

The Great Battles of the American Civil War

SERIES RULE BOOK

2019 Edition

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1.0 Introduction

The *Great Battles of the American Civil War (GBACW)* system allows gamers to simulate American Civil War era battles on a regimental level, using mechanics that concentrate on the use, effects and personalities of battlefield command, as well as the tactical difficulty in maneuvering such large numbers of troops and bringing them to bear on the enemy.

Each game in the system uses this base set of “Series” rules. However, each battle also contains additional rules, and typically some changes to the Series rules, which allow us—and you—to simulate the specifics and peculiarities of each battle (see that game’s Battle Book). Each game in the system has its own set of components.

Developer’s Note: The 2019 Series Rule Book includes significant rule changes and numerous editorial changes and clarifications. Such significant rules changes are therefore noted with this minié ball icon in the margin.

2.0 Components and Terminology

2.1 The Game Maps

Each game map depicts an area over which part of the battle was fought, covered by a hexagonal grid that is used to regulate movement and combat. The different types of terrain featured on the map, such as Woods, Streams, Roads, etc., are explained in these rules.

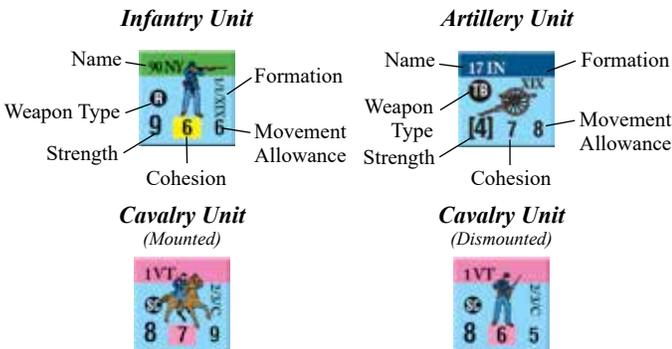
2.2 Counters

Three types of counters are in the game: combat units, leaders, and informational markers.

2.21 Combat Units. Combat Counters are infantry, cavalry or artillery. In addition, cavalry may have two types of counters: Mounted and Dismounted. Each combat unit is rated for Weapon Type, and, reading across the bottom of the counter, Combat Strength (Fire Strength for Artillery), Cohesion Rating, and Movement Allowance. Artillery Combat Strengths are bracketed to show they are used for Fire only.

Each counter also shows the unit’s parent organization, usually its brigade, division, and corps.

The individual units are color-coded so that they can be identified by brigade. The color of the top band identifies the division to which that unit belongs; the colored Cohesion box identifies the brigade within that division to which the unit belongs. The designation on the right side of the counter indicates the brigade/division/corps to which that unit belongs.

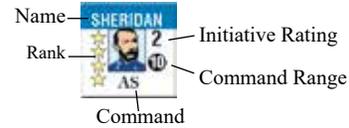


The reverse of all combat units is their Disordered side, indicated by a icon (or a stripe in *Battles with the Gringos!*). The values and ratings for Disordered units are lower, except for the Combat Strength, which remains the same. Artillery values remain the same in *Gringo!*, *Churubusco*, and *Battles with the Gringos*. Artillery Movement Allowance remains the same in *Twin Peaks* and *Death Valley*.

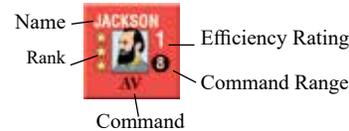
Horse Artillery Movement Allowance is printed in yellow with a black outline as a reminder.

2.22 Leaders. There are four levels of leaders: brigadiers (AKA brigade leader), division leaders, corps commanders, and army commanders. These are discussed in section 4.1.

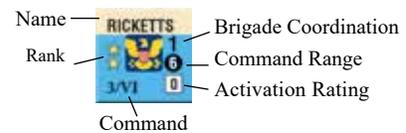
Army Commander



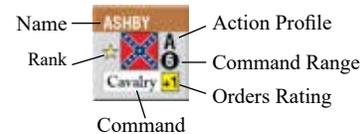
Corps Commander



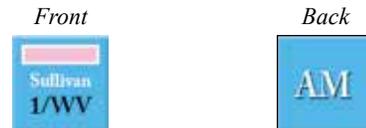
Division Leader



Brigade or Regiment Leader



2.23 Activation Markers (AM). These markers (usually three or four for each division) represent the mechanic the game uses to determine who goes, and when [see 5.0].



2.24 Informational Markers. These include corps Efficiency markers (EMs), Orders markers, Step Loss markers to record combat losses, Extended Line Indicators, markers related to special events and other similar indicators of status. Use of markers is explained throughout the rules.

2.3 Charts and Tables

The game provides several charts and tables, all used to resolve actions and/or list applied effects. These are discussed throughout the rules in detail.

2.4 Game Scale

2.41 Unit Scale. Most infantry units are regiments, but some units called battalions are included. Cavalry is also by regiment, although many cavalry regiments are divided into two battalions.

Artillery units are mostly batteries (of four to six guns each); however, where the guns within the battery were not uniform in caliber, each gun type is given a “section.” Each infantry or cavalry combat strength point represents 50 men, and each artillery strength point is one gun.

2.42 Map Scale. See the individual game’s Battle Book.

2.43 Time Scale. Each turn encompasses about one hour of real time. The game uses a military (0100-2400) clock. For example, 1600 is four o’clock in the afternoon. **Exception:** Turns in *Twin Peaks* are 45 minutes.

2.5 The Die

The game includes one ten-sided die that is used to resolve certain game functions. The 0 is read as zero, not 10.

2.6 The Universal Disorder Die Roll

During play, you will often perform a Universal Disorder Die roll (UDD) to determine the outcome of certain situations. When a unit is required to undergo a UDD, the owning player rolls one die and compares the result to that unit’s Cohesion Rating:

- If the result is the same as or lower than the unit’s Cohesion Rating, the unit passes, usually without penalty.
- If the result is higher than the unit’s Cohesion Rating, the unit fails, and a penalty usually applies.

2.7 Terminology

The following words, abbreviations and phrases are used throughout the rules.

Activation: The game mechanic whereby the player determines which of his units is going to undertake movement, fire, etc.

AM (Activation Marker): A chit (one to four for each division) placed in the AM Pool and used in the Activation mechanic.

AM Pool: An opaque container used to hold AM chits and other markers.

Charge: A Charge is a form of Shock combat in which movement creates much of the effect. There are two types of Charge: Infantry [11.21] and Cavalry [11.5].

CI (Combat Ineffective): A term referring to a formation severely degraded by casualties and disorganization [13.2, 13.3].

Cohesion Rating: The measure of a combat unit’s morale, training, regimental-level command, equipment, and *esprit de corps*, all of which affect how well that unit can fight and what happens to it after taking losses.

Command: A group of units commanded by a leader. This can be a brigade, a division, or a corps.

Commander: An inclusive term for the corps and Overall Commanders.

Command Range: The maximum distance: 1) a combat unit may be from its leader to be In Command, or 2) a subordinate leader can be from his superior to be in the Chain of Command.

Disordered: A loss of unit cohesion—flip the counter to its reverse (disordered) side and use those values.

DRM: It means Die Roll Modifier, a numerical adjustment to whatever die roll is being undertaken.

Efficiency: A game mechanic that determines how often during a single turn the divisions in a corps can be activated.

EM: Efficiency Marker [5.0, 5.21].

