phase or Step.

1. **Game Turn Marker Phase**
2. **Command Decision Phase**
3. **Held Formation/CIC Activation Card Phase**
4. **Activation Phase**
 - a. **Draw Activation Card Step**
 - b. **Immediate Event and Wild Card Step**
 - c. **Formation Activation/CIC Card Step**
 - d. **Fire Combat Step**
 - e. **Movement Step**
 - f. **Close Combat Step**
 - g. **Regroup Step**
 - h. **End Activation Step**
5. **End Phase**
 - a. **Held Event Card Step**
 - b. **Reset and Victory Point Step**

C) GAME TURN MARKER PHASE



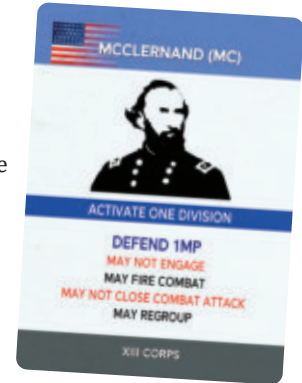
At the start of each Game Turn (except for **Game Turn #1**), players will move the “*Game Turn*” marker one space forward on the Game Turn Track. At the conclusion of the last Game Turn of the scenario being played, players will assess their **Victory Point** totals to determine the winner. Each Game Turn may introduce new units to either or both sides called **Reinforcements**. These units are placed directly onto the Game Turn Track in the space representing their arrival time at game start. They are placed off-map near their assigned entry hex(es) when the “*Game Turn*” marker moves into their space.

D) COMMAND DECISION PHASE

Each player will be making their plans for the upcoming turn by setting up the **Activation Card Draw Pile** during this phase. The Activation Card Draw Pile contains cards seeded from **both**

players. Each player will secretly choose their **Formation Activation Cards** for the upcoming turn, along with determining which of their **Event Cards** will also be seeded into the pile. **CIC, Fog of War** and **Friction of War** cards are *automatically added* to the draw pile each turn as well.

- 1. Formation Activation Cards:** Each player will have **Formation Activation Cards** available to seed into the Activation Card Draw Pile, the number of which depends on the scenario being played.



- A.** Each Formation in the game will have an assigned number of cards bearing the formation’s name and two-letter code. Additionally, every Formation Activation Card is assigned one of three **Formation Orders** along with an indicator showing the maximum number of units that can activate with this Order. *For example, the indicator could show “One Unit”, “One Brigade”, etc.*
- B. Command Tests:** Some cards will require a **Command Test** to determine the number of units that can activate. This is shown with a series of die roll results. The player rolls one die and references the card, and the die result will dictate the maximum number of activating units.
- C.** The active player will “**seed**” one, two or three Formation Activation Cards per Formation, choosing exactly which **Formation Order** each card will represent. “Seeding” a card is each player *secretly* placing their chosen cards into the common Activation Card Draw Pile.
- D.** All Formations Activation Cards can be **activated** or **held** by a player when they are drawn (see F-3).

There are normally three possible **Formation Orders** – **Maneuver, Defend** and **Attack**. The specific characteristics of each Order are listed below and summarized on each Formation Activation Card as well.

Maneuver: This allows the formation’s units to move quickly, including allowing them to move along a road in March Order (which is twice as fast as normal movement). However, these units cannot attack enemy units, nor can they move adjacent to them.

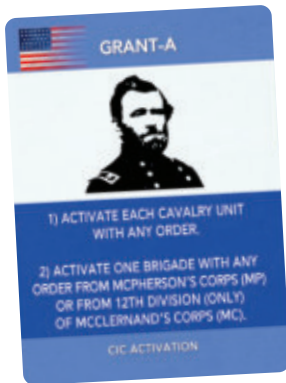
Defend: Units are allowed only minimal movement. They may conduct Fire Combat but cannot engage the enemy nor attack in Close Combat. Units may perform a Regroup action, if otherwise eligible to do so. Also, those units that are attacked in Close Combat may re-roll the Defensive Fire die once.

Attack: Units may move, engage and attack enemy units with both Fire and Close Combat, but they may not Regroup.

- 2. Event Cards:** Both players have several **Event Cards** which they will also seed into the game each Game Turn. Players will each *secretly choose* one or two **Key Event Cards** (depending on Game Module) to add to the Activation Card Draw Pile. The remaining Event Cards are turned face-down and shuffled. Several of these cards (normally two or three) are **randomly drawn** and added to the Activation Card Draw Pile as well. The remaining Event Cards are placed aside, out of play, and remain face-down. Neither player may look at these cards until the end of the turn.

*In summary, each player **selects** one or two Key Event Cards which they find particularly important to have in the deck for the current Game Turn. The other Event Cards will be randomly seeded, so neither player knows exactly what Event Cards could turn up. Note that due to the **Friction of War** Wild Card, your Key Event Cards could possibly get discarded with no effect!*

3. Command-In-Chief (CIC) Cards: In most Game Modules, both players will each have one or two CIC Cards that will now be freely added to the Activation Card Draw Pile. A CIC Card normally allows a free activation with any Brigade or Division. These cards can be **activated** or **held** like Formation Activation Cards.



4. Wild Cards: There are usually two unique cards that are freely added to the Activation Card Draw Pile every Game Turn – the **Fog of War** and **Friction of War** Wild Cards.

5. Activation Card Deck Construction: All seeded Formation Activation, Event, CIC, Fog of War and Friction of War Cards for **both sides** are gathered into a face-down pile and shuffled. The deck is placed within easy reach of both players.

E) HELD FORMATION ACTIVATION/CIC CARD PHASE

If either player is **holding** one or more **Formation Activation** or **CIC Cards** (see F-3b), they may be played in this phase. The player must announce the intent to do so before the next Activation Card is drawn. If so, a **Formation Activation Step** (see F-3), *using the chosen held card only*, is immediately resolved. The card is discarded after the activation is finished. If a player wishes to play multiple held cards, one card is played at a time and resolved to conclusion before another is played. If both players have held Formation Activation and/or CIC Cards and both wish to play one or more cards this phase, the players each roll one die. The **higher die roll** player elects to play their card first or second, with the players then alternating. However, if the die roll is **tied**, then **neither player can play a card** and they remain held. Play moves to the **Activation Phase**. Note that “Hold” Event Cards that are currently being held by either or both players **may not be played** now.

Players may wish to hold a drawn Formation Activation or CIC Card for later use because the timing is not right for them. For example, you've seeded a Maneuver card and an Attack card with the plan of moving the formation's units into position and then launching an attack. However, the Attack card is drawn first, which messes up your plan. You can decide to hold this card and play it after the Maneuver card is drawn (which you can do during the following Held Formation Activation Card Phase). But be aware that there are multiple ways that a held card can be discarded by your opponent or the card you are waiting for may be cancelled by the Friction of War card.

F) ACTIVATION PHASE

The Activation Phase is where most of the game's action occurs. Players proceed through each of the following Steps in order and to completion.

1. Draw Activation Card Step: Either player (it doesn't matter

who) draws the top card from the Activation Card Draw Pile. If it is a **Formation Activation, Event** or **CIC Card**, the player identifies the drawn card and then gives the card to the owning player for further resolution. If it is a **Wild Card**, the drawing player reads it out loud and enacts the card as described below.

➤ **Held Event Cards:** Some “Hold” Event Cards that are currently being held by players can be played in this step **before** a new Activation Card is drawn. These are identified on the card description or Game Module rules. A player holding the card must announce their intent to use it before the next card is drawn. If both players have held Event Cards and both wish to play one or more cards this step, the players each roll one die. The **higher die roll** player elects to play their card first or second, with the players then alternating. If the die roll is **tied**, then **neither player can play a “Hold” Event Card** and they remain held. Players then continue this step by drawing the next Activation Card.

2. Immediate Event and Wild Card Step: If an **Event, Fog of War** or **Friction of War** Card is drawn, proceed as follows:

A. Event Cards: If a player receives an **Event Card** labeled “Play Immediately” or “Option” and the player chooses *Play Immediately*, the card is now resolved. Note that cards labeled “Hold” can also be played immediately. If instead a player opts to hold a “Hold” card, it is placed face-down on the table in front of the player. Any number of “Hold” Event Cards can be held at one time, but they may only be played as dictated by the card or during a **Held Event Card Step** (see J-1).

B. Default Event Option: Every **Event Card** can be used as a **Default Event**, meaning that the event on the card is *ignored* and instead, the player chooses **any one unit** (regardless of formation) to activate. This activated unit may either conduct a **Minimum Movement** (see H-2d) or it may issue **Fire Combat** (if otherwise eligible).

