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PAPER WARS

Belmont

Grant's Baptism of Command, November 7th, 1861

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Belmont - Grant's Baptism of Command

Terrain Effects Chart

Terrain Type	Movement Cost	Blocks LOS?	Direct Fire Effects	Melee Effects
 Clear	1 MP	No	None	None
 Building	1 MP	No	None	None
 Camp	1 MP	Yes	None	None
 Felled Trees	2 MP	No	Targeting a Felled Tree hex reduces number of dice thrown by 1.	Entering Melee <i>from</i> a Felled Tree Hex reduces attacker's strength by 1.
 Brush	1 MP	Yes, if it passes through three Brush hexes.	None	None
 Woods	2 MP	Yes	Targeting a Woods hex from a Brush or Clear hex reduces number of dice thrown by 1.	Entering Melee <i>from</i> a Clear hex reduces the attacker's strength by 1.
 Crops	1 MP	Yes	None	None
 Slope	Same as other terrain.	Yes	Direct Fire <i>from</i> bottom of slope to Slope Top reduces the number of dice thrown by 1.	Entering Melee <i>from</i> bottom of Slope to Slope Top reduces attacker's strength by 1.
 Pond	3 MP Artillery may not enter.	No	Direct Fire <i>from</i> a Pond hex reduces the number of dice thrown by 1.	Entering Melee <i>from</i> a Pond hex reduces attacker's strength by 1.
 Marsh	2 MP Artillery may not enter.	No	None	Entering Melee <i>from</i> a Marsh hex reduces attacker's strength by 1.
 Dock	1 MP	No	None	None
 River	By river zone Ground units allowed if loaded on Transport or Gunboat.	No	Only Batteries and Gunboats allowed to target a river hex.	Prohibited
 Shore	1 MP when moving from shore hex to shore hex, otherwise 2 MP.	LOS, Volley Fire, and Melee effects are based on terrain in the hex.		
 Road	1/2 MP when moving along road.	LOS, Volley Fire, and Melee effects are based on terrain in the hex.		

Iron Bank Entrenchments



Iron Bank Batteries are placed on the Iron Bank Entrenchment hexes. Movement into and out of Iron Bank Entrenchment hexes is prohibited. Only Gunboats may fire on the Iron Bank Entrenchment hexes.

1.0 Introduction

Belmont is a two player game simulation of the American Civil War battle that occurred on November 7, 1861 at Belmont, Missouri. One player controls the forces of the United States (Union) and the other player controls the forces of the Confederate States (Confederate).

1.1 Historical Background

In the spring of 1861 General Grant commanded 20,000 men around Cairo, Illinois, the southern most loyal city in the Union. Its strategic position on the Mississippi allowed newly-minted General Grant the ability to quickly strike south – but where, neutral Kentucky or risky Missouri?

Confederate commander in the west, General Leonidas W. Polk, recognizing the importance of the Mississippi, invaded Kentucky without President Davis' authority. He fortified a position on the river called the Iron Banks near the city of Columbus, Kentucky. There, he assembled more than 17,000 troops from Tennessee, Mississippi, Louisiana and Arkansas. He also built a three-tiered artillery bastion along the river totaling 140 cannons, including the largest piece in the Confederacy. The monster cannon was nicknamed "Lady Polk" after the General's wife.

Always chaffing during periods of inactivity, Grant frequently requested combat assignments as he dearly wanted to blood his green troops. Eventually, his commander, "Pathfinder" John C. Fremont, ordered Grant to move against an active guerrilla leader in South eastern Missouri, General Jeff Thompson. No sooner had the operation begun than Fremont ordered Grant to make a demonstration around Columbus to disrupt the Confederate transfer of troops from Polk in Columbus to Price in Missouri. Grant acted immediately, sending seven columns to the region, an army 15,000 strong. He believed the columns would be able to support each other.

On November 6th rebels in Columbus celebrated the election of President Jefferson Davis. That same day in Columbus, knowing that Albert Sydney Johnston was to take command in the West, Polk attempted to resign his commission – this just as General Grant moved against him.

Grant landed 3,000 men, supported by artillery and cavalry, at Hunter's farm two miles southeast of Camp Johnston and the tiny village of Belmont consisting of only three houses.

Correctly identifying the gathering smoke from Grant's little fleet, Polk nevertheless vacillated then dispatched General Pillow and four Tennessee Regiments to reinforce General Tappan's Arkansans on the Missouri side of the river. U.S. Commander Walke led his two gunboats into a brief artillery battle with the Iron Banks batteries but soon withdrew his battered vessels. By 8:30 a.m. Grant had marched on the rebel camp, and by 10:00 a.m. the battle had been joined.

Soldiers fought across woods, clear fields and cornfields. Pillow showed poor judgment in his troop dispositions. Fierce fighting erupted around Watson's battery covering the road to the camp, but elsewhere the rebel line buckled and folded. Some companies briefly defended the camp, but no effort was made to use the acres of felled trees surrounding its perimeter. Pillow, Tappan and their demoralized gray companies retreated north and south of the camp while the Yankees exulted in their victory.

It was at this point that Grant lost control of his troops. They ignored their officers and began looting the abandoned enemy camp. General McClernand even took time to mount a stump and give a political speech.

Roused to action by the scene, Polk ordered his Iron Banks batteries to fire on Camp Johnston as General Cheatham and five regiments of additional reinforcements were shuttled across the river. Exposed Union companies in the camp suffered a storm of shots from the Iron Banks batteries and soon realized that the reinforced and re-energized confederates were about to cut off their retreat. A running battle was fought back to the ships where all the men were loaded but for Dollins and his errant cavalry command. Grant and his horse were the last to board the transports. The missing cavalry company was retrieved further upstream.

The butcher bill left 320 Union dead, 400 wounded – 100 of whom were captured along with another 100 healthy men. The Confederates suffered 105 casualties, 419 wounded and 117 missing. Despite the casualties, the battle was ultimately inconclusive. Grant had captured and destroyed an enemy camp, but at horrendous cost and the near loss of the majority of his command. At the same time Grant had created a core of skilled veterans and had shown the courage and determination that would later earn him command of all Union forces. On the other hand, Polk and Pillow showed hesitation and poor judgment, something Grant would later gladly use against them. Still the rebels had forced the Yankees to quit the field and could quite rightly claim victory.

1.2 Important Terms

Army Leader

U. S. Grant is the leader of the Union forces. Leonidas Polk is the leader of the Confederate forces. Each is represented with a counter bearing their image and the letters CO denoting Commanding Officer.

Brigade

A brigade in the American Civil War consisted of a minimum of two regiments. For game purposes, brigades in Belmont range from 2 to 4 regiments in size.

Brigade Leader

Brigade Leader counters are identified by the red band across the top of the counter and bear a portrait of the leader. Regiments under command of the brigade leader are indicated by colored bands to the left and right of the portrait. These bands correspond to the color across the top portion of the regiment counters.

Broken

Infantry and cavalry companies that suffer a loss of morale and battle cohesion as the result of combat are said to be broken. The 'flip' side of each company counter is its broken side. The letters 'BRK' appear on the counter. Broken companies suffer restrictions in movement and combat. Leaders can be used to rally a broken company which flips the counter back to its front side.

Charge

The only attack allowed by cavalry is the cavalry charge.

Camp Johnston

Polk ordered Tappan's under strength expeditionary brigade out of Kentucky to the west bank of the Mississippi.

Tappan settled just north of the tiny hamlet of Belmont, an area christened Camp Johnston, and began clearing the heavy woods around it. In the game, Grant's objective is the camp. During the

fight Polk only released rebel reinforcements after he saw that the Union had overrun Camp Johnston.

Company

Each Civil War infantry company consisted of approximately 100 soldiers. Each regiment has 10 companies with each company having letter designations from A to K (J was not used because the letter on the company flag was judged to look too much like an 'I').

Confused Orders

American Civil War battlefields, like most battlefields, were chaotic affairs. This is reflected in Belmont by the Confused Orders chits. Both the Union and Confederate player have one such chit. The game begins with only the Confederate Confused Orders chit in play. If the Union capture Camp Johnston, the Confederate chit is removed and the Union Confused Order chit enters play reflecting the loss of command control the Union suffered at this point in the battle.