Fire: The use of small arms and cannon to inflict casualties on the enemy.

Green: New, untried units [14.1].

Initiative: Gives the designated player a choice of which AM to start a turn with, before AM chits are drawn.

Leader: A generic term for all division and brigade leaders in the game.

LOF: Line of Fire [10.21].

LOS: Line of Sight [10.21].

Movement: Expending Movement Points to sequentially shift the position of a unit to adjacent, contiguous hexes, across hexsides [9.0].

MA: Movement Allowance, measured in Movement Points (MPs), is the capacity of a leader or unit to move/act.

MPs: Movement Points [9.12].

OC: Overall Commander [4.11].

Orders: The type of Orders a command is under determines what the units in that command may do.

Phasing Player: The player whose units are activated and moving/attacking. His opponent is the non-phasing player.

Shock: Hand-to-hand combat in which the main weapon is the weight (and spirit) of the formation. The object is to dislodge the enemy from its position, disrupt it, demoralize it, and, hopefully, put it to flight.

SP: Strength Point.

Terrain: Features of and on the land as defined by the Terrain Effects Chart or in the Battle Book.

UDD: Universal Disorder Die Roll [2.6].

VP: Victory Point

2.8 Questions?

For ongoing online support of this game, please visit our website at www.gmtgames.com. It features a set of “Living Rules” as well as a discussion board where you can ask questions and get the latest tips and tricks from the designer/ developer as well as other players.

We can also be found, along with most of the rest of the GMT designers and developers, on Consimworld’s discussion boards, at www.consimworld.com. We heartily recommend this site to anyone interested in wargaming. This is also the preferred way to answer your questions as we can post the answers for all the *GBACW* family to see.

3.0 Sequence of Play

The Sequence of Play is the order in which you perform the functions the rules prescribe.

General Overview of Play: After determining Efficiency, and giving Orders to eligible divisions, the player with the Initiative (determined by die roll at the start of the turn) chooses which division he wants activated to start the turn. In the Activation Phase, brigades may change Orders and units Move, Fire, Shock, etc., based on their Orders. After the Initiative Player undertakes actions with his chosen command, commands are then activated by blindly drawing an AM from the AM Pool. This continues until all AMs

have been drawn. After the Activation Phase, some housekeeping steps are performed, and the turn ends.

The Sequence of Play

I. Initiative Segment

Players roll a die to determine who has the Initiative for that turn [5.1].

II. Orders Segment

A. Determine Chain of Command. Determine if division leaders, brigade leaders, and individual units are within their Chain of Command [4.2].

B. Activation Efficiency Determination. Each player picks Efficiency Markers to determine the Efficiency of each of his corps. He uses this corps commanders Efficiency to see how many division AMs he receives that turn [5.2 and 5.4].

C. Division Orders. Players with a Chain of Command from brigade leaders to corps commanders may change the Orders of any brigade in that chain.

D. Reinforcement Orders. Give Orders to all reinforcements scheduled to arrive that turn.

E. Reserve Placement. Commands may be placed In Reserve [6.3].

F. Engineering. Place build markers to indicate breastwork construction.

III. Activation Segment

A. Initiative Activation Choice. The player with the Initiative chooses which AM he will activate to start the turn.

B. AM Pool Placement. All AMs available from II/B for both sides, except the one selected for the Initiative Activation [3.0 III/A], are now placed in the Pool (an opaque container).

C. Activation. The command selected in III/A activates first. Thereafter, either player draws an AM from the pool. The AM drawn determines which command is now active and able to undertake various activities. An active command may do the following:

1. **CHANGE ORDERS PHASE.** The player may attempt to change the Orders of activated brigade leaders by die roll, using the Brigade Orders Change Table.
2. **BRIGADE COORDINATION PHASE.** The player may attempt to activate all brigades in the division simultaneously by die roll using the Brigade Coordination Table.
3. **ACTION PHASE.** Each unit in an activated brigade may undertake one of the three actions below, or it may do nothing. Each brigade in that division completes all Activations before the next brigade goes.
 - Move and/or Fire plus Shock. After all movement and Fire, eligible units may Shock; or
 - Resupply Ammo [Optional] and Rally Disordered units; or
 - Construction.

Exception: Brigade Coordination.

When the selected division has finished, one of the players blindly draws a new AM from the AM Pool. If none remain, go to IV.

IV. End of Turn Segment

A. Commander Movement Phase. All corps and Overall Commanders may move. This is the only time in the turn they may voluntarily do so.

B. Replacement/Recovery Phase.

1. Replace any eliminated leaders.
2. Undertake In-Reserve activities, including Recovery from Rout, Fatigue, and Straggler Recovery.
3. Remove commands from Reserve status, if so desired.
4. Eliminate all artillery with an Abandoned 2 marker.
5. Flip Abandoned Guns markers from Abandoned 1 to Abandoned 2.
6. Replace Construction markers with Breastwork markers if construction is finished.

C. Combat Effectiveness Phase. Players check to see if any brigades or divisions are Combat Ineffective.

D. Turn Record Phase. Advance the Turn marker one space on the Turn Track and begin a new turn. If the new turn is the 0200 turn, move the Day marker to the next day.

4.0 The Command System

There are four levels of command in most GBACW games: army, corps, division, and brigade. Each command is represented by a leader (brigade/division) or commander (corps/army). One of the premises of the game system is that units operate better when communications are maintained, in the form of a Chain of Command.

4.1 Commanders and Leaders

4.11 Overall (Army) Commanders (OC) are the generals in command of the battle (e.g., at Gettysburg, Lee and Meade). They have four stars on their counters. An OC has two ratings on his counter:



INITIATIVE RATING: This rating is used to:

1. Affect the Initiative Die Roll; and
2. Increase the corps Efficiency of that number of corps commanders, if eligible [5.22].

COMMAND RANGE [4.15].

DESIGN NOTE: The premise of the game is that you are the army commander, and that you will make the decisions. The effects of the historical OC are usually built into the corps commanders' ratings.

4.12 Corps Commanders have three stars on their counters. A corps commander has the following ratings on his counter:



EFFICIENCY RATING: A Modifier (e.g., +1) used to adjust division Efficiency [5.23].

COMMAND RANGE [4.15].

4.13 Division Leaders have two stars on their counters. They command all brigade leaders in their division, and they are subordinate to their corps commander. They have the following ratings:



BRIGADE COORDINATION [5.34].

COMMAND RANGE [4.15].

ACTIVATION RATING: A modifier (e.g., +1) used to adjust the number of Activations that division may undertake that turn [5.23].

4.14 Brigade Leaders are the leaders directly commanding combat units. They have one star on their counters. Brigade leaders have the following ratings:



ACTION PROFILE: (A = Aggressive; N = Normal; C = Cautious; U = Unreliable) This rating is used when a “Loose Cannon” result occurs while changing Orders [see 6.24]. An Aggressive leader also may provide a DRM in Shock.

COMMAND RANGE [4.15].

ORDERS RATING: A DRM used whenever the brigade wishes to change Orders, as needed [6.21].

4.15 Command Range. The range over which a leader’s ratings may be factored into certain actions. Command Range is measured in leader MPs and is always counted from the superior to the subordinate leader/unit, including the subordinate’s hex but not the superior’s hex. Command Range:

- May not be traced into/through terrain impassable for leader movement; and
- May not be traced through a hex adjacent to an enemy unit unless occupied by a friendly combat unit. This applies to all Command Ranges. See 5.36 for the effects of being Out of Command.