***Remember this Default Event ability!** If you can't find a good use for the written event, using the Default Event to move a unit through rough terrain, advance adjacent to an enemy unit or get an opportunistic shot off can be critical. Note that opting for the Default Event is treated as a “Play Immediately” card. Therefore, this Default Event Option is not available to be used if the card is held. The option must be exercised this phase or is lost.*

C. Fog of War Wild Card: When drawn, the player drawing cards will roll the **Red** and **White** dice, generating a number from **11 – 66**. This result is cross referenced on the card's **Fog of War Table** and the result is applied as follows:

- **Battlefield Chaos:** The **opposing player** chooses one of the two possible effects listed below. For example, if the result is “Rebel Battlefield Chaos” the Union player chooses the effect. The exact conditions for this event may be altered by each Game Module.

- **Move:** The opposing player **moves any enemy unit one hex** in any legal manner (as if it is a Minimum Move). This is movement only and no combat or other actions. The moved unit may Engage an enemy unit (see H-4). *In the above example, the Union player could move a Rebel unit one hex.*

- **Discard:** The opposing player **discards** one of the enemy player's **held Formation Activation** or **Event Cards**. The card is immediately discarded with no effect. *In the above example, the Union player could discard one of the Rebel player's held cards.*

- **Fortunes of War:** The indicated player takes the “Fortunes of War” marker. The marker may be discarded **after any dice roll** (whether one, two or four dice are thrown). Discarding the marker forces the rolling player to re-roll **all** those dice. The player using the marker cannot choose just a portion of a dice roll to be re-rolled. Each player may only hold one “Fortunes of War” marker. If this result occurs and the affected player has a *Fortunes of War* marker, then treat this result as “no effect”.

- **General Casualty:** This result not only represents a general being wounded or killed, but can also simulate illness, stress, confusion, bad staff work, etc. Cross reference the original dice roll result with the general’s names listed on the card. If the resulting general’s formation is not currently in the game, then this event has no effect. If the formation is in the game (even as an arriving Reinforcement), its general has become a casualty.

- **CIC General Casualty:** The player removes one of their **CIC Activation Cards** from the game at the **end** of the Game Turn.

- **Formation General:** The owning player **reduces the number of allowed seeded cards** for that Formation by one (see D-1c) beginning with the **next** Game Turn. The player takes the corresponding “General Casualty” marker and places it near that formation’s cards as a reminder. If the Formation is already only allowed one seeded card, then the player must instead **remove all Formation Activation Cards of any one Formation Order** (*Attack, Defend* or *Maneuver*) from the game. If the Formation’s allowed seeded card amount changes during the scenario, the player may change the applied penalty accordingly (or not).

For example, if a Formation starts the game with only one seeded card and gets a General Casualty, it loses one of its Formation Orders. If later in the scenario the allowance is increased to two seeded cards for this Formation, the player could either allow two seeded cards for the Formation, but still without the previously removed Formation Order, or the player could opt to reinstate the Order, but the Formation would only get one seeded card.

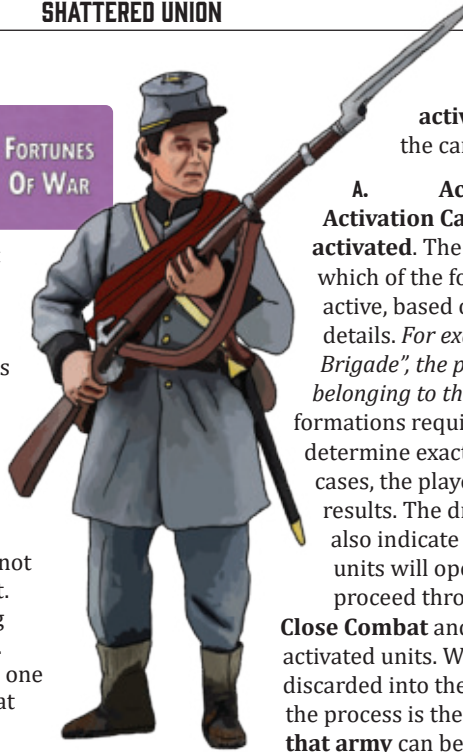
- **Recovery:** If a General Casualty results for a general who is **already a casualty**, this is a **Recovery** result instead (the general has recovered and returned to the fight). The player removes the “General Casualty” marker and beginning with the **next** Game Turn the Formation reverts to its normal number of seeded cards.

For example, if a formation that is allowed two seeded Formation Activation Cards per turn has its general become a casualty, starting next turn it is only allowed to seed one Formation Activation Card. If the formation was already limited to one seeded card, it would instead remove all Maneuver cards (for example) from its available cards. If later in the game this formation’s general got a casualty result again, beginning next turn it would again go back to its normal two card seeding or would regain its Maneuver cards.

- **Friction of War Card:** This card indicates that the **next drawn Activation Card** (regardless of the type of card) is **immediately discarded** with no further effect.

- 3. Formation Activation /CIC Card Step:** If a player has one of their **Formation Activation** or **CIC Cards** drawn, they either

FORTUNES OF WAR



activate the card immediately or **hold** the card for later use.

- A. Activate Card:** If a **Formation Activation Card** is drawn, only that formation is **activated**. The owning player announces exactly which of the formation’s units are being made active, based on the drawn card’s activation details. *For example, if the card indicates “One Brigade”, the player announces which Brigade belonging to the formation is to be activated.* Some formations require a **Command Test** be taken to determine exactly which units can activate. In these cases, the player rolls a die and references the card results. The drawn Formation Activation Card will also indicate the **Formation Order** that all active units will operate under for this phase. Players proceed through the **Fire Combat, Movement,**

Close Combat and **Regroup Steps** with their activated units. When completed, the drawn card is discarded into the discard pile. If a **CIC Card** is drawn, the process is the same except that **any unit(s) in that army** can be activated (unless limited by the card’s text) and **any one Formation Order** the player chooses is assigned to activated units.

- B. Hold Card:** The player can **hold** the Formation Activation or CIC Card for use in a future **Held Formation Activation/CIC Card Phase** (see section E). The card is placed face-down in front of the player. A player can normally hold any number of Formation Activation Cards (depending on Game Module).

- 4. Fire Combat Step:** Active units operating under an **Attack** or **Defend** Formation Order (only) may issue **Fire Combat** (see section G). Resolve Fire Combats in any order and to conclusion.

Important: Note that *Fire Combat* is conducted **before** *Movement* and *Close Combat*. Issuing *Fire Combat* does not prevent a unit from moving in the *Movement Step* nor from attacking in the *Close Combat Step* (assuming an *Attack Order*). Units thus need to be positioned for firing in advance.

- 5. Movement Step:** All units, regardless of their Formation Order, may conduct Movement. The exact distance moved and the ability to Engage is dependent on the actual Formation Order assigned (see section H).

- 6. Close Combat Step:** Only units activated with an **Attack** Formation Order and currently adjacent to an enemy unit may conduct Close Combat (see section I).

- 7. Regroup Step:** Only **Shaken, Disrupted** and **Broken** units activated with a **Defend** Formation Order may conduct this step (see section M).

- 8. End Activation Step:** If there are any held Activation cards, revert to the **Held Formation Activation/CIC Card Phase**. Otherwise, go to the **Activation Phase**. If there are no Formation Activation or CIC Cards being held and the Activation Card Draw Pile is empty, proceed to the **End Phase**.

G) FIRE COMBAT STEP

Units activated with an **Attack** or **Defend** Formation Order may issue Fire Combat during the **Fire Combat Step** while any unit can do so if allowed by an **Event Card**. A unit wishing to issue Fire

Combat must first select an eligible enemy-occupied target hex within **Range** and **Line of Sight**. Units activated with a **Maneuver Formation Order**, **Mounted Cavalry** units and those units with a **Blocked LOS** (see below) *may not issue Fire Combat*.

1. **Range:** The firing player counts the number of hexes between the firing unit and its intended target hex, counting the target hex itself but not the firing hex. This distance is cross-referenced on the **Weapon Range Table** with the type of unit firing (either *Infantry*, *Dismounted Cavalry*, *Rifled Artillery* or *Smoothbore Artillery*). If the measured Range is within the band of numbers in the first column, it is **Effective Range** Fire Combat. If within the second band of numbers, it is **Long Range** Fire Combat. Fire Combat is not allowed at a Range that is greater than the last number shown in the “Long” column.

Effective Range fire is issued with no ill effect to the fire's efficiency. Long Range fire will have a disadvantage applied (see G-5b). Note also that Dismounted Cavalry is always considered to be firing at “Long” Range.