Counters

The chits used in the game are collectively referred to as counters. Chits used to indicate game related information on the game board are called markers. Chits used to represent military forces are called units.

Order Chits

These are special markers that are pulled from the draw cup that activate units. Order Chits picturing the Union flag activate Union units while Order Chits showing the Confederate flag activate Confederate units. The specific units activated (either a regiment or HQ units) is shown in a block beneath the flag.

Draw Cup

An opaque cup or container is needed to hold the Order Chits. This is referred to as the Draw Cup.

Hex

The map board is separated into rows of hexagons. Each hexagon is referred to as a hex. Hexes are spaces used for the placement and movement of counters.

Hit

A hit is a successful attack resulting from a Volley Fire, Opportunity Fire, or Defensive Fire combat die roll or as a result of a melee round.

HQ

This denotes Headquarters command. Army leaders, Brigade Leaders, artillery, and gunboats are activated when the HQ Order Chit is pulled.

Iron Banks Batteries

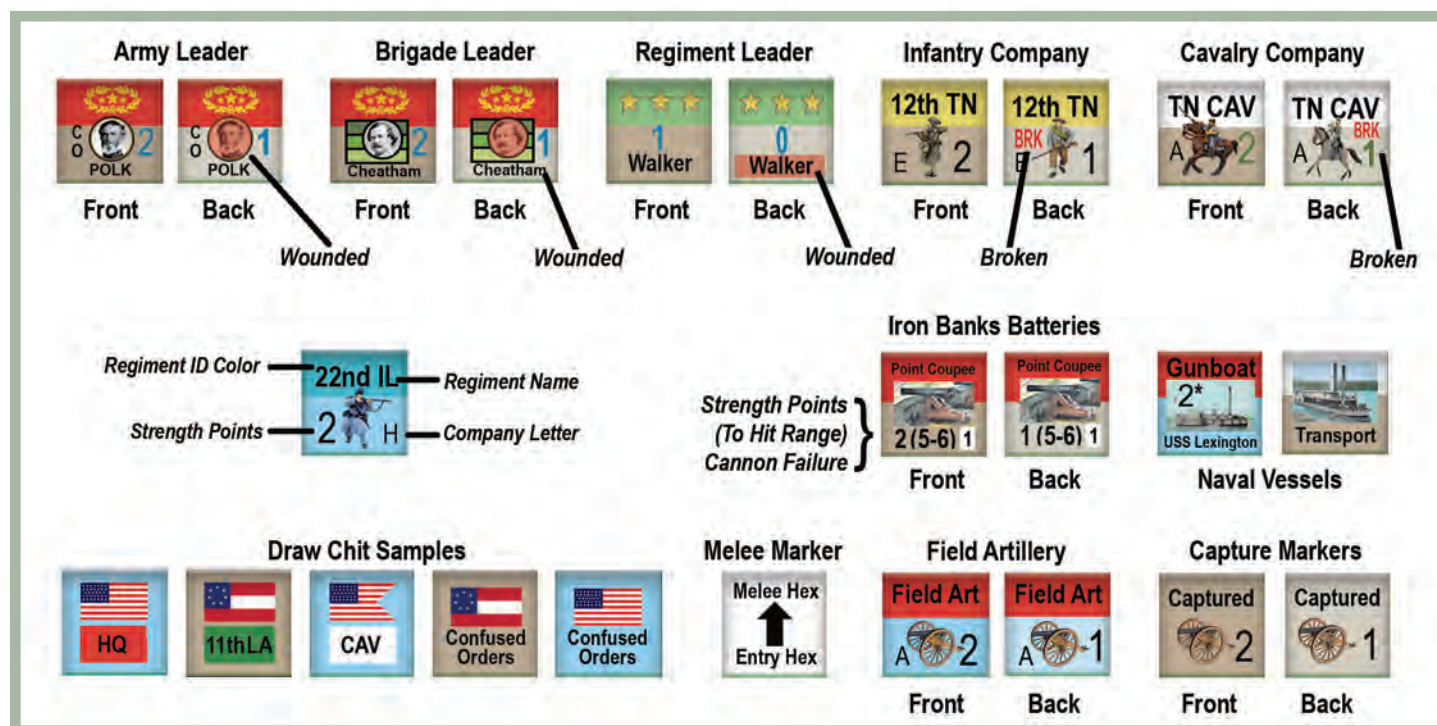
The tall bluffs overlooking the Mississippi River in Columbus, Kentucky were known as the Iron Banks. The Confederates engineered the banks into tiers for long range cannons. The artillery pieces placed on the banks are depicted on counters with a red band across the top of the counter. The leftmost number at the bottom of the counter is the battery's SP and the numbers in parenthesis indicate the die roll result needed to score a hit. Two counters have a '1' in a white block. This represents a catastrophic failure when it is rolled during Volley Fire.

Leaders

There are three types of leader counters: army, brigade and regiment. Army and brigade leaders activate when the HQ Order Chit is pulled. Regiment leaders activate when their regiment Order Chit is pulled. Leaders may be used to rally broken companies and assist with melee. Leaders are allowed to move up to three hexes during Leader Second Movement.

LOS

Line of Sight (LOS) is the ability to see from hex center to hex center between two locations on the map board. Terrain on the map such as trees may block LOS if it passes through the hex, not along its hexside. Blocking terrain is shown on the Terrain Chart. Volley Fire and Opportunity Fire can only be performed if there is a LOS from the firing hex to the target hex. Adjacent hexes always have a LOS to each other regardless of the terrain in the hexes. Units block LOS.



Markers

Counters used to indicate game related information on the game board are called markers.

Melee Combat

Melee Combat is hand-to-hand fighting conducted in a single hex.

Melee Hex

The hex on the map board where a Melee Combat is conducted.

Melee Markers

Melee Markers are used to indicate that a Melee Combat will take place. They are placed along the hex side of a Melee Hex indicating the entry hex-side the attacking pieces use and the Melee Hex itself.

Miss

A miss is a failed attack resulting from a Volley Fire, Opportunity Fire, or Defensive Fire combat die roll.

Opportunity Fire

Ground movement into an enemy ZOC may trigger Opportunity Fire; the defenders fire a rifle or cannon volley at the moving enemy. Gunboats may engage in Opportunity Fire when Transports move within their LOS.

Ranged Combat

An attack that occurs when the opponents are separated by a distance; in Belmont represented by Volley Fire, Opportunity Fire, and Defensive Fire.

Regiment

On paper a regiment of the American Civil War consisted of 1000 men, but because of illness or battlefield losses often was less than that. In Belmont, each regiment is identified with a colored band across the top of its counter that contains the regiment's name.

Regiment Leader

Regimental Leaders are not activated when a Headquarters Order Chit is drawn. Regimental Leaders are used to coordinate a multi-hex melee attack, lead the melee and to rally broken companies.

SP

Every combat unit is assigned a number representing its relative effectiveness when waging combat. These are the unit's Strength Points (SP). For Volley Fire, the SP of the unit indicates the number of dice rolled. In Melee, the overall total SP for the attacking and defending counters are compared along with dice rolls. The color of the SP indicates the type of combat it can be used for:

Black: Volley Fire and Melee.

Blue: Melee

Green : Charges

***Note:** that SP is not used in Opportunity Fire or Defensive Fire.*

State Abbreviations:

AR = Arkansas

IA = Iowa

IL = Illinois

LA = Louisiana

MS = Mississippi

TN = Tennessee

Stacking

Placing multiple counters in a hex is called stacking. In Belmont stacking is limited to 3 non-leader units. Any number of leader units may occupy a hex either alone or with other units.

Unbridled Fury

Units charging into melee that are successful in forcing their enemies to retreat sometimes would not stop once the ground was taken. They would instead continue charging forward to melee with the retreating forces. In Belmont this is called Unbridled Fury.

Units

Counters used to represent military forces.

Volley Fire

Sustained ranged fire is called Volley Fire. Infantry Volley Fire is limited to a distance of two hexes but field artillery, Iron Banks batteries, and naval vessels may fire across longer distances.