If a combat unit is adjacent to its leader it is automatically In Command, regardless of the intervening terrain hexside.

4.16 Brigade and Division Leader Movement Allowances. Leaders do not have their MA printed on the counter; it is ten (10) for all brigade and division leaders [9.33].

4.17 Corps and Overall Commander Movement Allowances. The MA for these leaders is 40. However, that rather large number may be misleading. They may move only in the Commander Movement Phase, and if they use more than 10 MPs, their “abilities” are reduced in the upcoming turn [9.32].

4.18 Replacement Leaders. The reverse side of a leader counter is his Replacement side, which shows the leader who will replace him if he becomes a casualty.

PLAY NOTE: Some leaders do not have a replacement.

4.2 Chain of Command

4.21 The Chain of Command usually uses four levels of command, from the Overall Commander (OC) to corps commanders to division leaders to brigade leaders.

PLAY NOTE: While the OC is part of the chain, he has little effect on play; you are the OC.

4.22 The Chain of Command is maintained through the Command Range of the leaders.

EXAMPLE: If a brigade leader is 3 MPs from his division leader (range of five hexes), who is 5 MPs from his corps commander (range of six hexes), then the Chain of Command is complete from that corps to that brigade.

Exception: If a combat unit is outside its brigade leader’s Command Range but adjacent to a unit from the same brigade that is within Command Range, it is considered to be In Command. Likewise, if a combat unit is part of a chain of units, and at least one unit in the chain is in Command Range, then all units in that chain are In Command. Each unit in the chain must belong to the same brigade and must be adjacent to at least one other unit in its brigade.

4.23 Command status for activation purposes is only checked during Step II/A of the Sequence of Play. Command status for orders purposes is checked during Step II/A and at the time of a Brigade Orders Change [6.2]. Units out of Command at these times do not change orders. However, such units automatically change to the orders of their brigade if they are within command range when that brigade next activates.

4.3 Artillery Command

HISTORICAL DESIGN NOTE: Because of their relative independence and mission, artillery units have a slightly less restrictive command structure. In most major battles—with armies of multi-corps size—artillery was usually (but not always) organized in brigades (or battalions, although it does not really make any difference game-wise), with each brigade/battalion having an artillery leader. These brigades are attached either at corps level or, for the Union—to the artillery reserve; or, for the CSA—at the division level or the corps artillery reserve. The rules listed below may vary from game to game.

4.31 Artillery brigade leaders are treated as brigade leaders for purposes of Activation. All batteries assigned to that Artillery Brigadier leader may Move, Fire, etc., when its division is activated.

4.32 In addition, each infantry or cavalry brigade may attach, and use, one of the batteries from its division. Assign artillery during the Division Orders Phase [3.0 II/C] at the start of a turn. Command Range does not matter for such an assignment, but will for the number of times the artillery activates.

4.33 Certain battles have Artillery commanders (corps-level officers) and large “Reserve” parks. The rules for their use are found in the individual Battle Books.

5.0 The Activation System

The Activation system is based on *Efficiency*—the ability of the cardboard units to do what the player wants them to do. Efficiency is a product of Chain of Command and leadership ability. The Efficiency mechanic serves two other play and simulation functions: it slows down the pace of a gamed battle to something approaching reality a bit more, and it provides just a touch of the fog of war.

General Overview: Players determine the Efficiency rating of their corps by blindly drawing an Efficiency Marker for each corps that has units on the map from the Pool of available Efficiency Markers. The number on that marker, adjusted by the corps commander's Efficiency modifier, represents the number of Activations he may provide for each of his subordinate divisions. For each division, that number may be further adjusted by the Activation modifier of the individual division leader, the Chain of Command and Combat Effectiveness.

To represent a division's Activation Efficiency, the player then places AMs equal to that Efficiency, for each division, in the AM Pool for blind draw. When a division is activated by AM, each of its brigades may then undertake actions.

5.1 Turn Initiative

5.11 To determine which player will have the Initiative each turn, each player rolls one die, to which the following adjustments (DRMs) may be made:

- The player who had the Overall Initiative for the previous turn adds one (+1) to his roll.

The player may add his OC's Initiative Rating to the roll if the OC did not use more than 10 MPs in the Commander Movement Phase and has at least one of his corps commanders in his range.

Exception: Some scenarios state which player automatically has the Initiative for the first turn of the game.

5.12 The player with the higher total has the Initiative. If the modified rolls are tied, no one has the Initiative. Place all AMs in the Pool and start drawing.

5.13 The player with the Initiative chooses which of his divisions will be used first in the Activation Phase. Remember to set aside one of that division's AMs; it does not go into the Pool. The March AM of the Initiative Player's side may also be chosen as the first AM. Also, the player with the Initiative changes Orders, gives Reinforcement Orders and moves commanders before the non-initiative player.

PLAY NOTE: Phases II.B, II.C and IV.A normally can be done simultaneously. But, if it matters, the Initiative Player goes first.

5.2 Efficiency

Efficiency determines how many times the units in a corps may be activated in a turn.

DESIGN NOTE: The following rules are for large battles. Smaller battles, especially those that do not have corps, will use a similar system to this but focus more on divisions (see individual Battle Books).

5.21 In the Activation Efficiency Determination Phase, each player places his EMs (the ones numbered 1 through 4) into an opaque cup (the Efficiency Pool). The player then randomly draws an Efficiency Marker for each corps which has any units on the map,

or which is entering that turn as Reinforcements (and for which he is not using March Orders). The drawing player must announce for which corps he is drawing and assign the Efficiency Marker to that corps in the AM Pool.

PLAY NOTE: On the game map or on a separate display there is a series of boxes for each corps commander, so that the drawn Efficiency Marker may be placed in it, face down, in case "A Matter of Honor" arises.

5.22 A corps' Efficiency may be adjusted by the OC's Initiative Rating. If an on-map corps commander is within Command Range of his OC, and the OC has an Initiative Rating greater than zero, the OC may increase that number of corps commanders' Efficiency by +1 (each). Thus, an Initiative Rating of +2 (quite rare in this series), would allow an OC to increase two in-range corps' Efficiency by one each. A corps' Efficiency may never end up below one or above four.

DESIGN NOTE: The number and ratings of the EMs for each battle differ and they are not truly linear. They reflect a bell curve of capabilities, possibly adjusted for different battles.

5.23 Each division in a corps uses its parent corps' Efficiency (regardless of where it is on the map) to determine the number of Activations it may undertake that turn. That corps' Efficiency [5.22] may be adjusted as follows, for each division:

1. If a division leader is within Command Range of his corps commander, the corps commander's Efficiency Rating is applied as follows:

- a. When the Corps Commander's Efficiency Rating is +2, the Activation Efficiency of one Division may be increased by two, or the Activation Efficiencies of two Divisions may be increased by one each.
- b. If the corps commander's Efficiency Rating is +1, he may increase the Activation Efficiency of any one, In-Command division leader by one.
- c. If the corps commander's Efficiency Rating is -1, the corps Efficiency for that turn is reduced by one for all in-range divisions. [See #3, below.]
- d. If the corps commander's Efficiency Rating is 0, there is no effect.

2. If a division leader is not within Command Range of his corps commander, subtract one from that number (for that division only). This most certainly applies if a division leader and/or corps commander is/are not on the map.