2. **Line of Sight (LOS):** The firing unit must be able to “see” the target hex by establishing a clear Line of Sight. To determine LOS, draw an imaginary line from the center of the firing unit's hex to the center of the target unit's hex. Any *intervening* hex that is touched in any way by this traced LOS is involved in the Fire Combat. **Do not include the firing or target hex in this determination.**



The LOS can be **Blocked**, preventing the fire (the red lines in the illustration above); **Obscured**, reducing the effectiveness of the fire depending on the situation (black lines); or **Clear**, with no effect on the Fire Combat (green lines). Take note of the *Elevation Level* of all hexes in the involved units' hexes and those along the LOS.

- A. **Firing Hex and Target Hex are at the same Elevation Level:**
 - If there are **Town** or **Woods** hexes or any **Units** (of either side) along the LOS that are on the *same or higher* Elevation Level than the firing **and** target hexes, the LOS is **Blocked**.
 - If there any **Town** or **Woods** hexes or any **Units** (of either side) along the LOS on a *lower* Elevation Level than **both** the firing and target hexes, the LOS is **Obscured**.
- B. **Firing Hex is at lower Elevation Level than the Target Hex** (i.e., firing uphill):
 - If there are **Town** or **Woods** hexes or any **Units** (of either side) along the LOS on a *lower* Elevation Level than **both** the firing and target hexes or *lower* than the target hex (only), the LOS is **Obscured**.

- If there is any hex along the LOS on a *higher* Elevation Level than **both** the firing and target hexes, the LOS is **Blocked**.
- If there is any hex along the LOS on the *same* Elevation Level as the target hex (only), the LOS is **Blocked**.

- C. **Firing Hex is at higher Elevation Level than the Target Hex** (i.e., firing downhill):

- If there are **Town** or **Woods** hexes or any **Units** (of either side) along the LOS on a *lower* Elevation Level than **both** the firing and target hexes or *lower* than the firing hex (only), the LOS is **Obscured**.
- If there is any hex along the LOS on a *higher* Elevation Level than **both** the firing and target hexes, the LOS is **Blocked**.
- If there is any hex along the LOS on the *same* Elevation Level as the firing hex (only), the LOS is **Blocked**.

- D. If the LOS is traced **exactly along a hexside between a non-Blocking/Obscuring hex and a Blocking/Obscuring hex**, then the LOS is **Obscured**. If one hex is Blocking and the other is either Blocking or Obscuring, the LOS is **Blocked**.

3. **Firing Strength Points (SP):** If the target hex is within Range and LOS of the firing hex(es), sum the number of SP firing.

- A. If multiple units of the *same type* are firing from the *same firing hex* at the *same target hex*, then the SP of each such unit **must be added together** into one SP total. If there are both Infantry and Artillery in the same hex, **only one type can fire at the same target hex**. The other type may not fire at that target hex but could fire at a different target hex.

*Note that this means mixing Infantry and Artillery together in the same hex is not an efficient deployment for issuing fire. Yes, it is a way for Infantry units to protect Artillery units in case of a Close Combat threat from the enemy, but it also means that there is only room for one type or the other when it comes to deployment to the firing line against the same target area. This does not apply if the Infantry and Artillery target separate enemy hexes, as it is assumed that the deployment is then spread in different directions. But remember that regardless of which type is issuing the fire, any incoming fire (even if from a Firefight – see G-9) will affect **all the units in the stack**.*

- B. A firing unit may not split its SP against multiple targets.
- C. **Combined Brigade Fire:** Units firing from *different* firing hexes at the same target hex **may not** combine their SP into one total **unless** they qualify for **Combined Brigade Fire**. If the units are all from the same Brigade and are in **two adjacent firing hexes** (only), they may add their fire into one SP total. They must be firing at the same target hex, neither hex may have a Blocked LOS and all units must be of the same type and firing at the same Range. If either hex has an Obscured LOS, the fire is considered Obscured. If either hex is on a higher elevation than the target hex, the fire gets the *On Higher Elevation* Firing Hex Advantage (see G-5a).
- D. **Starting CRT Column:** Once the total number of firing SP is determined, consult the **Combat Results Table** (CRT) and find the column that shows the range of numbers that contains the total number of firing SP. This is the **starting CRT column** for this Fire Combat. Note however that the last numbered column on the CRT is the **highest starting column** possible, so all SP greater than that number are essentially wasted. *For example, if the CRT's last numbered column is “19+”, a unit firing with 25 SP would still start its Fire Combat using that column.*

- 4. Ammunition Problems:** The firing player will roll the **Black die first**. This die result is cross-referenced on the **Ammunition Problems Table** to determine if the firing unit has logistical issues that compromise its fire efficiency. The die roll may or may not result in a Target Hex Advantage (see below).

Note that the results on this table are skewed so that there is more of a chance of an Ammunition Problems column shift when a Rebel unit is firing. This is to reflect the fact that Confederate armies generally had more equipment and ammunition issues than the Union armies.

- 5. Fire Combat Advantages:** Beginning with the **Starting CRT column** as determined in step H-3, the firing player shifts columns to the left and/or to the right per the **Fire Combat Advantages Table**. Check down the table and apply one *column shift to the right* (1->) for each applicable **Firing Hex Advantage** and one or two *column shifts to the left* for each applicable **Target Hex Advantage**. If there are multiple shifts, accumulate them and take the difference to get a net shift. Apply each shift if *any* of the firing units qualify for it. Each Game Module will have one or more Advantage situations unique to that game, but most modules will have these standard Fire Combat Advantages:

A. Firing Hex Advantages:

- **On Higher Elevation:** If the firing hex is at a **higher Elevation Level** than the target hex, the firing hex gets one column shift right. If two hexes are using **Combined Brigade Fire** (H-3c), this Advantage applies if *either* of the firing hexes is higher.
- **Target is Mounted Cavalry:** If the target hex contains *only* **Mounted Cavalry** units, the firing hex gets one column shift right. If the target hex contains any non-Mounted Cavalry unit, this shift does not apply.
- **Artillery Canister:** If an **Artillery** unit is firing at an **adjacent** target hex (only), then shift one column right.
- **Defend Order:** If the active unit is operating under a **Defend** Formation Order, then shift one column right. The Defend Order can be issued from any source – Event Card, CIC or a normal Formation Order.

B. Target Hex Advantages:

- **Long Range Fire:** If any firing unit is firing at *Long Range* (per the Weapon Range Table), it gets a **two** column shifts to the left.

For example, if two Artillery units in the same hex are firing at the same target but one is a Rifle Artillery firing at Effective Range and the other is Smoothbore Artillery firing at Long Range, their entire fire is considered to be at Long Range and suffers the two-column-shifts left Target Hex Advantage.

- **Obscured LOS:** If the firing hex's LOS is **Obscured** (see H-2), the firing hex gets one column shift left. Note that **Blocked LOS** fire is not allowed.
 - **In Cover:** If the target hex contains terrain that is deemed to be **Cover** per the Game Module, the firing hex gets one column shift left.
 - **Ammunition Problems:** If the Black die roll indicates an *Ammunition Problem* for the firing unit (see H-4), shift one column to the left.
- C. Final CRT Column:** After making any applicable Fire Combat Advantage column shifts, the **final CRT column** is used for the Fire Combat resolution. Note that column shifts can be made further to the right of the highest-numbered column and these bonus columns are shown with asterisks (*). If the column shifts yield a net shift that ends to the **left** of the "1" column, the fire is automatically a "NE" result.

For example, a stack of three Union Infantry units, totaling 15 SP, is issuing Fire Combat at a hex containing two Rebel units (one of which is Shaken). The starting column is therefore the "13-15" column of the CRT. The units had a Black die roll of "1", so they are experiencing some Ammunition Problems. They are also firing at Long Range and are in a higher elevation hex than the target hex. This results in one column shift left, two column shifts left, and one column shift right for a net shift of two column shifts left. That makes the final Fire Combat CRT column the "8-9" column.

- 6. Fire Combat Dice Roll:** The firing player rolls the four remaining dice simultaneously. The dice results are split up and applied in the order indicated below: **Red/White, Blue and Gray**.

- 7. Cohesion Test Type:** First, the **Red and White** dice are read together and produce a two-digit number from **11 to 66**, with the **Red** die read first and the **White** die number second. This Red/White pairing result is then cross-referenced on the **final CRT Column** (as per G-5c). The entry yields the type of **Cohesion Test** to which the target hex is subjected:

- **N** = Negligible
- **E** = Easy
- **R** = Routine
- **T** = Tough
- **S** = Severe
- **C** = Critical

Doubles: If the Red/White dice result is a "doubles" result (ex: 33, 11, etc.), players reference the row **immediately above** the doubles row, applying that result normally. In addition, the target hex is **Shocked and may not Firefight** (see G-9).