VP

Victory Points

Wounded

The first time a leader is hit in combat, its counter is flipped to its 'wounded' side. The portrait of the Army and Brigade leaders is tinted red while the name of the regiment leaders is surrounded by a red block to indicate the wounded status of the leader. Leaders suffering a second hit are killed and removed from the map board.

ZOC

The six hexes adjacent to the hex a unit occupies is referred to as the unit's Zone of Control (ZOC). Leaders, Cavalry, and broken Infantry units do not have a ZOC. Entry into an enemy ZOC can trigger Opportunity Fire. Unlike many games, ZOC does not hinder movement.

1.3 Belmont Map Board

The map board portion of the game board was created by Rick Barber. It depicts areas in Kentucky and Missouri along the Mississippi River near Belmont, Missouri and Columbus, Kentucky. The Mississippi River has been split up into six numbered regions used for naval movement. The entire map has been split up into hexes for movement and placement of units. The hex scale is roughly 140 yards. Units may not be placed in the area of Kentucky at the upper left of the map.

2.0 Setting Up the Game

Players choose sides. Place the units on the map board as indicated below in the Union and Confederate setup sections. The Union places pieces first followed by the Confederate player. Place the Game Turn marker on the first space of the game board's turn track. Place the Union and Confederate VP markers on the 0 space of the game board's scoring track. Place the Grant's Influence marker on the tenth space of the Grant's Influence Track of the game board.

2.1 Union Setup

Five companies of one regiment and its regiment leader are assigned to guard the Hunter's Farm dock and must set-up and remain within three land hexes of the dock. The Union player decides which regiment. The remaining five companies of the regiment along with the remaining Union units set up to the west of the set-up line. Place the two Union gunboats in River section #1.

2.2 Confederate Setup

Place the following units in Missouri to the east of the set-up line:

- Brigade leaders Pillow and Tappan.
- 13th AR regiment

- 12th TN regiment and its leader Russel
- Field artillery battery A and B and their leader Beltzhoover.
- MS cavalry company A and B and their leader Miller.

Note: *The brigade leader Tappan was also the regimental leader of the 13th AR. Tappan is treated as a brigade leader and not a regimental leader. There is no regimental leader chit for the 13th AR.*

Place the following units on the Belmont dock hex:

- 2 companies of the 13th TN regiment and its regiment leader

Place the following units in Kentucky:

- Six Iron Banks battery units in entrenchments, up to three per hex.
- 8 companies of the 13th TN anywhere in or near Columbus or the Columbus Dock.

Place one CS Transport on the turn track. On the first turn it is returning to the Columbus Dock after dropping troops off in Missouri. It has limited transport ability early in the game as explained in section 9.0.

2.3 Confederate Reinforcements

The Confederate reinforcements are considered in or near Columbus, Kentucky. These counters begin the game placed in the CSA Columbus Reserve Box:

- Army leader Polk and brigade leader Cheatham
- 11th LA regiment and its regiment leader Samuel
- 1st MS regiment and its regiment leader Blythe
- 2nd TN regiment and its regiment leader Walker
- 21st TN regiment and its regiment leader Picket
- 22nd TN regiment and its regiment leader Freeman
- TN cavalry A and B and their leader Logwood
- Four Transports

2.4 Markers and Order Chits

Place the following Order Chits into the draw cup:

All seven Union Order Chits

- Confederate HQ
- Confederate CAV
- Confederate 12th TN
- Confederate 13th TN
- Confederate 13th AR

Place the following Order Chits in the CSA Columbus Reserve Box with the reinforcements:

- Confederate 11th LA
- Confederate 1st MS
- Confederate 2nd TN
- Confederate 21st TN
- Confederate 22nd TN

The Confederate Confused Orders Order Chit is placed into the Draw Cup. The Union Confused Orders Chit is set aside until needed.

Play may now begin.

3.0 General Course of Play

In Belmont, each player takes one of the two sides (Union or Confederate). The Union player is trying to sweep the area clear of Confederate troops, capture Camp Johnston, and return to the

dock near Hunter's Farm where transports await nearby to return them to Cairo, Illinois. The Confederate player is trying to keep the Union from achieving these objectives. Both sides seek to inflict as many casualties as possible on their enemy.

3.1 How to Win

A player wins by having gained more VP than their opponent after final scoring which is conducted at the conclusion of Turn 12. The Union achieves VP by capturing Fort Johnston. The Confederate achieves VP by remaining in possession of Fort Johnston and for each broken Union company that does not make it back to the Hunter's Farm dock by the end of the game. VP are awarded to both players for destroying enemy companies, killing or wounding enemy leaders, and sinking or damaging enemy vessels.

3.2 Turn Sequence

The following sequence of play is used each turn:

- Determine Reinforcement Arrival
- Order Chit Pull
- Leader Second Movement
- Rally
- End Turn

3.2.1 Determine Reinforcement Arrival

Determine if the situation on the board warrants the arrival of Confederate reinforcements (See 13.2.2 Polk Releases Reserve and 13.1 Union Failure to Capture Camp) Choose the regiments to put into play and place their corresponding Order Chit(s) into the draw cup.

3.2.2 Conduct Orders

Pull one Order Chit from the draw cup and place the chit on the game board on the Order Chit Track. The Order Chit pulled indicates the units that are activated for movement and combat. The player controlling the activated units performs actions with the units. This is repeated until there are no remaining Order Chits in the draw cup. The player performs the following in order for each Order Chit pulled:

- Any activated unit that is eligible to conduct Volley Fire may do so.
- Place Melee Markers in hexes where Melee Combat is planned.
- Move activated units that will participate in Melee Combat to the placed Melee Markers.
- Move activated units that will not participate in Melee Combat.
- Conduct Melee Combat for each Melee Marker.
- Remove Melee Markers.

3.2.3 Leader Second Movement

After all Order Chits have been pulled leaders are allowed a second movement. The Union player followed by the Confederate player moves any or all of their leaders on the board.

3.2.4 Rally

The Union player followed by the Confederate player attempt to rally their broken units.

3.2.5 End Turn

Place any Transports on the Turn Track into the Columbus Dock hex. Remove Melee Markers from the game map. Return the Order Chits from the board back to the Draw Cup. Advance the Turn Marker one space.

4.0 Movement

Movement occurs after Volley Fire (5.1) has concluded. The only combat allowed during movement is by enemy units that conduct Opportunity Fire. Only units activated by the Order Chit pulled may move.

4.1 Movement Points

Each hex a unit enters has a movement cost that is expressed in movement points. Some units are prohibited from entering a hex based on the terrain in the hex. Movement costs and prohibitions are shown on the Terrain Chart.

- Iron Banks batteries are fixed emplacements and have no movement points.
- Cavalry has 8 movement points.
- All other ground units have 6 movement points.
- Movement of Naval Vessels is explained in section 9.0.

4.2 Stacking

Units are limited to a maximum of 3 in a hex. Leaders, artillery and infantry units may occupy the same hex. Cavalry units and cavalry leaders may not occupy a hex with other units.

Infantry units may occupy a hex with units from different regiments.

Leaders may stack with companies from units other than their own. Stacking limits are ignored for leaders. Leaders do not count towards the three stack limit. Units other than leaders must obey stacking limits during movement. Stacking limits may be ignored during specific circumstances during Retreat. Stacking limits are temporarily ignored in Melee Hexes.

Example: *A player moves one infantry company to join one field artillery battery and another infantry company that are occupying a road hex. The road hex is now at its stacking limit. A company two hexes distance wants to pass through the road hex but must stop prior to entering it because the road hex is now blocked by the three units. The regiment leader is one hex away. The player moves the regiment leader along the road and through the hex with the three units ignoring the stacking limit. The leader ends his turn in a hex with three companies, a brigade leader and another regiment leader two hexes further away.*

4.3 Movement Procedure

The movement of activated units is split up into three parts:

- Create Melee Obligations
- Satisfy Melee Obligations
- Maneuver

4.3.1 Create Melee Obligations

Melee Markers are placed to indicate each Melee Combat that is planned for this activation. Melee Markers should be placed across the hex-side in such a way that the marker clearly shows the entry hex-side the attackers will use, and the melee hex itself. After all markers have been placed, the opposing player may challenge the placement of any marker. If the attacking player cannot demonstrate how units can reach a melee hex, the Melee Marker for that hex is removed.