3. The division leader's Activation Rating, whether positive or negative, adjusts the number of Activations that the division may undertake that turn [4.13].

4. Division Ineffective Status [13.32].

EXAMPLE: II Corps is given a corps Efficiency of 3 for that turn. The II Corps commander has a +1 CE Rating. There are three divisions: 1/II and 2/II's leaders have Activation Ratings of 0; The 3/II leader has an Activation Rating of +1. Both 2/II and 3/II are within the corps commander's range; 1/II is not. The following division AMs are used this turn:

- 1/II: 2 AMs. The division leader is out of range (-1).
- 2/II: 4 AMs. The corps commander gives him the +1 [1a above].
- 3/II: 4 AMs. His Activation Rating gives him a +1.

5.24 The result of the above is the number of Activations [5.3] the brigades in that division may undertake that turn, represented by AMs. For each division, take that number of AMs and place them in the AM Pool. **A division's number of AMs may never be below one or above four.**

5.25 A Division whose division leader is not within Command Range of that division's corps commander may never use more than 3 AMs in a turn, with the exception of units in March Order.

5.26 A brigade whose brigade leader starts his turn out of the Command Range of his division leader must skip one division AM in that turn. The choice of which AM not to use (for that brigade) is up to the player.

EXAMPLE: Division 1/I gets 3 AMs for a turn, but 1/I is Out of Command Range. As the turn progresses, the player decides, as the second 1/I AM is drawn, not to "activate" the 1/I with that AM.

5.27 Unless specifically stated otherwise in the rules for a given battle, a brigade always gets a minimum of one AM.

5.28 The following are instances when certain units do not use the marker-induced Activation result:

- **MARCH ORDER UNITS:** Units (be they corps, division, brigade, or individual) entering the map as reinforcements under March Orders, or have been given March Orders to move, have a maximum possible Activation level of four. Moreover, units under March Orders do not use the divisional AM [5.35].

Exception: On-map Commands given March Orders during the Division Orders phase use the March AM, but in the initial turn of that March receive a number of AM equivalents equal to the AMs allotted for that division. Thus, such a command may be limited to less than four activation equivalents that turn, with a minimum of one [5.24].

- **SPECIFIC AM:** Some reinforcements arrive with a specific number of Activations available for that turn.

EXAMPLE: A brigade that arrives as a reinforcement with an Activation Efficiency of 1 may be activated only once that turn, regardless of how many AM its division has.

5.3 Activation

5.31 The player with the Initiative gets to specifically select the AM he will use to start the turn. All other AMs are randomly drawn from the Pool (an opaque cup or similar container). Each turn, the Pool will start with:

- All of the AMs available that turn to each player (or fewer, if a player so elects),
- The March AM for each player (if he has units under March Orders at the time),
- The Random Event marker (if the game uses that rule), and
- Any Battle-specific AMs (e.g., Artillery leaders).

5.32 When a division's AM is drawn, all that division's brigades—regardless where they are on the map—may be activated. Each brigade activates individually, completing all activities before the next brigade is activated (**Exceptions:** Brigade Coordination [5.34] and Out of Command Brigades [5.26, 5.36]).

EXAMPLE: The 1/I Union Division has three brigades: 1/1/I, 2/1/I and 3/1/I. The Union player activates 2/1/I first, completing all of its actions. He then activates 1/1/I, etc.

5.33 Brigade Activation. When a brigade is activated, all combat units—regardless of their location—may do what the Orders for that brigade allow [6.1]. The brigade may include as a combat unit any one artillery battery (all sections) that is from that division.

EXAMPLE: A brigade under Advance Orders has four regiments. The player may now Rally one of its Disordered units, construct Breastworks with another, and Move or Fire with the other two.

5.34 Brigade Coordination. Division leaders are rated for their ability to coordinate and combine the actions of more than one of their brigades during any one action (a DRM ranging from +0 to +3). Any divisions attempting this must have their brigade leaders within the division leader's Command Range; brigades outside that range are not eligible for coordination. The player wishing to combine brigades into a single Activation rolls the die, adjusting it by adding the division leader's Coordination Rating. The possible results are:

- **CONFUSION:** No move/combat actions that Activation. Not only is no coordination possible, but all of the leaders involved are confused as to what is supposed to happen. As a result, they do nothing. No In-Command brigade in that division may undertake any move or combat actions that AM. Leader movement, Rally, Ammunition Resupply, and one-vertex Facing changes are allowed.
- **FAIL:** No penalty; brigades move individually; No coordination is possible, but there is no penalty for trying.
- **MAY COORDINATE # BRIGADES:** The player may undertake actions with that number of In-Command brigades from that division as if they were one brigade.
- **MAY COORDINATE ALL BRIGADES IN COMMAND:** All eligible brigades may undertake actions as if they were one brigade.

Brigade Coordination Table

<i>Adjusted Die Roll</i>	<i>Result</i>
0-2	Confusion
3-6	Fail
7-9	May Coordinate 2 Brigades
10, 11	May Coordinate 3 Brigades
12	All

DRM:

+/-? Division Leader's Coordination Rating

EXAMPLE: Smith's Division's AM is drawn. All three of Smith's brigades are within his range, and the player wants to launch a division-sized attack with all of his brigades at once, rather than piecemeal. Smith has a Coordination Rating of 2. He rolls the die, getting a 6. The player may activate two of Smith's brigades (his choice) at the same time, as if they were one. The other activates separately.

PLAY NOTE: The Coordination Ratings usually are not very high (lots of 0's).



M1842 Springfield smoothbore musket



5.35 March Order Activation. Units that are operating under March Orders do not move when their division AM is drawn; they move only when their (one) March AM is drawn. When a player's March AM is drawn, he may move all units under March Orders the equivalent of any number of Activations, from one to four (but see the Fatigue rules [17.22]). The order of movement is up to the selecting player.

Exception 1: Entering reinforcements with an AM # are limited to that number of activations [9.74].

Exception 2: See 5.28.



5.36 Out of Command. Being Out of Command affects units depending on the nature of that unit or command.

- **DIVISION LEADERS:** May not receive Orders from their corps commander, which means they may not transmit any Orders to their brigades in the II/C Phase. The division has one fewer AM placed in the AM Pool [5.23 #2].
- **BRIGADE LEADERS:** May not receive Orders from their division leader in the II/C Phase. They must roll a die in the III/C/1 segment, if they wish to change Orders. And, they activate one fewer times than the division [5.26].
- **INDIVIDUAL UNITS:** Out of Command combat units use the last Order their brigade received. They also activate one fewer times than the division, as if an Out of Command Brigade.

5.4 Efficiency Transfer

Players may take advantage of the Chain of Command to increase the Efficiency of certain commands by transferring two divisions' available Activations to another division. These divisions need not belong to the same corps.

5.41 In the Activation Efficiency Segment [3.0 II/B], after all Efficiency and Activation levels have been determined for that turn, a player may transfer focus—in the form of an increased Activation Level—to a selected division.

5.42 Only divisions that can trace a Chain of Command back to the Overall Commander may benefit by, or be used for, Transfer.

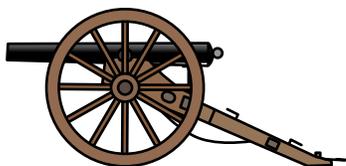
5.43 For every two Activations that a player lowers any one (or two) other divisions, he may raise the Activation level of one other division by one. A division may never have its Activation Level reduced to 0, nor increased above 4, by Efficiency Transfer.