- 8. Fire Combat Result:** To determine the final result of the Fire Combat, players will reference their specific die (**Blue** for the Union player and **Gray** for the Confederate player) and then go to the **Fire Combat Result Table**.

- A. Cohesion Rating Modifier:** Each player finds their **highest modified CR value** unit involved in the combat. The player with the **higher** CR value will **calculate the difference** between their unit's CR value and the enemy unit's lower CR value. This difference is the CR Modifier and is **added to the die roll** of the higher-CR side. If the highest CR value for each side is the same, there is no modifier effect.

- B. Dice Roll Differential:** The **firing player** takes their colored die roll result (plus the CR Modifier from above if they have the higher-CR unit) and **subtracts** the **target player's** colored die roll result (plus the CR Modifier from above if they have the higher-CR unit) to get the **Fire Combat Differential**.

For example, if Union units are firing at Rebel units and the highest-CR Union unit is a "4" and the highest-CR Rebel unit is a "2", the Union player will add +2 to the Blue die and the Rebel player will add nothing to the Gray die roll.

Important Note: Players should realize that an "N" Cohesion Test Type doesn't mean that the target is necessarily unaffected! The fire can still result in damage to the target if the Cohesion Rating Modifier is severe enough in favor of the firing unit(s).

- C. Final Fire Combat Result:** Players find the row containing the **Fire Combat Differential** and cross-reference this row with the column representing the **Cohesion Test Type** inflicted. This entry is the final Fire Combat result and is applied to the target hex (only) as indicated below. **Apply the**

Fire Combat result to all units in the target hex. If there is any choice offered, the owning player of the target unit(s) makes the decision. The table results are read as follows:

X = the player must apply the indicated result to all affected units.

X / Y = the player chooses either the left result or the right result to apply to the unit. If multiple units in affected hex, each may choose a different option.

X (Y) = the player must apply the left result to the unit and may also apply the right result. If multiple units in affected hex, each may choose a different option.

X + Y = the player must apply both results to all affected units.

Results ("X" and "Y" above) are detailed as follows:

NE = no effect on targeted hex.



SH = all units in the target hex are **Shaken**. Place a "Shaken" marker under each unit in the target hex. If a **Shaken** unit receives this result, give the unit a "Disrupted" marker instead. If a **Disrupted** unit receives this result, flip the unit counter to its

Battleworn side and give it a "Shaken" marker. If the unit is already **Battleworn**, it must take a **Break Test** (see L-1).



DS = all units in the target hex are **Disrupted**. Place a "Disrupted" marker under each unit in the hex. If a **Shaken** or **Disrupted** unit receives this result, flip the counter to its **Battleworn** side and the unit keeps its current "Shaken/Disrupted" marker. If

the unit is already **Battleworn**, it must take a **Break Test** (see L-1).



DP = all units in the target hex are **Depleted** and must flip over to their **Battleworn** side. Units keep any "Shaken/Disrupted" marker they may have at the time. If a unit is already on its **Battleworn** side, it must immediately take a **Break Test** (see L-1).

SK# = all units in the target hex must **Skedaddle** the number of hexes indicated by the listed number (see section K).

Continuing the example from above, the final Fire Combat CRT column is the "8-9" column. The Red/White dice roll is "45", so the Cohesion Test Type is "R" (or a Routine test). The Union player's best CR unit is a "4" while the Rebels best is only a "3". The Blue die roll is "4" and the Union player will add "+1" to that for the higher-CR difference (4 versus 3), so the net die roll is "5". The Gray die roll for the Rebel player is a "2". Thus, the dice roll differential is the firing Union player's roll of "5" minus the targeted Rebel player's roll of "2", for a differential of "+3". Checking the Fire Combat Results Table, this falls within the "+2 to +4" Differential range and cross referencing that row with the "R" column, the players get a result of "SH (SK1)". This means that all the targeted Rebel units are Shaken. One unit is given a "Shaken" marker, but the other Rebel unit was already Shaken, and its marker is now flipped to its "Disrupted" side. The Rebel player also has the option to have units Skedaddle one hex and decides to Skedaddle the Disrupted unit but leaves the Shaken unit in the hex so it can Firefight (see below).

9. Firefight: After the effects of a Fire Combat are applied to the target hex, **the units in the originally targeted hex (only) may issue their own Fire Combat attack back at the firing hex(es) (only), providing they did not Skedaddle** and they are otherwise eligible to do so. A targeted unit that Skedaddles **may**

not engage in a Firefight, even if technically still able to issue fire. Subsequent Fire Combats are resolved using normal procedures, including the restriction that only one type of unit (Infantry or Artillery) may engage in Fire Combat from the same hex at the same target. Firefights may result in a string of back-and-forth Fire Combats and there is no limit to how often these can be exchanged. However, if any of the Fire Combat rolls results in a "doubles" roll (including the original dice roll), then the targeted hex is **Shocked** and the Firefight stops. The exchange ends after a player opts not to continue the Firefight or one side gets Shocked.

Note that this can lead to an escalating firefight that draws in units that were not part of the original combat! For example, the Union player uses a Default Event to fire with one unit that is in a stack of two Infantry units, targeting a Rebel hex that contains an Infantry unit and an Artillery unit. The fire has no effect, and the Rebel player opts to use Firefight and fire back at the Union hex with the Artillery unit (he could not use the Infantry unit as well as it is a different type). That result is "SH/SK1" and the Union player opts to take the Shaken result. Why? Because now he can continue the Firefight and include the second Union Infantry unit in the hex (also now Shaken) as part of the continued Fire Combat. This is because the Firefight option applies to the entire target hex, which is now both Union units. Had both Union units elected to Skedaddle, there would be no Firefight option. The Union player could also have elected to Skedaddle with one unit and taken a Shaken result with the other, which could then continue the Firefight alone. So, there are many tactical options available with the Firefight mechanic.

H) MOVEMENT STEP

All active units may conduct movement during the **Movement Step**, but the actual distance allowed is dependent on the **Formation Order** assigned or an Event Card's instructions.

- 1. Movement Allowances:** Each Formation Order dictates the **Movement Allowance** of the units governed by that Order. The Movement Allowance is the maximum number of **Movement Points (MP)** that can be expended by a unit. The actual Movement Allowance for each Formation Order is dependent on the Game Module being played, as each module uses a different scale. Generally, the Formation Order effects are:
 - **Maneuver:** The **highest** Movement Allowance, plus units may use **March Order** if qualified (see H-2b).
 - **Attack:** The **average** Movement Allowance.
 - **Defend:** The **lowest** Movement Allowance, usually only equal to the **Minimum Movement Ability** (see H-2d).
 - **Mounted Cavalry:** This unit usually receives an additional MP bonus added to each Formation Order's normal Movement Allowance.

Note that whether units conducted Fire Combat or not is irrelevant to their ability to conduct movement.

- 2. Movement Costs:** Units are moved from hex to adjoining hex, paying a cost in Movement Points to be able to enter an adjacent hex depending on that hex's terrain type. If a unit does not have sufficient MP remaining to pay the cost of entering a hex, it may not do so (however, see **Minimum Movement Ability** below). The MP cost to enter specific hexes will be different with each Game Module. However, there are some standard series principles.
 - A. Clear Hexes:** 1 MP to enter. These are hexes without any significant terrain features.
 - B. March Order:** 1/2 MP. When a unit is moving along a **Main Road** (only) and has also been activated with a **Maneuver**

Formation Order (only), each Main Road hex costs only ½ MP to enter. However, a unit may never exceed the Stacking Limit **at any point** (see H-3) during movement. If it does, it may not use the faster March Order rate, it must instead use the normal non-Road cost of that hex. Units moving via an **Event Card** ability may not use the March Order rate.

Note again that this faster rate is only allowed while under a Maneuver Order and when moving along a Main Road. It is not allowed under Attack or Defend Orders nor while moving along a Minor Road (or its equivalent).

C. Disengagement: +1 MP cost (see H-5).

D. Minimum Movement Ability: Units may always move **one hex regardless of MP costs**, providing the hex can otherwise be entered legally. A player can always have a unit use this minimum move rather than apply normal MP costs.

3. Stacking Limit: A limited number of SP may be stacked in the same hex. Only friendly units may stack – a unit may never enter the same hex as an enemy unit for any reason. Each Game Module has its own stacking limit depending on the scale of that module. There is never a stacking limit for units that are off map. The stacking limit is always based on the printed SP value on the unit counter. **Do not reduce the number of SP for a Shaken/Disrupted marker when considering the stacking limit.** The stacking limit can only be temporarily exceeded when a unit is **moving through** a hex. In this case, the moved-through hex can be over-stacked while the unit continues its move. However, units using the **March Order** rate may never enter an over-stacked hex while using that faster rate. If the Stacking Limit is exceeded, the unit must pay the normal non-Road movement point cost of that hex.