4.3.2 Satisfy Melee Obligations

Activated units are now moved to satisfy each planned Melee Combat designated by a Melee Marker. Moving units may be subject to Opportunity Fire. A regiment leader may not enter a

melee hex without an accompanying unit of his command. Activated units that will not be participating in Melee Combat may not be moved at this point. No more than three units (excluding the Regiment Leader) may use an entry hexside indicated by a Melee Marker. After all activated units participating in Melee Combat have moved, any Melee Markers where obligations were not met (no melee will occur in the hex) are removed.

Note: *The units participating in melee must be able to reach the melee hex, not just the adjacent hex. The entry hex-side taken by the attacking units does not need to conform with the direction indicated when the Melee Marker was placed. However if it does not, the Melee Marker must be shifted so that it indicates the correct entry hex-side before further movement occurs.*

4.3.3 Maneuver

Any remaining activated units that have not moved may do so now. Moving units may be subject to Opportunity Fire. Units may move to the hex used to enter a melee hex, but may not enter a melee hex.

5.0 Ranged Combat

Ranged Fire requires that opposing units be within a set number of hexes of each other depending on the unit attacking. Infantry can fire 1-2 hexes. Artillery range is based on the type of artillery (See Volley Fire Chart). Also a Line of Sight (LOS) must exist between the opposing units. Some terrain features may block LOS if it passes through the hex. LOS is not blocked if it passes along a hex-side. Adjacent hexes always have a LOS regardless of their terrain. Ground units block LOS, naval units do not. Range and blocking terrain can be found on the Terrain Chart.

There are three forms of Ranged Combat in Belmont:

- Volley Fire
- Opportunity Fire
- Defensive Fire

5.1 Volley Fire

Activated infantry companies, field artillery, batteries and gunboats may use Volley Fire. Broken infantry companies, leaders, cavalry and transports may not use Volley Fire. Infantry and field artillery may not target a gunboat with Volley Fire.

Volley Fire is resolved in any order the attacking player wishes. Not all units in an attacking hex need to participate (for example, the Confederate player may not wish to use the two Iron Banks batteries that are susceptible to catastrophic failure).

Choose an attacking hex with eligible activated unit(s) and one target hex containing enemy unit(s). The attacking hex may only conduct Volley Fire once per activation.

See that no terrain blocks LOS then consult the Volley Fire Chart to ensure the range between the attacking and target hex is allowed for the attacking units, and that there is Adjacent hexes are always considered within LOS. Do not count the hex the firing unit is in when calculating range.

Total the SP in the attacking hex and consult the Terrain Chart to see if a number needs to be added or subtracted from the total based on the terrain in the attacking hex or target hex. The final sum is the Volley Strength calculated in dice rolled. Roll the dice and check the Volley Fire Chart to see if each roll resulted in a hit, retreat, or miss.

The dice are rolled one at a time and results are applied as they occur. Units in a target hex may leave the hex empty due to retreat or elimination before all rolls are completed.

After Volley Fire has been completed for a hex, regardless if a hit was scored or not, any leaders in the target hex must undergo a casualty check. Regardless of the number of times a hex is targeted for Volley Fire, leaders in the hex only undergo one Casualty Check.

Important: *Until the restriction is lifted with the Union capture of Camp Johnston, Iron Bank Batteries may only target Union gunboats with Volley Fire.*

5.2 Opportunity Fire

Opportunity Fire may be conducted during the movement of an infantry, artillery, or cavalry unit each time the unit enters a hex adjacent to enemy unit(s) not marked for melee that exert a ZOC. Units that retreat into a hex that is eligible may be targeted by Opportunity Fire. Secondary movement of leaders can trigger Opportunity Fire.

Opportunity Fire is conducted during the movement of a transport for every river hex the transport enters within the LOS and range of a gunboat. A transport carrying infantry counters is considered the target, not the companies. Hits scored are applied against the transport which in turn may possibly be applied against the companies being transported (see 9.2).

Each Iron Banks Artillery unit may conduct Opportunity Fire against Gunboats at any time during their movement, however each Iron Banks Artillery unit may only fire once during gunboat movement. That is, if a unit fires on one gunboat it may not fire on the other as well.

Broken infantry units, leaders and cavalry may not use Opportunity Fire. Gunboats may only use Opportunity Fire against Transports and ground units. During Melee, retreating companies lose the ability to conduct an Opportunity Fire attack for the remainder of the current Order Chit activation. This can be indicated by turning the chit in the hex.

With the exception of Iron Banks artillery and gunboats, there is no limit to the number of Opportunity Fire attacks a unit may conduct during the turn.

The SP on counters are not used when conducting Opportunity Fire. Instead each eligible counter rolls one die. A hit is scored on a roll of 6.

Example: *If there is a total of 5 units eligible for opportunity fire when an enemy unit moves into a hex, 5 rolls are made. After the Opportunity Fire is finished for that hex, if the unit moves to another hex that is still adjacent to 4 of those counters, 4 more rolls are made.*

5.3 Defensive Fire

Defensive Fire is conducted immediately prior to resolving a chosen melee combat. Only unbroken infantry companies and field artillery may conduct defensive fire. If a company retreats, it loses the ability to conduct both Opportunity Fire and Defensive Fire for the remainder of the current chit activation.

Eligible defending units in the melee hex target the melee attackers. In the event the defending hex is the target of a Coordinated Melee from two hex-sides, the defender must choose one of the two attacking groups to target. A number of six-sided die rolls are made for each SP of the eligible defending units.

For infantry companies, each roll of a 5 causes one unit to retreat while a roll of a 6 scores one hit against the units. Units retreat from the melee hex to the entry hex they used for the combat.

For field artillery, each roll of 4-6 scores one hit.

Results are applied as they occur.

6.0 Melee Combat

Melee Combat occurs one battle at a time for each Melee Marker on the game map. The order the combats are carried out is determined by the attacker. Each Melee Combat must be seen through to its completion, including resolving a Melee Combat triggered by Unbridled Fury, before the next Melee Combat is begun. After a Melee Combat is resolved, flip the Melee Marker to its Resolved side.

Except for a Coordinated Melee Combat, each Melee Combat involves the attacking units originating from one hex-side. No more than three units (excluding the Regiment Leader) may use an entry hex-side indicated by a melee marker. A hex may be assigned to more than one Melee Combat, but in such cases each assignment is carried out individually. Defensive Fire from eligible units immediately precedes each Melee Combat. In the event of a Coordinated Melee from two hex-sides, only units from one of the two attacking hex-sides may be targeted.

Only infantry companies and regimental leaders may conduct melee attacks. Broken infantry companies may only conduct a melee attack if they are accompanied in the melee by their regimental leader, or if the infantry company became broken as a result of Defensive Fire occurring before the melee. Any type of leader may defend in melee. In the event more than one leader is present, only one leader may contribute its SP to the melee (defender's choice).

6.1 Melee Procedure

For each Melee Combat:

- Conduct one Defensive Fire.
- Conduct melee rounds until there are no opposing units in the Melee Hex:
 - The attacker totals the SP of their units in the melee combat.
 - The attacker checks the Terrain Chart for the melee hex to see if a modifier needs to be added to the total.
 - The attacker rolls a six-sided die and adds the result to his total attack strength. This is the attacker's melee strength.
 - The defender totals the SP of his units in the melee combat.
 - The defender rolls a six sided die and adds the result to the total defense strength. This is the defender's melee strength.
 - Compare the melee strength of the attacker with the melee strength of the defender.
 - The side with the smallest melee strength suffers one hit.
 - If the difference in melee strength is 5 or greater, a second hit is suffered.
 - If the melee strengths are tied, the defender scores one hit against the attacker.

When a Melee Round finishes, if there are still opposing units, both sides must decide to either continue the melee or retreat. First the attacker decides, followed by the defender. If neither side retreats another melee round is fought. Defensive Fire is only con-

ducted once prior to the melee round beginning.