5.44 A Player may undertake only one Efficiency Transfer per turn.

EXAMPLE: The corps Efficiency for XV Corps is 2. All of XV Corps' division leaders are within range, and 2/XV has a +1 division leader. This means that, normally, 1/XV and 3/XV would get two AMs, and 2/XV three AMs. However, the player wants to undertake a big push with 2/XV, so he reduces 1/XV and 3/XV to one AM each, and gives an extra AM to 2/XV, so that it has four.

5.5 Ending the Turn

The Activation Segment is finished when all the AMs have been drawn from the Pool.



3" Ordnance Rifle

6.0 The Orders System

General Premise: All brigades operate under Orders. Orders delineate the parameters under which the combat units under those Orders may Move, Fire, Rally, etc. The ability to give and change Orders has nothing to do with the Efficiency or AM mechanics; it has everything to do with Chain of Command and brigadier leadership ability.

6.1 The Orders

6.11 The three types of Orders are March, Advance, and Attack. A brigade (and the units therein) must be under one of these three Orders at any given time. If a command has no such marker, it is considered to be under Orders to Advance. *Death Valley* includes a limited number of Advance markers used to designate units that were out of command when their brigades switched from Advance to March or Attack.

Orders Comparison Chart

Action	Type of Order		
	March Orders	Advance Orders	Attack Orders
Road/Pike Movement Rate:	½ MP	1 MP	NA
Move Adjacent to enemy unit?	No (keep 4 hexes away)	No (except enemy artillery)	Yes
Activation:	March AM	normal	normal
Infantry Stacking:	7 SPs	15 SPs	15 SPs
Cavalry Stacking:	4 SPs	7 SPs	7 SPs
Construction?	No	Yes	No
May Fire?	No	Yes	Yes
May Move and Fire?	No	No	Yes
May Shock?	No	Yes	Yes

6.12 Orders are changed in one of two phases:

- **DURING THE DIVISION ORDERS PHASE** [3.0 II/C]: Any division leader that is within Command Range of his corps commander may change the Orders of any or all of his brigades if the Brigadier is within his range. Each brigade may have different Orders; no die roll is necessary—simply change the Orders.
- **DURING THE CHANGE ORDERS PHASE OF THE ACTIVATION SEGMENT** [3.0 III/C/1]: Before any brigade is activated, the player may, if he wishes, try to change brigade orders by rolling a die [6.2].



6.13 March Orders. A command or unit under March Orders:

- Uses March Movement Rates [9.22].
- Moves only when the March Order AM is drawn.
- May not start in, nor move into, any hex that is within four hexes and within LOS of an enemy combat unit at any time during movement. Regardless of LOS, no such unit may move adjacent to an enemy unit.
- Must use Extended Column [8.5] where applicable.
- Must obey the Stacking limitation for March Orders [8.12].
- May not Fire—not even Reaction Fire.
- Suffers a (special) Cohesion Check DRM if shock attacked.
- May not Rally.

- May not retreat before Shock.
- May not undertake any Construction.
- May not use Reaction Refusal/Facing Change [9.61] or Reaction Movement [9.63].

PLAY NOTE: In essence, the only thing units under March Orders can do is move.

6.14 A Command may be given March Orders only in the Division Orders Phase, and only if it either is an entering Reinforcement, or starts that Phase with no unit in that command within four hexes and LOS of an enemy combat unit.



6.15 Advance Orders. An activated combat unit under Advance Orders:

- May Move or Fire, not both (changing Facing one vertex to fire is not considered movement).
- If moving, uses Advance Movement [9.23].
- May not move into the hexes adjacent to an enemy combat unit other than artillery (*Exception:* Bridge/Ford [9.23]). If it starts the Shock sub-phase adjacent to an enemy combat unit, it may Shock Attack if otherwise eligible.
- If firing as a Phasing unit, it may gain Prepared Fire bonus.
- May use Prepared Fire when undertaking Non-Phasing Fire.
- May undertake Construction.
- Must obey the Stacking Limits for Advance Orders.
- May retreat before Shock.
- May Refuse [7.3].



6.16 Attack Orders. An activated combat unit under Attack Orders:

- Uses Attack Movement restrictions [9.24].
- May Move and/or Fire.
- If Firing, gains the Prepared Fire Bonus if phasing (but not moving) or when using Non-Phasing Fire [10.4].
- Is eligible for the Infantry Charge bonus if not firing.
- If Mounted, cavalry may Charge.
- May Refuse [7.3].
- May not undertake Construction.
- May not retreat before Shock.
- Must obey the Stacking Limits for Attack Orders.

6.17 At the start of the game, the Initial Deployment instructions state which Orders apply to a command. If it says “Player’s Choice,” he may choose from any of the three. All other commands must be assigned Orders the first time they are Activated to enter the map (as Reinforcements).

6.18 Artillery is always under Advance Orders, unless the brigade/command it is with is under March Orders, in which case it is under March Orders. Artillery never retreats before Shock. Also, see 10.61 for artillery fire/move exceptions to Advance Orders.

6.19 Leaders/commanders are never under Orders. Only combat units are under Orders. However, leaders whose formations are under March Orders activate when the March AM is drawn for that side.

6.2 Brigade Orders Change

6.21 When an AM is drawn that activates a brigade (whether it be a division AM or March AM), each brigade so activated may attempt to change its Orders [3.0 III/C/1]. This is done before any units of any activated brigade undertake any actions. To attempt to change the Orders of an Activated brigade, the player rolls the die, adjusts it by the Brigadier’s Orders Rating DRM, and consults the Orders Change Table [6.23].

PLAY NOTE: Remember, Orders may be changed by divisions only in the Division Orders Phase.

6.22 If the Brigadier is stacked with his division leader there is a +1 DRM. If his corps or Overall Commander is stacked with the Brigadier there is a +2 DRM. Both DRMs may apply.

6.23 The Orders Change Table

Die Roll	Result
1 or Less	Retain and Stand
2 or 3	Retain
4	Loose Cannon
5	Change and Stand
6 or More	Change

Key:

Retain: Brigade keeps the Orders it has.

Change: Brigade may change to Attack or Advance Orders.

Stand: In Command units of the brigade may not move (i.e., expend MPs) this Phase. A Stand result does not prohibit leader movement or a unit from firing, changing facing to fire, engaging in shock, rallying or engaging in construction. However, if any unit performs an action other than Rally or a Facing change costing no MP, the activation counts toward Fatigue.

Note: Cavalry units may not Mount or Dismount [14.22].

Loose Cannon: See 6.24 below.

EXAMPLE: The XXXV Division AM has been selected. General Hackenbush, in command of the 1/3/XXXV Brigade, wants to change his Orders from Advance to Attack. His division commander is too far away to do this in the Division Orders Phase, so Hack must roll a die to effect the change. His Orders Rating DRM, though, is a -1. He rolls the die, getting a 4, which his rating lowers to 3. Hack’s Brigade retains their Orders for that Activation, and operates under those Orders.

6.24 Loose Cannon. If the result is Loose Cannon, the player who was trying to change Orders now consults the Action Profile of the Brigadier in question [Aggressive (A), Normal (N), Cautious (C), or Unreliable (U)] and follows the instructions below.