*Players should note that the stacking limits are fairly generous in this series. But beware, as most combat results affect **all units in a hex** and thus huge stacks also make for more vulnerable targets.*

4. Engagement: A unit may only **voluntarily move adjacent** to an enemy unit if it is activated with an **Attack** Formation Order. With **Defend** and **Maneuver** Orders, units must remain at least **two hexes away** from enemy units during their movement. However, units that **begin** their movement adjacent to an enemy unit may remain in their hex or move farther away. Units **forced** to move by an **Event Card** may Engage. Skedaddling units may not Engage the enemy unless there is no other option (see section K).

5. Disengagement: If a moving unit **starts** adjacent to an enemy unit and wishes to move out of that hex, the moving unit must pay a penalty of **+1 MP** cost for the next hex entered (even if the new hex is still adjacent to an enemy unit).

For example, a unit moving from a hex adjacent to an enemy unit to a Clear hex also adjacent to that same enemy unit would pay 2 MP to do so.

6. Off Map Movement: Units may be moved off the game map from any map-edge for the cost of **1 MP** (regardless of the terrain cost of the exited hex). However, that unit may only re-enter **from that same hex** as if it is a Reinforcement unit (see below). Place an “Off Map Exit/Entry” marker as a reminder of where the unit exited.

7. Reinforcements Movement: Units that are scheduled to arrive during a Game Turn as **Reinforcements** (per the scenario instructions) are placed just off map next to the hex from which they will enter. The owning player should also take the

corresponding **Formation Activation Cards** if this formation has not yet been in the game. If more than one unit is arriving, make a stack of units (the Stacking Limit is ignored while off map). When the Reinforcement formation is activated, move each eligible unit onto the map with the entry hex as the first hex of movement. Units that do not get activated remain off map. Reinforcement units scheduled to enter the game at the same hex are considered to be *adjacent to one another* while off map (this could be important for some game or Event card effects). If all the potential entry hexes are enemy-occupied, the Reinforcement units may not enter the map until the enemy units are removed.

Note that Reinforcement units move from their off-map stack onto the entry hex normally – it does not matter how many units moved before them (i.e., they are not lined up “in road column” as in other games).

8. Mounted and Dismounted Cavalry: Cavalry units have a **Dismounted** side (with the dismounted trooper graphic) and a **Mounted** side (with the rider and horse graphic). These units may switch between these two modes **before** their movement (only).



A. Dismounted Cavalry units are treated in all ways as *Infantry* except they may only conduct Fire Combat against adjacent units and are always considered to be firing at *Long Range* (because they are normally armed only with carbines).



B. Mounted Cavalry units may add an **MP bonus** to their normal Movement Allowances for all Formation Orders, providing they **remain Mounted for the entire move**. However, they may not issue Fire Combat.

C. Changing Modes: If a Cavalry unit wishes to change from Mounted to Dismounted or vice versa, it must do so at the **start** of its Movement. That change **reduces** the unit's **beginning** Movement Allowance to **half** (rounded up) of its normal value. The unit flips over to its new side and then continues with movement normally (using only the remaining balance of its beginning Movement Allowance).

Note that a Mounted Cavalry unit may not add its normal MP bonus when it plans to dismount as it is not remaining Mounted for its entire move.

D. Cavalry units are **always Battleworn** – they do not have a **Fresh** side. So, whether Mounted or Dismounted, if the unit takes a **Depletion** (DP) result it will not flip over. It must instead immediately take a **Break Test** (see L-1).

I] CLOSE COMBAT STEP

Only units activated with an **Attack** Formation Order, and which are currently Engaged with an enemy hex, may attack in Close Combat during the **Close Combat Step**. In addition, some Event Cards allow a Close Combat attack. An eligible unit or stack of units wishing to attack in Close Combat must select one (only) adjacent enemy-occupied hex as the defending hex of the attack. Close Combat is resolved similarly to Fire Combat, but with key differences.

1. Attack Declaration: The active player declares which of their eligible units are attacking an adjacent enemy target hex. A single defending hex can only be the target of one Close Combat per phase. Attacking units so committed **cannot change** the declared defending hex later in the phase.

- A. Only active units or those utilizing an Event Card ability may conduct a Close Combat attack.
 - B. Attacking units stacked in the same hex may each attack a different adjacent enemy-occupied hex, or all attack the same defending hex. However, a single unit may not split its SP value against multiple defending hexes.
 - C. If there are multiple hexes attacking the same defending hex, they are all joined together into one combined attack.
 - D. An attacking hex is never forced to attack all adjacent enemy-occupied hexes. Attackers may target one adjacent hex and ignore others (but see *Flank Support* Defending Unit Advantage below).
 - E. **Artillery** units may never declare a Close Combat attack but may Engage enemy units and defend in Close Combat.
- 2. Cavalry Withdrawal:** After attack declarations are made, any Cavalry units (Mounted or Dismounted) in the defending hex may opt to automatically withdraw before the combat begins. However, if at least one **Mounted Cavalry** unit (only) is attacking the hex, the Cavalry Withdrawal option is not available.
- A. **Mounted Cavalry** units may withdraw by applying an immediate “SK2 / SK3” result.
 - B. **Dismounted Cavalry** may withdraw by applying an immediate “SK1 / SK2” result.
 - C. If this withdrawal leaves the defending hex vacant, the attackers may conduct **Attacker Breakthrough** normally (see I-9).
- 3. Defensive Fire:** The attacking player will roll the **Black die first**. This die result is cross-referenced on the **Defensive Fire Table** to determine the effect of the defending unit’s fire as the attack approaches. Do not roll the Black die if the defender is only **Mounted Cavalry**. The die result may be modified or re-rolled depending on the following circumstances:
- A. The die roll can be increased based on the number and type of SP in the defending hex.
 - Add **+1** to the die roll for every **full 4 SP** of **Infantry** in the defending hex (*for example, a defending hex with 11 Infantry SP earns a +2 die roll modifier*).
 - Add **+1** to the die roll result for every **full 3 SP** of **Rifled** or **Mixed Artillery**.
 - Add **+1** to the die roll for every **full 2 SP** of **Smoothbore Artillery**.
 - All these modifiers are cumulative.
 - If the defender has “0” SP, there is no Defensive Fire, and the Black Die is not rolled.
 - **Defend Order Re-Roll:** The defending player may demand a re-roll of the Black Die if the defending unit was last under a **Defend Order**. Players check the discarded Formation Activation Cards and if the *last card* played *this turn* for the defending unit’s formation was a Defend Order, the re-roll may be made.

This mechanism is used to quickly simulate the dichotomy of defending units attempting to fire at the shortest range possible while the charging enemy is trying to close the distance as quickly as possible. A very intense and chaotic situation in which many factors are key. This one-die-roll solution is indeed simplistic, but it abstracts all those random factors efficiently and allows the game to move along while also giving the players a result that is realistic. Also note that each +1 modifier is only applied if the full increment is met. So, a Rifled Artillery unit with 2 SP would not get any modifier. Artillery receives a more effective modifier here to reflect the deadly effectiveness of canister fire (especially for smoothbore cannon).

- B. Any effect from the Defensive Fire Table is applied only to the attacking unit(s) **with the highest modified SP** value. The “modified SP value” includes the effect of any “*Shaken/Disrupted*” marker. If more than one unit qualifies, the owning player chooses the unit. The affected unit(s) applies the listed result normally. If the unit(s) Skeddaddles, **the attack cannot be cancelled** (unless only one unit is attacking, of course). The remaining attacking units must complete the declared Close Combat.

This is the intended design effect. It is another abstracted way to show that attacks by one unit are far easier to control and from a command perspective, allows greater flexibility. Attacks by multiple units are much more difficult to exert proper command and control over.