If retreat is chosen, all friendly units in the hex must be retreated. When the Melee Combat is finished, flip the Melee Marker to its Resolved side. Resolved Melee Markers are left in place until the end of the turn at which point they are removed from the map board.

6.2 Over-Stacking

During movement and Melee Combat, the stacking limit for a Melee Hex is temporarily ignored. At the conclusion of Melee Combat, stacking in the melee hex reverts back to three units. If there are more than three units in the Melee Hex, the attacker must move units in the melee hex back across either of the two entry hex-sides until the stacking in the melee hex is at its maximum stacking. Broken units must be moved before non-broken ones. If the regimental leader survived, he must remain in the melee hex. If entry hexes are at their stacking limits, the units must be moved through the over-stacked hex as described under Retreat in section 8.0.

6.3 Unbridled Fury

If the attacker is left in possession of the melee hex after the defender retreated, a check must be made to see if Unbridled Fury occurs. Unbridled Fury is a possible continuation of the preceding Melee Combat. If Unbridled Fury occurs, unbroken companies must melee into one of the hexes the defending companies retreated into. If the defender was forced to retreat in more than one direction due to stacking limits, the attacker has the choice of which hex to attack. Only one hex is attacked and only the unbroken companies remaining in the original melee hex do so (over-stacking as described above is resolved before Unbridled Fury). While Unbridled Fury can often break a defensive line wide open, it can also put its participants in an untenable position.

To determine if Unbridled Fury occurs, roll a six-sided die:

- If the result is 1-3, the attacking units remain in place.
- If the result is 4-6, Unbridled Fury is triggered.

Note: When Unbridled Fury is triggered, if the regimental leader of any of the involved units is present, the attacker has the choice of remaining in the melee hex or advancing into melee again. In other words, the Regimental leader can rein in his troops. If the regimental leader is not present, the attacker must advance into melee. Any enemy companies in the melee hex that retreated during the current chit activation may not use Defensive Fire. If the attacking companies win the second hex, they are considered spent and the melee ends.

6.4 Cavalry as a Target of Melee

Cavalry may not participate in melee. When resolving a Melee Combat where the cavalry is the target of the melee, Defensive Fire does not occur and Melee Rounds do not occur. Instead the cavalry units and their leader (if present) retreat two spaces and the attackers gain the Melee Hex. In this case, Unbridled Fury cannot be triggered.

6.5 Cavalry Charge

Cavalry melee combat is called a Charge. Cavalry may only Charge against broken infantry companies, cavalry, and a hex that only has leader(s). A Charge requires a Melee Marker and is executed in the same manner as Melee Combat. The Confederate player may

perform a Coordinated Charge in the same manner as a Coordinated Melee; however it requires both cavalry leaders each leading one of the attacks.

6.6 Artillery in Melee

Artillery may not enter a melee hex. Artillery may be present in a melee hex that is being attacked. Do not include artillery SP when calculating the Defender's Melee Strength. Artillery may not retreat. If left alone in a hex with at least one enemy infantry company, the Artillery is captured. This is explained fully in section 8.7.

6.7 Unsupported Leader in Melee

Leaders in a Melee Combat or Charge without the support of infantry or artillery are automatically captured and removed from the game. Victory points are awarded as if the leader was killed.

6.8 Grant's Influence

The Union player begins the game with 10 Influence points available as indicated on the Grant Influence Track located on the game board. Until all Influence points are expended, the Union player enjoys the option of applying one influence point to any melee within 5 hexes of the Grant counter to re-roll the Union melee die roll. Only one re-roll is allowed per melee round. After spending an Influence point the point is subtracted from the Grant Influence Track. If the re-roll option is taken, the re-roll result must be used.

6.9 Multiple Melees

If the melee hex does not have enemy units occupying it because of a previous Melee Combat, the melee does not take place. The Melee Marker may not be shifted to enable a different melee to take place. The units return to their melee entry hex. If over-stacking results, it is resolved as described under Retreat in section 8.0. Flip Melee Markers to their Resolved side.

6.10 Coordinated Melee Combat

Coordinating troop movements and attacks were difficult during American Civil War battles. During movement, a melee hex may undergo one Coordinated Melee Combat and any number of other Melee Combats. A Coordinated Melee must originate from two adjacent hex-sides. The regimental leader must be part of the Coordinated Melee. A Coordinated Melee does not need to be indicated with a second melee marker prior to movement, but does require the attacking player to place a marker with the second group prior to moving any pieces that are not part of the Coordinated Melee. A player is not compelled to perform a coordinated melee; the melees can be resolved individually making sure not to combine the SP of the two groups together.

Note: Additional melee attacks may be performed against the same hex in addition to one coordinated attack. The other melee combats are resolved individually making sure to only use the SP that entered from only one hex-side for each attack.

7.0 Combat Results

Hits scored against units must be applied to those units by their owner. Hits scored against infantry and cavalry cause the unit to either become broken or to be removed from the board. Hits scored against field artillery or Iron Banks Batteries cause the unit to lose

combat strength or be destroyed. If the artillery is involved in a melee, the final hit is not applied instead the artillery is captured (8,7). Applying hits to naval vessels is explained in section 9.0.

Order to Apply Hits: In a hex with both artillery and infantry, hits must be applied in this order:

- Infantry (owner may choose which company)
- Broken Infantry
- Artillery
- Damaged Artillery

Note: Hits are not applied against leaders. They instead suffer Casualty Checks.

7.1 Broken and Reduced Units

Ground units are represented by two-sided counters. Infantry and cavalry can become broken. Artillery can become reduced.

The front side of infantry and cavalry counters indicate the unit's cohesion and morale are normal; their reverse shows that they are broken as indicated by the BRK label.

The front side of artillery counters indicate that the unit is at full strength; their reverse side that they are reduced in strength due to the loss of some of their cannons.

When a hit is applied to the front side of the counter, it is flipped to its reverse side. When a hit is applied to the reverse side of a counter, the counter is removed from the game.

For infantry and cavalry, this indicates panic and rout that cannot be stopped by rallying; an abandonment of the field. For artillery it represents the destruction of the unit's cannons.

Broken units can be restored to normal by using Rally as explained in section 9.0. Reduced artillery units cannot be restored to full strength.

7.2 Casualty Check

Hits are not applied against leaders. Retreating and various forms of combat may require a leader to perform a Casualty Check which may result in the leader being wounded or killed.

A leader must undergo one Casualty Check:

- when all Volley Fire is concluded against the hex he occupies.
- for each hex moved through that is subjected to Opportunity Fire.
- when subjected to Defensive Fire.
- when in a Melee Hex at the conclusion of Melee Combat in that hex.
- retreating from a Melee Hex as the result of Melee Combat.
- when being transported, for each hit scored against the vessel.

To conduct a Casualty Check, roll 1 six-sided die. A healthy leader counter is flipped to its wounded side if a 6 is rolled. A wounded leader is killed and removed from the game if a 5 or 6 is rolled.

8.0 Retreat

As a result of combat or over-stacking, a player may be required to retreat units from the hex they occupy.

When retreating:

- Units may be subject to Opportunity Fire.
- Infantry and infantry leaders retreat 1 hex.

- Cavalry and cavalry leaders retreat 2 hexes.
- Artillery does not retreat. It may be captured.
- Artillery leaders may retreat 1 hex or remain with artillery.
- Units may not retreat off-board or into the Mississippi.

8.1 Retreating Leaders

Leaders may optionally accompany a unit that retreats from their hex.

8.2 Retreat Direction

The retreat direction for Confederate units is toward river sections #3-#6 and from there if possible toward Columbus, Kentucky. The retreat direction for Union units is toward the Hunter's Farm dock.

A different direction, if available, may be chosen if it means avoiding a retreat into friendlies or Opportunity Fire. If a choice exists between retreating into friendlies or retreating into Opportunity Fire, the latter must be chosen. Retreat from a Melee Hex is handled differently (see 8.4).

8.3 Retreat from Volley or Defensive Fire

A retreat result from a Volley Fire or a Defensive Fire die roll will require one unit to retreat. If there are both broken and unbroken units in the target hex, one broken unit must be chosen before a non-broken unit. The owner always decides which company if more than one qualifies.