If AGGRESSIVE, the Phasing player does one of the following:

1. If any unit in the brigade is within 3 MPs of an enemy combat unit, the player places that brigade under Attack Orders and launches a Charge [11.21] with as many units in that brigade as possible. Choice of targets is otherwise up to the player. LOS to enemy units within 3 MPs is not required for units of an Aggressive cavalry brigade to charge. Units starting the activation further than 3 MPs from the enemy must move as far as they can toward the nearest enemy units, and may not fire. Units that start adjacent to enemy units shock those units without a charge bonus, but may not fire prior to shock.

2. If no unit in the brigade is within 3 MPs of an enemy unit, place the brigade under Advance Orders and move its units as far as possible towards the nearest enemy units.

If NORMAL, the brigade retains its Orders.

If CAUTIOUS, the player retreats each unit in the brigade one hex, after which he places the brigade under Advance Orders.

If UNRELIABLE, roll the die, consult the table below, and treat the Brigadier in the appropriate manner listed above:

Die Roll	Result
0-2	Aggressive
3-6	Normal
7-9	Cautious

6.25 A brigade under March Orders may attempt to Change Orders, as per III/C/1, to any other Orders when the March AM is drawn. If successful, the brigade remains in place and its March Orders are replaced by Advance or Attack Orders. Brigades that change Orders use their division AMs for the rest of the turn, if any remain to be drawn. A Change and Stand result applies to the first Division AM drawn. If none remain to be drawn, a Change and Stand has no effect on the next turn. A Retain and Stand applies to the current March AM.

6.26 A brigade that is under March Orders that is either Shock attacked or undergoes small arms fire (not artillery fire) is, after all attacks are resolved, immediately placed under Advance Orders. Unless the March AM has already been drawn, the brigade activates for the rest of the turn when its Division AMs are drawn. Combat does not affect other Orders.

6.3 Reserve



6.31 Any command (brigade, division or corps) may be placed In Reserve, regardless of its Orders, if it qualifies, as below:

- All units must be out of LOS of any enemy unit and at least five hexes from the nearest enemy combat unit; or
- All units are at least ten hexes away from the nearest enemy combat unit (note that there are no LOS requirements for this qualification).
- If it is a Night Turn, the minimum distance is reduced to five hexes.

PLAY NOTE: The hex range limits are the minimum; it is recommended that, for the safety of your troops, you act with a bit more caution.

6.32 Commands are placed In Reserve in the Reserve Placement Phase at the beginning of the turn. Reserve status is removed:

- VOLUNTARILY: At the end of the turn, in the Recovery Phase.
- INVOLUNTARILY: A brigade whose units are either Shock attacked or fired upon at a range of four hexes or less automatically abandon In Reserve status and enter Advance Orders. The brigade may activate when its division AMs are drawn (if any remain).

6.33 If all (remaining) units in a command have been Routed [12.5], the command may be put In Reserve by having the brigade leader follow 6.31.

6.34 Commands In Reserve pay no attention to drawn AMs. They may not undertake any actions available to non-Reserve units. Only commands in Reserve may check for Straggler Recovery [16.22].

6.35 During the Replacement/Recovery Phase, units from a command In Reserve do the following:

- Reduce Fatigue [17.0] by two levels.
- Flip all Disordered [12.3] units to their normal side.
- Attempt to recover routed units [13.5].
- Change Orders to Attack or Advance Orders.
- Attempt Straggler Recovery [16.2].

7.0 Facing and Refusal

The direction in which a unit is faced determines which of the surrounding hexes that unit controls.

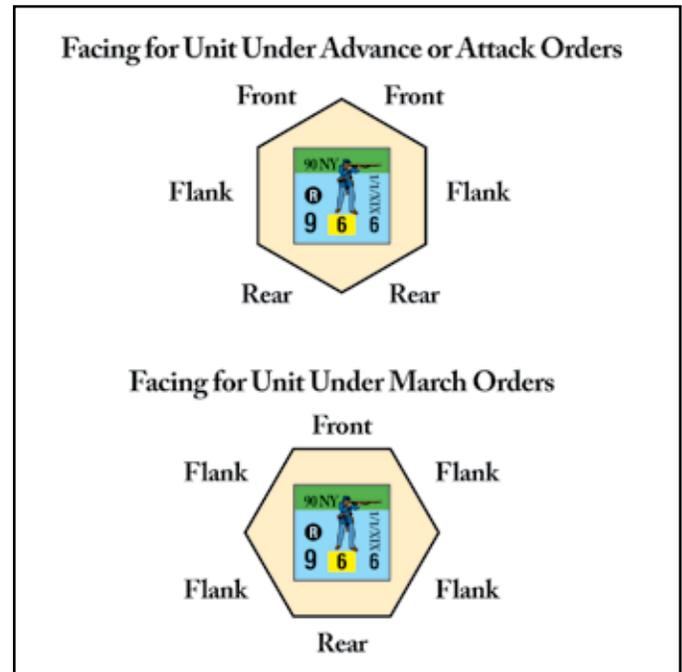
7.1 Facing

7.11 At the end of movement all combat units under Attack or Advance Orders must be faced towards a vertex (joint) of the hex it is in—not a hexside—as in the top of the diagram below. All combat units under March Orders must be faced towards a hexside, as in the bottom of the diagram below. All units in a hex must face in the same direction.

DESIGN NOTE: The admonition that all units in the same hex must face in the same direction is one that arises purely from a need to keep the game manageable. There is really no “historical” reason why this should be a restriction, so, if both players agree, feel free to ignore it. Be aware, though, that it raises a host of tangential and entangling play questions that you are free to resolve on your own.

7.12 Facing determines a unit’s front, flank, and rear.

7.13 A unit may only move, Fire and/or Shock into its *Front* hexes.



7.2 Changing Facing

7.21 A unit may change facing without actually leaving the hex. A unit may change facing one vertex for each hex it starts in or enters at no cost in MP. Any changes above one vertex (per hex) cost 1 MP. **Exception:** See 9.53.

7.22 In addition to the above, units under Attack Orders, because of their very linear state, adhere to the following (see 8.44 for Extended Lines):

- When stacked and changing facing 180°, invert the stacking order for all units not exiting the hex during the current activation, as the top unit is now the bottom unit, etc.
- When changing facing in a Woods hex they pay 1 MP per vertex, unless they wish to change 180°, as above.

7.23 Under certain circumstances a unit pays no MP cost to change facing:

- When changing to/from March Orders. Adjust facing at the time the new order takes effect, either during the Division Orders phase or the Change Orders phase.
- Road/Trail movement.
- Advance after combat.
- As a Reaction to enemy Movement or Fire.
- Changing one vertex to fire [10.32].
- After Rally [13.41].

7.24 A phasing unit that starts movement in an enemy Frontal hex may change facing by (only) one vertex in that hex.

7.25 Units suffering certain combat results, or rallying from such results, have the following abilities and restrictions concerning changing facing:

- RETREAT: Unit maintains original facing; no change allowed.
- RALLY: A rallied unit may change facing one vertex upon being rallied.

7.26 An Extended column may become an Extended Line when the unit's orders change from March to Advance or Attack, as long as the requirements for Extended Line are met. Vice versa is also true. There is no cost for changing facing in either case [7.23].



7.3 Refused Flanks

7.31 A unit may Refuse if it is either:

- At the end of a line, or
- In the center of a line with a friendly unit in one flank hex and another friendly unit in the opposite rear hex, or
- Not adjacent to any friendly unit.