- 4. Starting CRT Column:** After applying any Defensive Fire effect, all units attacking the same defending hex combine their SP into one total. Once the total number of attacking SP is determined, the attacking player consults the **Combat Results Table (CRT)** and finds the column that shows the range of numbers that contains the total number of attacking SP. This is the **Starting CRT column** for this Close Combat. Note however that the last numbered column is the **highest starting column** possible, so all SP greater than that number are essentially wasted.
- 5. Close Combat Advantages:** Beginning with the **Starting CRT column** as determined above, the attacking player shifts columns to the left and/or to the right per the **Close Combat Advantages Table**. Check down the table and apply one or two *column shifts to the right* for each applicable **Attacking Hex Advantage** and one *column shift to the left* for each applicable **Defending Hex Advantage**. If there are multiple shifts, accumulate them and take the difference to get a net shift. Each Game Module will have one or more Advantage situations unique to that game, but most modules will have these standard Close Combat Advantages:
 - A. **Attacking Units Advantages:**
 - **3x Greater SP:** If the total attacking SP is *at least triple* the total defending SP, the attackers get a **three** column shifts right. *Remember to include any SP adjustment from “Shaken/Disrupted” markers*. Do not also shift for the **2x Greater SP** Advantage (below) then. Note that if the defending unit(s) have “0” SP, this advantage automatically applies.
 - **2x Greater SP:** If the total attacking SP is *at least double* the total defending SP, the attackers get **two** column shifts right. *Remember to include any SP adjustment from “Shaken/Disrupted” markers*. **Do not** apply this shift if the hex qualifies for the **3x Greater SP** Advantage (above).
 - **Lone Artillery:** If the defending hex contains only **Artillery** units, the attackers get one column shift right. If there are *any* Infantry or Cavalry units in the hex, this shift does not apply.
 - **Flanking Attack:** This shift is applied in **either** of two cases:
 - If there are **two** attacking hexes and those two hexes are *not adjacent* to one another (i.e., they are separated by at least one intervening hex), the attacking units gets one column shift right.
 - If there are at least **three** different attacking hexes, the attackers get one column shift right (regardless of their relative positions to one another).
 - B. **Defending Units Advantages:**
 - **In Cover:** If the defending hex has terrain that is deemed to be **Cover** per the Game Module, the attackers get one column shift left.

- **Across Stream:** If *all* attacking hexes have a **Stream** hexside between them and the defending hex, the attackers get one column shift left. If even one attacking hex is not crossing a Stream hexside, this advantage does not apply.
- **On Higher Elevation:** If the defending hex is at a higher Elevation Level than *all* of the attacking hexes, the attackers get one column shift left. If even one attacking hex is not at a lower Elevation Level than the defending hex, this advantage does not apply.
- **2x Greater SP:** If the total defending SP is *at least double* the total SP in the all the attacking hexes combined, the attacking hex gets **two** column shifts left. *Remember to include any SP adjustment from "Shaken/Disrupted" markers.*
- **Flank Support:** If *any* of the attacking hexes are adjacent to **another enemy-occupied hex** (other than the defending hex) that includes at least one **Infantry** or **Artillery** unit and that hex **does not have a Close Combat attack declared against it** (whether resolved yet or not), then the attacking hex gets a one column shift left **for each such supporting hex.**

The Flank Support shift is to simulate the effect of a line of defenders supporting one another. If you ignore nearby enemy units to attack only one hex in a line of defenders, those un-attacked defenders will try to threaten the attacker's flanks and rear. Note also, for example, that if there are two enemy hexes that qualify for Flank Support, the Defending Unit Advantage would be two column shifts to the left.

C. Final CRT Column: After making any applicable Close Combat Advantage column shifts, the **final CRT column** is used for the Close Combat resolution. Note that column shifts can be made further to the right of the highest-numbered column and these bonus columns are shown with asterisks (*). If the column shifts yield a net shift that ends to the **left** of the "1" column, **the attacker automatically suffers an "A:DP+SK3" result.**

- 6. Close Combat Dice Roll:** The attacking player rolls the four remaining dice simultaneously. The dice results are split up and applied in the order indicated below: **Red/White, Blue** and **Gray**.
- 7. Cohesion Test Type:** The **Red and White** dice are read together next and will give a two-digit number from **11 to 66** with the Red die number read first and the White die number second. This Red/White pairing result is then cross-referenced with the final **CRT column** (as per I-5c). The resulting column entry yields the type of **Cohesion Test** to which the defending hex is subjected:
 - **N** = Negligible
 - **E** = Easy
 - **R** = Routine
 - **T** = Tough
 - **S** = Severe
 - **C** = Critical

Doubles: If the Red and White dice yield a "**doubles**" result (ex: 22, 55, etc.), players reference the row immediately above the doubles row, applying that result normally. In addition, resolve the effects of a **Brutal Melee** (see I-8).

Note that in Close Combat, there will always be an effect on some (and sometimes all) of the units involved in the combat from both sides.

- 8. Close Combat Result:** To determine the final result of the Close Combat, players will reference specific die (**Blue** for the Union player and **Gray** for the Confederate player) and then go to the **Close Combat Results Table**.

- A. Cohesion Rating Modifier:** Each player finds their **highest modified CR value** unit involved in the combat. The player with the **higher** CR value will **calculate the difference** between their unit's CR value and the enemy unit's lower CR value. This difference is the CR Modifier and is **added to the die roll** of the higher-CR side. If the highest CR value for each side is the same, there is no modifier effect.
- B. Dice Roll Differential:** The **attacking player** takes their colored die roll result (plus the CR Modifier from above if they have the higher-CR unit) and **subtracts the defending player's** colored die roll result (plus the CR Modifier from above if they have the higher-CR unit) to get the **Close Combat Differential**.
- C. Final Close Combat Result:** Players find the row containing the **Close Combat Differential** and cross-reference this row with the column representing the **Cohesion Test Type** inflicted. This entry is the final Close Combat result and is applied to the affected target hex(es) as indicated below. **Apply the Close Combat result to all units in the affected hex.** If there is any choice offered, the owning player of the unit(s) makes the decision. The table results are read as follows:

A: = all the attacking units (only) are affected by the indicated result.

D: = all the defending units (only) are affected by the indicated result.

B: = all units from both sides involved in the Close Combat apply the indicated result.

X = the player **must** apply the indicated result to all affected units.

X / Y = the player **chooses either** the **left result or the right result** to apply to the unit. If multiple units in affected hex, each may choose a different option.

X (Y) = the player **must apply the left result** to the unit and **may also apply the right result**. If multiple units in affected hex, each may choose a different option. With a "**B:SH(SK1)**" result in Close Combat, the **attacking** player chooses first.

X + Y = the player **must** apply **both** results to all affected units.

Results ("X" and "Y" above) are detailed as follows:



SH = all units in the affected hex are **Shaken**. Place a "Shaken" marker under each unit in the hex. If a **Shaken** unit receives this result, give the unit a "Disrupted" marker instead. If a **Disrupted** unit receives this result, flip the unit counter to its **Battleworn** side and give it a "Shaken" marker. If the unit is already **Battleworn**, it must take a **Break Test** (see L-1).



DS = all units in the affected hex are **Disrupted**. Place a "Disrupted" marker under each unit in the hex. If a **Shaken** or **Disrupted** unit receives this result, flip the counter to its **Battleworn** side and it keeps its "Shaken/Disrupted" marker. If the unit is already **Battleworn**, it takes a **Break Test** (see L-1).

DP = all units in the affected hex are **Depleted** and must flip over to their **Battleworn** side. Units keep any "Shaken/Disrupted" marker they may have at the time. If a unit is already on its **Battleworn** side, it must immediately take a **Break Test** (see L-1).

SK# = all units in the affected hex must **Skedaddle** the number of hexes indicated by the listed number (see section K).

9. Brutal Melee: This result represents those rare times on the ACW battlefield when units came to melee contact – vicious hand-to-hand combat involving bayonets, clubs, fists, etc. After applying the effects of the initial Close Combat normally (including any Skedaddle moves **but not Attacker Breakthroughs**), a player rolls one die and applies the indicated additional result listed below.

1 – 2 = Bloody Fight! All units involved in the combat must roll a die against their CR (defender first). If the die roll is **greater than** the unit's CR, that unit suffers an immediate **"SH"** result.

3 = Defender Enfiladed: Each **defending** unit (only) must roll a die against its CR. If the die roll is **greater than** the unit's CR, that unit suffers an immediate **"SH"** result.

4 = Attacker Enfiladed: Each **attacking** unit (only) must roll a die against its CR. If the die roll is **greater than** the unit's CR, that unit suffers an immediate **"SH"** result.

5 – 6 = Counterattack! The **original defending** unit(s) may immediately conduct a **Close Combat Attack** if it has not **Skedaddled** or been eliminated, and any attackers are still adjacent. Only hexes that were **original** attacking hexes can be Counterattacked. Follow normal Close Combat attack procedures. If all the attackers have Skedaddled and/or been eliminated, defending units that are **not Shaken** or **Disrupted** may conduct an **Attacker Breakthrough** (see below).