8.4 Leaving Melee Hex

An attacking unit leaving the melee hex because of retreat or over-stacking must move to its melee entry hex as indicated on the melee marker. If forced to move an additional space because over-stacking still exists, the direction is determined normally.

8.5 Retreat into Friendlies

If the only available retreat directions place the unit in either an enemy occupied hex or friendly occupied hex, the friendly occupied hex must be chosen. The retreating units may create a beak in morale for the troops seeing this retreat into their ranks.

A die is rolled for every stationary company passed through by retreating troops. Each roll of 6 breaks a unit. Units that have retreated into a hex as the result of a previous Melee Round of a Melee Combat are not affected. Units retreating from a Melee Combat are always considered a single retreating group even if the retreating units were the results of several Melee Rounds.

If retreating units have no other alternative but to end their movement over-stacked, the retreating units that caused the hex to be over-stacked may retreat one more hex. If the only available additional hex becomes over-stacked, the retreating units that are over-stacked are removed from play and considered destroyed. If the hex is occupied by the enemy the retreating units are removed from play and count as destroyed.

8.6 Breakout

Retreating companies that are surrounded by enemy occupied hexes, a combination of enemy occupied hexes, Mississippi River hexes and the board edge must attempt to move through one of the hexes occupied by the enemy. When entering the hex the companies undergo Opportunity Fire only from the companies in that hex. When entering the next hex, the companies undergo Oppor-

tunity Fire from all qualifying hexes including the one just passed through (there is no limit to the number of times a company may employ Opportunity Fire during a turn). If forced to retreat another hex because of stacking, the company is destroyed.

8.7 Capturing Artillery

If artillery is left alone in a melee hex due to retreating units, it is captured by the victorious regiment. The artillery counter is removed and replaced by a captured artillery marker. Likewise if a damaged artillery unit is the last unit in the hex when applying melee damage, the final hit is not applied and instead the unit is captured.

If artillery is left alone in a hex, an enemy regiment may capture the artillery, but must conduct melee combat to do so. If the attacking units survive the Defensive Fire, the artillery is automatically captured by the attacking regiment (artillery has no SP in melee). Any leaders in the hex are retreated.

Captured artillery is activated when the Order Chit belonging to the regiment that captured it is pulled. If a *captured* artillery counter is left alone in a hex it is considered abandoned and the first regiment (friendly or enemy) that enter the hex gains control of it.

If a captured artillery marker is captured, replace it with the player's captured artillery counter and not the original counter.

9.0 Rally Broken Units

Rally is an attempt to flip a company back to its unbroken side. All broken companies not in an enemy ZOC may attempt to rally. Leaders, whether healthy or wounded, increase the possibility of rallying. The Union player rallies units followed by the Confederate player.

Each broken unit may attempt to rally only once per turn. Each army leader may attempt to rally two companies, other leaders may attempt to rally only one broken company in the hex they occupy.

To attempt to rally a company, roll a six-sided die:

- Without the assistance of a leader, the company rallies on a roll of 6 or greater.
- With the assistance of a leader that does not belong to the broken company's regiment or brigade, the company rallies on a roll of 5-6 or greater.
- With the assistance of a leader that belongs to the broken company's regiment or brigade, the company rallies on a roll of 4-6 or greater.
- Grant and Polk may attempt to rally any two broken companies in or adjacent to the hex they occupy. The rally rolls are successful on a roll of 4-6 or greater.

9.1 High Morale

A player that has High Morale adds +1 to every rally roll.

Companies belonging to a killed regiment leader do not receive the bonus. Regiments belonging to a killed brigade leader do not receive the bonus. If the army leader is killed then the player loses the bonus entirely.

The Union player begins the game enjoying the High Morale bonus. The Union player loses the bonus either at the start of the 7th turn or the end of the turn Camp Johnston is captured, whichever occurs first.

The Confederate player receives the High Morale bonus at the end of the turn Camp Johnston is captured and retains it for the remainder of the game.

10.0 Confused Orders

When a Confused Order chit is drawn it will affect all units identified by the next Order Chit pulled that belongs to the faction owning the Confused Orders chit. The units activated by the Order Chit do not perform as described in 3.1. Instead the owning player rolls a blue die and a gray die one time to see how the regiment interprets the orders. The blue die determines a direction should units be forced to move and the gray die indicates the action the activated units take:

- 1-3: The regiment moves one hex in the direction indicated by the blue die.
- 4-5: The regiment remains in place.
- 6 : The orders are deciphered and the regiment operates normally as described in 3.1.

The map directions indicated by the die rolls are shown on the game board.

If the Confused Orders chit is drawn after all of a faction's unit chits have been pulled, it is assumed that all orders that turn have been received, are logical and legible.

Confused Orders do not affect second leader movement, nor do they affect non-activated infantry or artillery units that may occupy a hex with units that are affected. Confused Orders may affect non-activated leaders that are in the same hex as affected units (as noted in 4.4).

10.1 Union Reserve

The 5 companies and their regimental leader left guarding the Hunter's Farm dock area are not affected by Confused Orders as long as they have not been released by the Union player. The other five companies belonging to that regiment that begin the game already released to the Union player are affected.

10.2 Forced Melee

A company under confused orders must conduct melee if forced to enter an adjacent enemy hex. Before moving the confused companies, place a Melee Marker where melee will be triggered. Conduct Opportunity Fire, Defensive Fire, and Melee normally. It is not possible to conduct a combined two hex melee attack with Confused Orders because all units must move in the same direction. Broken units without their regimental leader remain stationary and do not enter melee.

10.3 Exceptions

In some cases a unit remains stationary when Confused Orders direct it to move. Units may not be forced to move off-board or into the river. Field artillery may not be forced to move into a marsh, a pond hex or into an enemy hex (artillery may only defend in melee - not attack). Cavalry may be forced into a Charge (See 6.5) but not a Melee. Units may not be forced to enter a hex if it causes the hex to become overstacked.

10.4 Non-Activated Leaders

A leader that is not currently activated that occupies a hex with companies suffering from Confused Orders moves with those

companies if the result of the Confused Orders instructs the companies to move. Non-activated leaders do not move with the companies if at least one non-activated company under the leader's command is also in the hex.

10.5 U.S. Grant

General Grant is immune to Confused Orders. Any company or leader stacked with or adjacent to Grant operates normally.

***Example:** The Confederate Confused Order chit is drawn and the next Confederate Order Chit pulled is CS CAV. There are two CS Cavalry companies on the Missouri side of the Mississippi with their leader. The Confederate player rolls two dice. The blue die result is "6" indicating that the CS CAV units will move North-Northwest. The gray die is a "3" indicating that the CS CAV units will move one hex in that direction. The Confederate player sees that this unfortunate misunderstanding has moved the cavalry into enemy artillery LOS at short range. Bad luck for those troopers!*

11.0 Naval Vessels

There are two types of naval vessels in Belmont: Gunboats and Transports.

11.1 Applying hits to Naval Vessels

Naval vessels can sustain six hits before sinking. Hits are marked with damage markers. A vessel sinks when it receives six hits of damage. Any units being transported are considered eliminated and score victory points.

If a naval vessel is carrying one or more non-broken companies each hit on the vessel causes another six-sided die to be rolled. A result of 4-6 breaks a company loaded on that vessel. Broken companies may not be assigned hits. If leaders are present then each leader must undergo a Casualty Check for each hit scored.

If there is more than one naval vessel in a dock hex where a hit is recorded, determine which vessel is struck randomly.

11.2 Vessel Repair

If a gunboat has damage, an attempt to reduce the damage can be made each turn during the Rally portion of the turn. Each vessel rolls one die repairing one point of damage on a result of 5-6. The High Morale bonus does not apply to this roll.

11.3 Vessel Stacking

Any number of friendly vessels may be placed in a dock space. Otherwise only one naval vessel is allowed per river hex.

11.4 Vessel Combat

Gunboats may conduct Volley Fire against any hex in their range and LOS. Gunboats are the only units that may target Iron Banks Battery hexes. Gunboats may use Opportunity Fire against Transports. Transports have no combat ability.

If more than one Iron Banks battery is in a hex where a hit is scored, determine which battery is struck randomly.