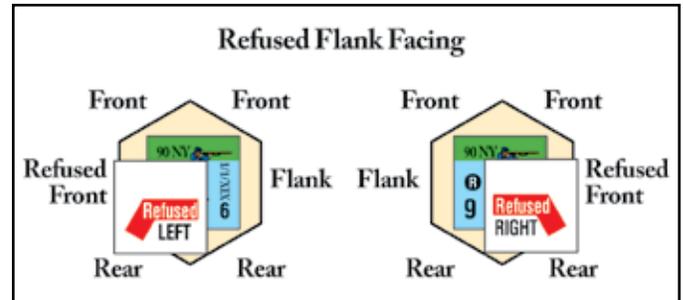
This means that the end of the unit (or stack of units) bends backward, away from the line, as in the diagram below. Place a Refuse Right, or Refuse Left, as appropriate, on the unit so doing.

7.32 Only units under Attack or Advance Orders may Refuse. In addition:

- It costs 1 MP to Refuse. Units stacking with a Refused unit must spend an additional MP to enter the hex.
- A unit or stack may not Refuse in both directions.
- A unit may not Refuse if it starts adjacent to an enemy unit.
- A unit may not Refuse if it is in between (adjacent to) two, friendly-occupied (flank) hexes.

- A unit may not Refuse when stacking with a unit that is not Refused, unless the stationary unit exits the hex during the same activation.

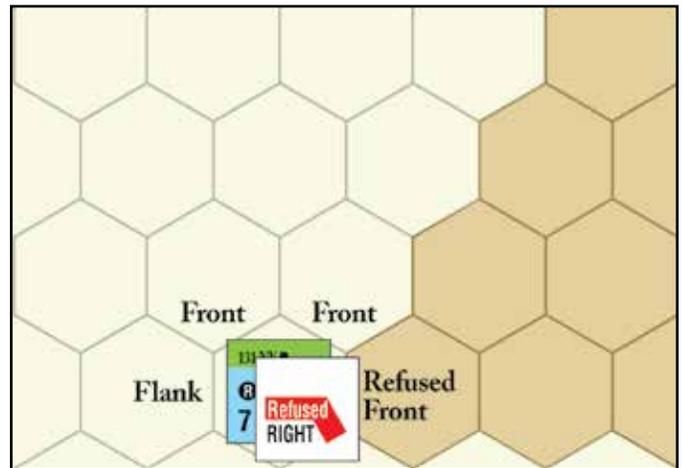
7.33 A phasing unit under a Refused marker and wishing to move or change facing must pay 1 MP to leave Refused status. Any involuntary movement, reaction movement, advance, or retreat before shock similarly ends Refused status, but at no MP cost.



7.34 A Refused unit or stack has three Frontal hexes: the usual two Frontal hexes plus the third, Refused Frontal hex, see above. Refused units may fire into/through any or all of these frontal hexes, splitting their fire to do so. However, no more than half a stack's Fire Strength may fire into/through a Refused frontal hex, and, if Refused, no more than half may fire into/through its normal Frontal hexes. If the unit's/stack's SP is "odd," round down for the Refused Frontal hex; round up for the normal Frontal hexes.

Stacked units in which the top unit has fewer SPs than those eligible to fire from the hex [8.31] fire through their normal Frontal hexes until reaching the maximum defined above. If stacked units cannot fire all SPs through their normal Frontal hexes, they may fire the remainder through the Refused Frontal hex until reaching the maximum defined above.

Refused units may not shock defenders in the Refused Frontal hex.



EXAMPLES:

- A 7 SP unit on top could fire 4 SP through its normal frontal hexes and 3 SP through its Refused Frontal hex. Units stacked beneath it could not fire.
- A 5 SP unit stacked above a 3 SP unit could fire 4 SP through its normal frontal hexes and 1 SP through its Refused Frontal hex. The 3 SP unit beneath it could fire 2 SP only through its Refused Frontal hex.
- A 3 SP unit stacked on top with a 2 SP unit below it and an 8 SP on bottom could fire its 3 SP through its normal frontal hexes. The 2 SP unit could fire 1 SP through its normal frontal hexes

and the other through its Refused Frontal hex. The 8 SP unit could fire 2 SP only through its Refused Frontal hex.

- A 4 SP unit stacked above a 2 SP unit could fire 3 SP through its normal frontal hexes. It could also fire 1 SP through its Refused frontal hex. The 2 SP unit could fire only through its Refused Frontal hex.

8.0 Stacking and Extension

Stacking refers to having more than one combat unit in a hex, a function more of tactical usage than how many men can be crammed into a space. Extension is just the opposite, in that it is concerned with the ability of a unit to increase its frontage.

8.1 Stacking Limits

8.11 Stacking limits apply at all times during the turn except during movement (retreats are not movement). There are no stacking limits for leaders or informational markers.

8.12 The stacking limits depend on the Orders applicable to the unit. Stacking also may vary according to the scale of the battle (see individual game's Battle Book).

March Orders

- **INFANTRY:** May stack up to 7 SPs of infantry or Dismounted cavalry (as long as they are all from the same brigade). If an individual unit contains more than 7 SPs, the player must use Extended Column.
- **CAVALRY:** May stack up to four Mounted cavalry SPs in a hex, as long as they are all from the same brigade. If an individual unit contains more than 4 SPs, the player must use Extended Column.
- **ARTILLERY:** Two batteries, regardless of the number of guns, or 12 guns from any number of batteries may occupy a hex. Artillery may not stack with other units.

There is no intermingling of unit types when in March Order; artillery may not stack with infantry, etc.

Advance or Attack Orders

- **INFANTRY:** May stack any units from the same brigade, up to a maximum of 15 SPs per hex, or any one unit regardless of strength, plus one battery or 6 guns from any number of batteries.
- **CAVALRY:** 7 Mounted SPs from the same brigade or one mounted unit regardless of strength, plus one battery or 6 guns from any number of batteries.
- **ARTILLERY:** If not stacked with infantry or cavalry, up to two artillery batteries per hex, regardless of strength, or 12 guns from any number of batteries. If stacked with infantry or cavalry, artillery is limited to one battery per hex, or 6 guns from any number of batteries.

8.13 Units under Advance Orders that wish to make use of the movement costs for Pikes, Roads and Trails [9.43] must use March Orders stacking to do so [8.5].

EXAMPLE: An infantry regiment with 8 SPs would require one extension between itself and a following unit; a 15 SP unit would need two.

8.2 Stacking and Movement

8.21 During a Movement Phase, each unit must be moved one at a time.

Exception 1: Stacks adhering to March Order stacking limits and using Pikes/Roads/Trails may move as stacks.

Exception 2: Cavalry moving along a Charge Path may move as a stack [8.52].

8.22 A combat unit may move through another unit at a cost of 2 MPs (in addition to the terrain). In addition, the moving unit undertakes a UDD [2.6] immediately after exiting the stationary unit's hex. It adds to that roll the normal cost for entering the stationary unit's hex, if that cost is two or greater. Thus, moving through a unit in a Woods hex will mean a +2 (sometimes +3) DRM to the UDD. There is no DRM if the hex is Clear terrain. The stationary unit does not undertake a UDD. If the moving unit fails the UDD it is Disordered. The unit may continue moving if any MA remains. Also see 2nd Disorder Table.