*Note that the Brutal Melee is resolved **before** any Attacker Breakthrough is conducted.*

10. Attacker Breakthrough: If at the conclusion of a Close Combat there is at least one attacking unit remaining in any of the attacking hexes and there are no units remaining in the defending hex (for any reason), any attacking units that are **not Shaken** or **Disrupted** may conduct an immediate Attacker Breakthrough.

*Note that Shaken and Disrupted units **may not** conduct an Attacker Breakthrough.*

- A.** The attacking player chooses any of the attacking units that are not Shaken or Disrupted to **move into the defending hex** (up to the stacking limit).
- B.** These advancing units (only) may then immediately **conduct another Close Combat attack against one adjacent enemy-occupied hex** (only) using normal Close Combat procedures (including a new Defensive Fire die roll, etc.).
- C.** Infantry units may only conduct **one** Attacker Breakthrough per step; **Mounted Cavalry** (only) may conduct up to **two** Attacker Breakthroughs per step. Defending units cannot conduct an Attacker Breakthrough, except with a **Counterattack** result from a **Brutal Melee**.

Close Combat Example: The Rebel player activates a three-unit Brigade consisting of the following units: 8-3, 5-4 and 10-3. The Brigade is given an Attack Formation Order. The units first issue Fire Combat at eligible targets and resolve those combats to conclusion. Each Rebel unit then moves up to 2 MP and the Rebel player has them positioned in such a way that each is able to move adjacent to a two-unit Union stack from three separate hexes. The Union stack is made up of a Battleworn 6-3 and a Shaken 7-3 (the Shaken marker in this example is "-2 / -1"). The Rebel player first rolls the Black Die for Defensive Fire, modifying it by a +2 as the de-

fenders have a total of 11 SP. The roll is a "6", which becomes an "8" and the result is "DS/SH+SK1". The Rebel 10-3 unit (the largest-SP attacking unit) must either become Disrupted or it becomes Shaken and retreats one hex. The Rebel realizes that he has now lost his 2:1 edge in SP (regardless of which option he chooses) so he opts to retreat the 10-3 and make it Shaken. It cannot now participate in the Close Combat, but it is in better shape than had it kept up the attack. The attacking Reb's are down to 13 SP, so the player starts the attack on the "13-15" column. The attack is shifted one column to the right because the Rebels achieved a Flanking Attack as each of the two remaining units are on opposites sides of the defending Union units. There are no other shifts involved, so the attack is resolved on the "16-18" column. The player rolls the four remaining dice and gets a Red/White combo of "44", a Blue die of "2" and a Gray die of "3". The "44" row yields a "T" Cohesion Test Type along with a Brutal Melee result. The combat is resolved first, and the players refer to the Close Combat Results Table. The Differential is figured as follows: attacker net die roll is "4" (Rebel highest CR of "4" versus Union highest CR of "3", so +1 to the Gray die) versus the defender die roll of "2" yields a Differential of "+2" (Rebel "4" less Union "2"). Cross-referencing the "T" column with the "+2/+3/+4" row gives us a result of "D:SH+SK1". The two defenders are each Shaken – the 7-3 flips its marker over to the "Disrupted" side (since it is already Shaken) and the 6-3 gets a "Shaken" marker. Both must also Skedaddle one hex but since doing so would leave them adjacent to an enemy hex (the attackers in this case), they must instead apply another "SH" result in the retreated hex. The 7-3 unit must now flip over to its Battleworn side, and it gets a "Shaken" marker; the 6-3 unit flips its marker over to its "Disrupted" side. Now the Brutal Melee must be determined. A player rolls a die and gets a "4", which is Attacker Enfiladed. The Rebel player must roll a die against the CR of each attacking unit. The roll is "6" for the 8-3 and "1" for the 5-4. This means that the 8-3 is now Shaken and cannot therefore conduct an Attacker Breakthrough. The 5-4 passed its check and it decides to conduct an Attacker Breakthrough into the vacated defending hex. The Rebel player opts not to conduct another Close Combat attack with the 5-4 (which it could do against the two Union units that just retreated). Narratively, this sequence indicates that though the Union units were surrounded briefly, they were able to squeeze out of the trap and catch the Rebel 8-3 unaware with a vicious and well-coordinated counterattack around its flank. But they are in dire straits nonetheless and are lucky that the Rebels lost their nerve to conduct a breakthrough attack.

J) END PHASE

This phase marks the end of the Game Turn.

- 1. Held Event Card Step:** If either player is holding one or more **"Hold" Event Cards**, they may play eligible cards one at a time. If both players have such cards, they alternate playing one card at a time, with the Confederate player going first.

*Note again that held Event Cards **may not** be used for their Default Event during this step.*

- 2. Reset and Victory Point Step:** If this is not the last Game Turn, players gather all their Formation Activation and Event Cards (played and un-played, including those that were held but never played) and take them back in hand. Note that held cards that were not played are **not carried over from turn to turn**. Players will count their earned **Victory Points** as detailed in the Game Module and record the new totals on the track. Gameplay then proceeds to the next turn's **Game Turn Marker Phase**. If the last Game Turn of the scenario just concluded, the game is over, and a final tally of Victory Points is made to determine the game winner.

K) SKEDDADLE

This is simply a thematically named way of describing a retreat movement. Skeddadding is conducted immediately upon it being imposed or chosen, as follows:

- 1. Distance Retreated:** The distance retreated is given as the **number of hexes** that must be moved. Do not count the normal MP cost of the hex terrain entered but a unit may only enter legal hexes.
- 2. Movement Away from Enemy:** The retreating unit must **increase** the distance between itself and the enemy unit that caused the Skeddaddle result. If the Skeddaddle was caused by an Event card, the unit must move away from the **nearest** enemy unit. If it is impossible to do so due to enemy units and/or the map edge, the Skeddadding unit may **maintain the same distance** from the enemy.
- 3. Engagement:** The retreating unit **cannot Engage** an enemy unit unless it is not possible to avoid such a move. If impossible to avoid, the unit may move adjacent to one or more enemy units, but **it must then suffer an "SH" result**, applied normally and in the first hex it is adjacent to an enemy. It does not matter how many enemy units are adjacent nor how many hexes are retreated into that cause Engagement, apply only one "SH" result to the unit.
- 4. Off-Map Movement:** A retreating unit may be forced to move off the map because it cannot meet any of the above criteria. If so, place it in the **next** Game Turn's box on the Game Turn Track and it may enter as a Reinforcement during that turn. It must enter through the hex from which it exited (use the "Off Map Exit/Entry" markers provided to indicate the hex).
- 5. Friendly-Occupied Hexes:** If a retreating unit moves through a friendly-occupied hex, it may only stop there if the hex then meets the **Stacking Limit**. If not, the retreating unit must **keep retreating** (even beyond the original SK result). If it is forced to keep retreating because of exceeding the Stacking Limit in this manner, the **inactive units that were passed through are all given an immediate "SH" result, applied normally**.
- 6. Unable To Complete Skeddaddle:** If a retreating unit cannot possibly continue moving per the above parameters (for example, it is physically surrounded by adjacent enemy units) then it is immediately **Broken** (no Break Test is made).

L) BROKEN UNITS

Units that become Broken are temporarily put out of commission. They have lost all cohesion and do not exist on the map as viable combat units, now located away from the battlefield or hiding within a forest or buildings. These units are now just attempting to reorganize. Broken units are able reappear into the game under certain circumstances.

- 1. Break Tests:** When a unit must flip to its *Battleworn* side for any reason but is already on that side, it must take an immediate **Break Test**. The owning player rolls one die and compares the rolled result to **CR** of the affected unit. **The unit's CR is reduced by an additional -1 if the testing unit is not stacked with, or adjacent to, another unit from its Brigade.** If no other unit from its Brigade exists in the game (for any reason), then it must be stacked with, or adjacent to, another unit from its Division to avoid the "-1 CR" penalty.
 - If the die roll result is **equal to or less than** the CR of the unit, the unit **passes** the test and remains in the game **but is**

given a "**Disrupted**" marker (if it does not currently have one). If it is already Disrupted, nothing more happens.

- If the roll is **greater than** the unit's CR, the unit **fails** the test and is **Broken**.
- 2. Broken Procedure:** When a unit **fails** its Break Test, it is immediately **Broken**. The Broken unit is removed from the map and placed in a common area that both players have agreed upon to place Broken units. Use the provided "*Broken Area*" marker to make this location clear. Broken units are kept in this area for the entire game unless they are brought back by a **Regroup** action or an **Event Card**.

M) REGROUP

Units may only conduct a Regroup Action if they are activated while operating under a **Defend** Formation Order.