11.5 Vessel Movement

Naval vessels may move up to four river sections each turn. The river section they begin in is considered the first section. Players may simply place the vessel into the destination hex. For the purpose of Opportunity Fire, the hex path a Transport travels only needs to be traced if the starting or destination hex of the trans-

port falls in the LOS of a gunboat.

11.6 Gunboat Activation and Transport

Gunboats are only activated when the Union HQ Order Chit is pulled. One company and any number of leaders may be transported by a gunboat. A gunboat must be on or adjacent to a dock, or adjacent to a land hex to allow an activated company to load onto the gunboat or to leave the gunboat.

11.7 Confederate Transports

Transport counters are not activated by Order Chits. Transports are tools to be used by the regiment whose Order Chit has been pulled. A single transport counter is activated when a unit or units move onto the transport counter. Confederate units can only move onto a transport counter located on the Columbus Dock hex. A maximum of one regiment can be loaded onto a single transport. The regiment may be split up amongst more than one transport if more are available on the dock.

Transports loaded with units cannot remain on the dock hex but must be moved off before the end of the current Order Chit activation.

Units being moved by transport can debark into any Missouri land hex that is adjacent to the transport. Debarking units have two movement points. Not all units being carried by the transport need to leave the transport, but when any one unit debarks, the transport counter's movement is done. Debarking units may enter ZOC but cannot not pass through a Union ZOC. Units cannot perform a Melee action on the turn they leave a transport.

Units in Missouri cannot be loaded onto transports.

Once all units have debarked from a transport, place the transport counter on the turn track signifying its trip back to the Columbus dock. If the path back to the dock could possibly fall under the LOS and range of a gunboat then the hex path must be shown for the purpose of Opportunity Fire.

If units remain embarked on a transport at the end of the current activation, the transport cannot be moved again until the embarked units' Order Chit is pulled during the next turn.

11.8 Initial Transport Limitations

Prior to the capture of Camp Johnston only one transport is available, its transport capacity is limited, and its destination is fixed. This transport begins the game on the turn track, so it is not usable on the first game turn. The debarkation hex of transported companies must be the Belmont Dock hex. The transport capacity increases each turn:

- Turn 2: 1 company
- Turn 3: 2 companies
- Turn 4: 3 companies
- Turn 5: 4 companies
- Turn 6: 5 companies

11.9 Union Transports

Although the Union had transports, they are not included in the game as counters. They were located near the Hunter's Farm dock just out of artillery range of the Iron Banks, ready to load the Union troops for transport back to Cairo, Illinois. Union units that enter the Hunter's Farm dock hex are considered loaded onto Union Transports and removed from the game. The Confederate player receives no VP for these units.

12.0 Confederate Long Range Artillery

Two Iron Banks units, Stewart's heavy battery and the Point Coupee battery had long range capability. These batteries have the ability to target hexes that are outside their LOS. As long as either battery targets a hex within its LOS the number range in parenthesis on the counter (4-6 for Stewart and 5-6 for Point Coupee) is what is needed on a Volley Fire roll to score a hit.

12.1 Firing at a Target Outside LOS

The Stewart and Point Coupee batteries are allowed to target a hex that is not in their LOS after Camp Johnston has fallen. The following procedure is used:

- Pick a hex in range of the battery where the LOS is blocked.
- For each target hex, roll one gray die and one blue die. If the result of the gray die is 1-4, the shot lands one hex away in the map direction indicated by the blue die. If the result of the gray die is 5-6, the shot lands on target.
- If the hex is empty the battery fire was ineffective and that battery's fire is done.
- If the hex contains a leader belonging to either side, perform a casualty check for each leader.
- If the hex contains one or more units belonging to either side, ignore the firing unit's SP and roll only one die. A hit is scored on a roll of 6.

12.2 Catastrophic Failure

The Stewart and Point Coupee battery counters are subject to catastrophic failure when firing. This is indicated by the white block in the lower right of each counter. If the Stewart battery rolls a 1 during Volley Fire, an explosion occurs and the battery is destroyed. If the Point Coupee battery rolls a 1 during Volley Fire, an explosion occurs. The first time causes the Point Coupee battery to be reduced, the second occurrence causes the Point Coulee battery to be destroyed.

13.0 Camp Johnston

If the Union achieves their objective and takes Camp Johnston, a roller coaster of drastic morale swings are experienced by both armies as explained in the historical article included with the magazine. The following rules reflect those morale swings.

13.1 Union Failure to Capture Camp

If the Union has not captured Camp Johnston at the start of turn seven, Polk slowly begins releasing his reserves. The Confederate player releases one infantry regiment of the player's choice and one additional transport each turn. The regiment is moved from the CSA Columbus Reserve Box to any hex in or around Columbus. The regiment's Order Chit is added to the draw cup. The transport limitation is lifted. Transports may disembark units in Missouri hexes other than the dock.

Note: The Volley Fire restriction on the Iron Banks batteries is not lifted. The Confused Orders chits are not switched.

If the Union fails to capture Camp Johnston by the end of the game, he is penalized as explained in section 14.0.

13.2 Union Capture of the Camp

After the conclusion of all melee combat for an activation, if the Union is in possession of any hex of Camp Johnston, the Camp is

captured. The Union player receives VP as indicated in section 14.0.

13.2.1 Confederate Morale Loss

When Camp Johnston is captured, all Confederate forces on the Missouri side of the Mississippi are demoralized for the remainder of the turn. When their Order Chit is pulled, Confederate units may not conduct Volley Fire. Units must move up to their full movement allowance away from Camp Johnston toward the banks of the Mississippi, avoiding contact with Union occupied hexes if possible or remain in place if they cannot. Confederate leaders may not use their second movement and units may not be rallied this turn.

Note: Based on when the camp is captured, some or all Confederate pieces may not experience the morale penalties described above because their Order Chits may have been pulled prior to the capture of the camp.

13.2.2 Polk Releases Reserve

When performing end of turn functions on the turn Camp Johnston falls, all units in the CSA Columbus Reserve Box are released for action.

Units in the CSA Columbus Reserve Box are placed in and around Columbus.

Place the following Order Chits into the draw cup along with the other Order Chits:

- 2nd TN
- 21st TN
- 22nd TN
- 11 LA
- 1 MS

All transport limitations are lifted. Place all transports on the Columbus dock. Transports may disembark units in Missouri hexes other than the dock.

Iron Banks batteries may now fire on Missouri land hexes.

Remove the Confederate Confused Orders chit from the game. Replace it with the Union Confused Orders chit.

13.2.3 Celebration and Looting of Camp

On the turn following the capture of Camp Johnston, Union troops in Camp Johnston and within three hexes of Camp Johnston may not move unless they retreat as a result of combat. They are looting and celebrating their victory, representing the brief period of time Grant lost control of his army.

13.2.4 Affect on High Morale

On the turn following the capture of Camp Johnston the Union loses its High Morale bonus and the Confederates receive the High Morale bonus.

14.0 Scoring

Scoring takes place as the game is played and at the conclusion of Turn 12. Scoring is recorded by using VP markers on the VP track. The player with the most VP after all scoring has been determined wins. If tied, the win is awarded to the Union player.

14.1 Casualties

During the game, a player is awarded VP as follows:

- 2VP: Each enemy company eliminated
- 3VP: Each enemy regiment leader killed

- 4VP: Each enemy brigade leader killed
- 5VP: Enemy army leader is killed
- 5VP: Each enemy vessel sunk

14.2 Capture of Camp Johnston

The instant the Union player captures any one Camp Johnston hex he receives a one time VP award as follows:

- Before Turn 5: 10 VP
- Turn 5: 9 VP
- Turn 6: 8 VP
- Turn 7: 7 VP
- Turn 8: 6 VP
- Turn 9: 5 VP
- Turn 10: 4 VP
- Turn 11: 3 VP
- Turn 12: 2 VP

14.3 Grant Calls the Reserve:

At the beginning of any turn of the game, the Union player may release the 5 companies and regiment leader assigned to guard the Hunter Farm dock. When released, the units may move beyond the five hex range of the dock to which they had been assigned. Releasing the reserve awards 5 VP to the Confederate player.