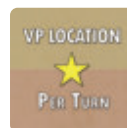
- 1. Regroup Eligibility:** Units **may not** have conducted **Fire Combat** during the same activation in which they wish to Regroup (they are allowed to conduct Movement only). In addition, units **may not** choose to Regroup if they are **within two hexes of an enemy unit** (therefore the Regrouping unit must be at least three hexes from an enemy).
- 2. Regroup Procedure:** A Regroup allows **one** of the following actions to be conducted with **each** eligible unit:
 - A. Remove Shaken:** A **Shaken** unit may remove the marker immediately. The unit is no longer Shaken.
 - B. Reduce Disrupted:** A **Disrupted** unit may flip that marker over to its "*Shaken*" side. It is now a Shaken unit instead.
 - C. Rally a Broken Unit:** One **Broken** unit (only) belonging to the active formation may attempt a **Break Test** (see L-1) using the CR value as printed on its *Battleworn* side. There are no other modifiers applied to the CR (i.e., the unit is never considered to be Shaken or Disrupted while in the Broken area). If the unit **fails** the test, it remains in the Broken area. If it **passes** the test, it may be placed on the map with its *Battleworn* side face-up, adjacent to another unit from its Brigade or, if none exists on the map, adjacent to another unit from its Division. If there are no other units from its Division in the game, the Division has collapsed and this unit cannot be Rallied. The Rallied unit **cannot be placed adjacent to an enemy unit**.

*Note that the Rally a Broken Unit action can only be used **once per phase** – if the player has multiple units in the Broken area for this formation, only one unit can attempt to Rally per phase.*

N) VICTORY DETERMINATION

At the conclusion of the game, players will determine the winner. Specific **Victory Conditions** for each Game Module will be detailed in that module's rulebook. All modules will use some form of the following basic system.

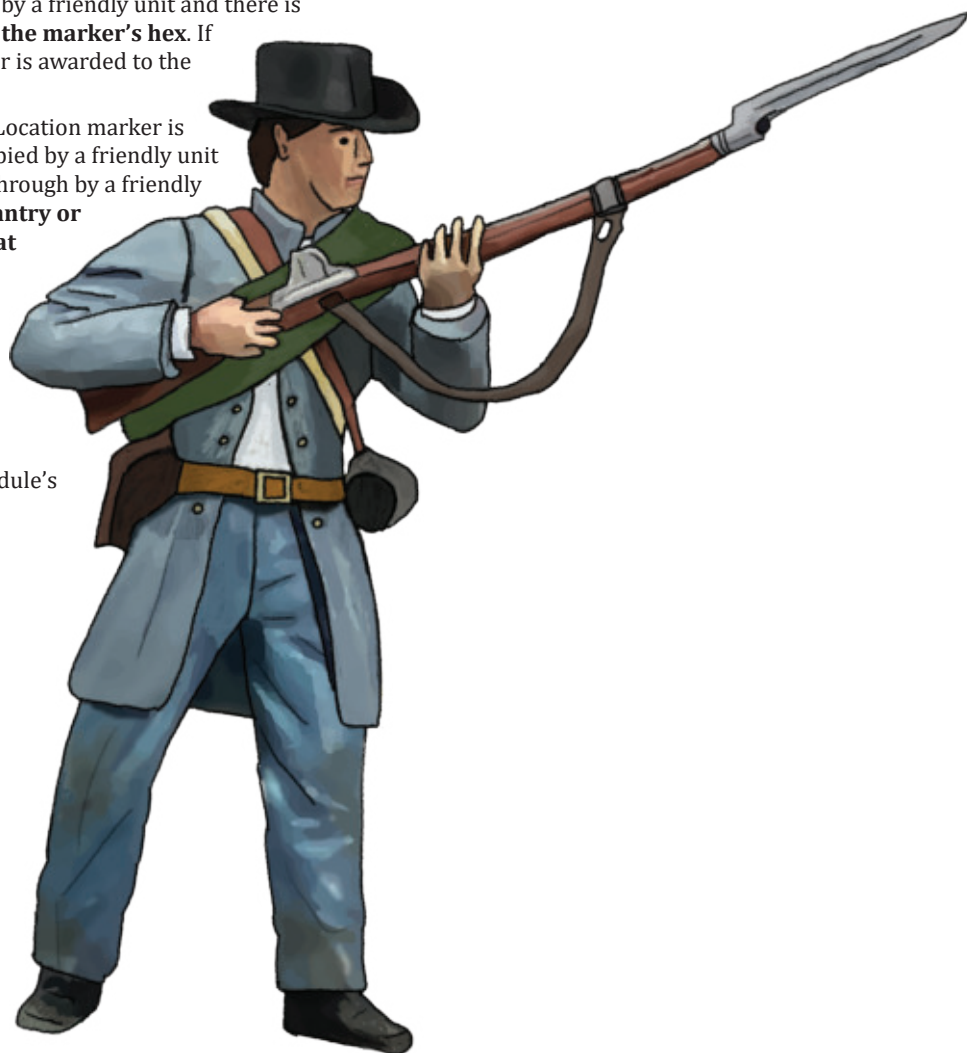
- 1. Victory Point Location Markers:** Before the game begins, players will place a number of "**VP Location – End of Game**" and/or "**VP Location – Per Turn**" markers onto scenario-specified hex locations on the map. Players will do so by taking all such markers and placing them **face-down** (so the markers' common side is face up and hiding the detailed information on the back). The markers are mixed up and



deployed face down onto their specified locations. The backs of the markers have a specific **Victory Point** reward that is only revealed and earned per the Game Module.

2. **End of Game VP Markers:** These Victory Point markers are only earned at the end of the game by the side that **controlled** the hex at the start of the game (per the scenario details) or that **last entered or occupied** the hex with a unit from their side. The marker is revealed after it is determined who earned the VP marker and that side is awarded the value indicated on the back of the marker if it is **Fully Controlled** or only *half* the value if **Contested Control** is in effect (see below).
3. **Per Turn VP Markers:** These Victory Point markers are scored by the owning side during the **End Phase** of certain Game Turns, as detailed by the scenario. These are kept face-down until the first time a player scores the VP, at which time it is flipped over and kept face-up for the remainder of the game. The side that **controlled** the hex at the start of the game (per the scenario details) or that **last entered or occupied** the hex with a unit from their side is awarded the value indicated on the back of the marker if it is **Fully Controlled** or only half the value if **Contested Control** is in effect (see below).
4. **Recording Victory Points:** Victory Points are tallied during the game by using the appropriate “VP” markers and the Game Turn/Victory Points Track in each Game Module.
5. **Fully Controlled VP Locations:** A VP Location marker is **Fully Controlled** if it is currently occupied by a friendly unit or was last occupied or passed through by a friendly unit and there is **not an enemy unit adjacent to the marker’s hex**. If so, the *full VP value* of the marker is awarded to the player.
6. **Contested VP Locations:** A VP Location marker is **Contested** if it is currently occupied by a friendly unit or was last occupied or passed through by a friendly unit but at least **one enemy Infantry or Artillery unit is adjacent to that hex** as well. If Contested, that VP Location marker is worth only *half* (rounded down) its normal VP value to the controlling player.
7. **Game Winner:** The player who earns the higher total of Victory Points per the specific Game Module’s guidelines will win the game.

*Brutal fighting is occurring over a hill with a “VP Location – End of Game” marker on it and the hex has changed hands almost every turn. It is now the last turn of the game and the Reb’s make a desperate Close Combat attack with two units. Due to weak Defensive Fire and a great Close Combat dice roll, the Confederates cause the defending units to be Shaken and they must Skeddaddle two hexes. The one Rebel unit that wasn’t Shaken by the Defensive Fire is able to conduct an Attacker Breakthrough onto the hill. But now, that unit is almost surrounded by an entire Division of Union units. Luckily for the Union player, he draws a “Defend” Formation Activation Card and the player activates that same Division. The entire Division proceeds to obliterate the Rebel unit with Fire Combat and it just manages to Skeddaddle one hex away, Battleworn and Disrupted. But that Defend card was the last Activation Card in the pile and the game is now over! The Union player is really upset as he notes that his units couldn’t move the 1 MP allowed by the Defend order because they are not able to Engage the enemy under that order. **The** “VP Location – End of Game” marker is now Contested, but it is Controlled by the Confederate player as a Rebel unit was the last to occupy the hex. The players flip over the marker and it’s the “10 VP” chit. So, the Confederate player is awarded 5 VP (half the normal VP because it was a Contested marker). If the Union had even one Event Card left to use as a Default Event and thereby move one Union unit into the hex with the VP marker, they would have taken the hill and gotten the VP instead. And to the Union player’s chagrin, it turns out that he would have won the game in that case. War is Hell!*





**TINY
BATTLE**