14.4 End Game Scoring:

Roll die for each wounded leader. If a six is rolled the leader dies and VP is awarded as shown in 14.1 If the leader dies, do not score the leader as being wounded.

Perform final scoring as follows:

- 2VP: Each enemy leader wounded
- 2VP: Each enemy vessel damaged
- 2VP: Each enemy artillery counter captured
- 1/2VP: Awarded to Confederate player for each broken Union unit on the game board.
- 5VP: For the Confederate player if Camp Johnston was not captured during the game.

15.0 Optional Rules

Optional rules when playing an experienced Confederate player:

- Consider awarding the Union +1VP for each non-broken Union infantry company and 1/2 VP for each broken Union infantry company that reaches the Hunter Farm dock and boards the transports.
- Consider allowing the Confederate player only 2 reserve transports, giving them a possible total of 3 transports instead of 5.

Optional rules when playing an experienced Union player:

- Consider awarding the Confederate player 1/2 VP for each non-broken Confederate infantry company adjacent to a Union infantry non-broken company at game end.
- Consider awarding the Confederate player 1/4 VP for each non-broken Union unit on the game board.
- Consider increasing the initial Confederate transport limitation by one company per turn to a maximum of 5 companies per transport.

16.0 Designer Notes

Belmont was a battle I learned about when reading General Grant's Memoirs. Grant's writing was so concise and so gripping that I was moved to further research. When I began work on Ball's Bluff, the promotional game produced by War Diary and Legion Wargames, I began wondering about Belmont again. Although Belmont is larger in scope, many of the rules from Ball's Bluff seemed to fit the Belmont scenario. I began designing Belmont once Ball's Bluff was put to bed. During the 2015 World Board-gaming Championship convention Compass approved of the design as a magazine game.

I began with the map, creating a terrible rendition that I foisted upon the vassal creator, Bill Morgal. Over the next few months we compared maps, revised and revised until I turned what we had over to Rick Barber's talented hands which is pretty much what you see now. I then moved to the counter mix, thinking "uh-oh" the number of companies was trebled compared to Ball's Bluff. Moving into play testing I was concerned as to whether the concept was even going to work.

The rules had been percolating during the creation of the map and the counters. I had wanted to expand the Ball's Bluff rules to include more emphasis on morale, melee, leaders, terrain and artillery use. The rules expanded and contracted dozens of times. As play-testing began our first roadblock was how to represent units in the chit cup. Too many chits and the game bogged down, too few and the game became a 'my turn-your turn' game. We reduced the number of CS Regiments involved and arrived at the resulting mix of regimental chits.

Further test play proved that Grant had trouble reaching Camp Johnston, enter the Grant Influence Rules. The transport rules had to be re-jiggered to allow for the grand Confederate assault which forced Grant back on his heels. We increased transport capacity and Bill came up with the wonderful Morale reversal rules in which the Union enjoys increased rally ability prior to capturing the camp but loses it to the Confederates once the Confederate reinforcements begin streaming across the Mississippi.

Bottom line ... this was a very difficult battle to simulate.

- John Poniske

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Belmont - Grant's Baptism of Command

13.0 Camp Johnston

If the Union Captures Camp Johnston:

Union receives VP as shown in 14.2 below.

1 CSA forces in Missouri are demoralized for the remainder of the turn. When their Order Chit is pulled, Confederate units may not conduct Volley Fire. Units must move up to their full movement allowance away from Camp Johnston toward the banks of the Mississippi, avoiding contact with Union occupied hexes if possible or remain in place if they cannot. Confederate leaders may not use their second movement and units may not be rallied this turn.

Polk Releases Reserve - When performing end of turn functions on the turn Camp Johnston falls, all units in the CSA Columbus Reserve Box are released for action.

All transport limitations are lifted. Place all transports on the Columbus dock. Transports may disembark units in Missouri hexes other than the dock.

Iron Banks batteries may now fire on Missouri land hexes.

Remove the Confederate Confused Orders chit from the game. Replace it with the Union Confused Orders chit.

Celebration and Looting of Camp - On the turn following the capture of Camp Johnston, Union troops in Camp Johnston and within three hexes of Camp Johnston may not move unless they retreat as a result of combat. They are looting and celebrating their victory, representing the brief period of time Grant lost control of his army.

Affect on High Morale - On the turn following the capture of Camp Johnston the Union loses its High Morale bonus and the Confederates receive the High Morale bonus.

14.0 Scoring

14.1 Casualties

- 2VP: Each enemy company eliminated
- 3VP: Each enemy regiment leader killed
- 4VP: Each enemy brigade leader killed
- 5VP: Enemy army leader is killed
- 5VP: Each enemy vessel sunk

14.2 Capture of Camp Johnston

Union player receives:

- Before Turn 5: 10 VP
- Turn 5: 9 VP
- Turn 6: 8 VP
- Turn 7: 7 VP
- Turn 8: 6 VP
- Turn 9: 5 VP
- Turn 10: 4 VP
- Turn 11: 3 VP
- Turn 12: 2 VP

14.3 Grant Calls the Reserve

Releasing the reserve awards 5 VP to the Confederate player.

14.4 End Game Scoring:

Roll die for each wounded leader.

If a six is rolled the leader dies, see 14.1 above.

Perform final scoring as follows:

- 2VP: Each enemy leader wounded
- 2VP: Each enemy vessel damaged
- 2VP: Each enemy artillery counter captured
- 1/2VP: Awarded to CSA for each broken Union unit.
- 5VP: For the CSA if Camp Johnston was not captured.



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6.1 Volley Fire

Roll a number of dice equal to the SP of the firing unit.



Unbroken Infantry - 2 hexes
Range of 2: 1-5 miss, 6 - retreat
Range of 1: 1 - 4 miss, 5 retreat, 6 hit



Field Arty - 8 hexes
Range > 2: 1-5 miss, 6 hit
Range of 2: 1-3 miss, 4-5, retreat, 6 hit
Range of 1: 1-2 miss, 3-4, retreat, 5-6 hit



Gunboats - 14 hexes
Range > 5: 1-5 miss, 6 hit
Range 1-5: 1-4 miss, 5-6 hit



Iron Banks Static Arty - 14 hexes
Use counter



Long Range Battery - 36 hexes
If in LOS use counter, else use long range artillery rules.

6.4 Melee

Eligible units in the melee hex conduct Defensive Fire.
Conduct Melee Rounds until the melee hex is empty or is occupied by only one side.
Determine if Unbridled Fury occurs.

Melee Round Steps:

The attacker totals the SP of their units in the melee combat.
The attacker adds or subtracts any modifiers for the melee hex terrain.
The attacker rolls a six-sided die and adds the result to the total.
This is the attacker's melee strength.

The defender totals the SP of their units in the melee combat.
The defender rolls a six sided die and adds the result to the total.
This is the defender's melee strength.

Compare the melee strength of the attacker with the melee strength of the defender.
The side with the smallest melee strength suffers one hit.
If the difference in melee strength is 5 or greater, a second hit is suffered.
If the melee strengths are tied, the defender scores one hit against the attacker.

If combatants remain in the melee hex:

The attacker first announces to continue or retreat.
The defender then announces to continue or retreat.

6.2 Opportunity Fire

Each time ground units enter a hex adjacent to enemy unit(s) not marked for melee that exert a ZOC, the units are subject to Opportunity Fire.

SP are not used. Instead each firing unit rolls one die scoring a hit on a roll of 6.

There is no limit to the number of times a unit may conduct Opportunity Fire during a turn.

See the rules regarding how Opportunity Fire works with Gunboats and Iron Bank Batteries.

6.3 Defensive Fire

Before each Melee commences, attacking units are subject to Defensive Fire.

Defending unbroken infantry and field artillery may use Defensive Fire for each melee combat they are in.

Roll a number of dice equal to the SP of the firing unit.

Unbroken Infantry: 1-4 miss, 5 retreat, 6 hit
Field Arty: 1-3 miss, 4-6 hit

3.0 General Course of Play

3.2.2 Conduct Orders
Volley Fire
Place Melee Markers
Move Melee Attackers
Move Non-Melee Units
Melee

3.2.3 Second Leader Movement

3.2.4 Rally

3.2.5 End of Turn