Note: A combat unit that starts its activation stacked with another combat unit is never considered to be moving through the other combat unit when it leaves its starting hex.

PLAY NOTE: Given the terrain costs of much of the Woods (+2 or +3), it will be extremely difficult for units to pass through units in that type of hex.

Exceptions:

1) **THE ARTILLERY Exception:** Infantry or cavalry units may move through artillery units, but not vice versa. The non-artillery do not UDD or pay the 2 MPs in addition to the terrain in this case.

2) **THE ROAD MOVEMENT Exception:** Units moving along Pikes and Roads (but not Trails) may move through friendly units in such a hex, paying the movement cost for the Pike or Road, unless the latter are under March orders. The moving unit must enter and exit the stationary unit's hex from/to a connected Pike or Road hex. If the friendly units are under March orders, the moving unit pays the cost of the actual terrain in the hex plus any hexside cost to enter it; in essence, moving around the units blocking the Road.

3) **THE BRIDGE/FORD Exception:** If a unit under March Orders occupies either side of a Bridge or Ford, a moving unit may not use that Bridge or Ford.

8.23 A unit may move or retreat [12.44] into a hex with another unit within stacking restrictions [8.12], and end its movement therein. If the moving unit entered the stationary unit's hex through a Frontal hexside, it is placed on top of the stack. If it entered through a Flank or Rear hexside, it is stacked beneath the non-moving unit(s).

Exception: Infantry or cavalry that is moving or voluntarily retreating [12.43] into a hex that contains only artillery may freely choose to stack under or on top of artillery. If non-artillery is already stacked under the artillery, and the moving unit enters the hex through one of the stationary stack's front hexsides, it may stack directly under or above the artillery (if stacking restrictions allow).

8.24 A phasing unit may change its stacking order within a hex instead of moving (but only then). If under Advance Orders, a unit changing stacking order cannot fire. Stacking order may not be changed if the stack is in the frontal hex of an enemy unit.

8.25 Units given March Orders or under Advance Order and adopting March Order stacking limits may start the phase stacked, as long as they follow March stacking as they move.

8.26 When stacked small arms and artillery units activate using different AMs, any facing change by one unit in the stack determines the new facing for the entire stack, unless the phasing unit moves after the facing change. Similarly, if one unit in the stack Refuses, the entire stack is then Refused, except for phasing units that exit the hex during the same activation. If using the optional Fatigue rules, non-activated infantry or cavalry does not incur Fatigue if stacked with phasing artillery that changes facing or Refuses.

8.3 Stacking and Combat

8.31 Maximum Fire Strength Per Hex. If not stacked with artillery, 7 SPs of infantry or dismounted cavalry or 4SPs of mounted cavalry can fire from a hex. If not stacked with infantry or cavalry, 12 artillery SPs can fire out of any one hex. If artillery is stacked with infantry or dismounted cavalry, any combination of seven total SPs or one battery (which, on occasion, can exceed 7 SPs) can fire from a hex [8.33]. When stacked with mounted cavalry, seven total SPs or one battery can fire from a hex with the cavalry firing no more than 4 SPs. These limits apply to the units currently in the hex. If those units move or retreat after firing, and other units move into the hex, the same limits apply to them.

8.32 If an infantry and an artillery unit are stacked together and both are eligible to fire [see 8.33], each may fire at separate targets or the same target. However, they may not combine their fire upon the same target.

8.33 The Fire Frontage Rule. The top-most units up to the limits of 8.31 do the firing. If the topmost unit(s) cannot or choose not to fire for any reason, units stacked with it are limited to firing the number of SPs they could have fired had the top unit(s) also fired.

Exception: Artillery stacked with infantry or cavalry can only fire if it is the top unit in the stack at the time of the fire.

EXAMPLES:

- When a 5 SP infantry unit is stacked on top of a 9 SP unit, 7 SPs of infantry (the top unit plus 2 SPs of the lower unit) can fire out of the hex.
- When a 6 SP battery is stacked on top of a 7 SP unit, the battery and 1 SP of infantry can fire out of the hex
- When a 5 SP unit at the top of a stack performs a rally action, units beneath it can fire a maximum of 2 SPs.

8.34 Massed and Dispersed Targets. If 8 SPs or more of any (non-artillery) type are in a hex, that hex is subject to a Massed Target penalty. A player firing artillery at Shot/Shell Range at a Massed Target gets a +1 DRM on the Fire Table. Conversely, if artillery fires at hexes where there are 2 SPs or fewer (again, excluding artillery SPs), then apply a Dispersed Target adjustment of -1 to the roll. Hexes occupied solely by artillery receive neither of the above DRMs; they do not apply to artillery alone.

8.35 Stacking and Fire Table Results. The top unit suffers Fire Table results. However, if it is eliminated or suffers a first or second Disorder, the player must undertake a UDD [2.6] for all other units in the hex.

Exceptions:

- If step losses eliminate a unit, excess step losses are applied to the next unit in the stack, if any. Non-step loss results are ignored, the other units in the stack conduct UDDs because the top unit was eliminated.
- This rule does not apply to the results of Shot/Shell artillery fire, because all the units in the hex are individually affected by such fire [10.67].

EXAMPLE: Artillery fire at a range of five hexes results in a UDD for a stacked hex. The top unit fails its UDD, but the bottom unit passes. Because this was artillery fire at a range greater than three hexes, the bottom unit does not suffer another UDD because the top unit failed.

- Pre-Shock Fire [10.43] targets the top shocking unit. Apply excess step losses to the new top shocking unit or, if there is no such unit, to the top unit in the hex. All units in the hex undertake a UDD if the top shocking unit is eliminated or disorders.
- For multi-section batteries, randomly determine the section losing the SP.

8.36 Stacking and Shock.

- Stacked units, whether attacking or defending, combine their strengths during Shock resolution [see also 11.32].
- The top unit takes all step losses [see also 12.35e]. **Exception:** for Bloody Standoff results, the participating unit with the highest cohesion takes the step loss, unless artillery is the top unit in the defending stack, in which case it takes the loss.
- Retreats apply to all units. See 11.46 for advances.
- Shock Resolution Table disorder results apply to each unit in affected stacks.
- The top defending unit is used for the Pre-Shock Cohesion Check [11.37]. Disorder applies to all units in the stack.
- Defending units conduct Pre-Shock Reaction Fire separately [10.43; 11.38]
- Each Green unit checks Attacker Commitment separately [11.36].
- If attacking units disorder due to shock results, any units ineligible to shock but stacked with them also disorder and, if necessary, retreat.

8.37 Artillery. A battery is always a single unit. If a battery consists of one or more sections all sections must stack together and move together and conduct UDDs as a single unit. If a multi-section battery suffers a loss, randomly assign the loss to a section.

8.4 Extended Lines



8.41 Individual infantry units with 8 SPs or more may extend their presence into an adjacent Flank hex by placing an Extended Line marker in that adjacent hex.

- It must be placed either to the direct left or right Flank of that unit.
- The extending unit may not be stacked with another non-artillery unit, nor can the Extension hex be occupied by another non-artillery unit.
- The hex into which the line is extending must not be adjacent to an enemy unit. However, an extension may retract into the parent unit or vice versa, despite the stationary part of the unit being adjacent to the enemy. A retracting part that starts adjacent to an enemy unit may be subject to Withdrawal Fire [10.44].
- The MP cost to extend or retract must not be greater than 2 MPs.

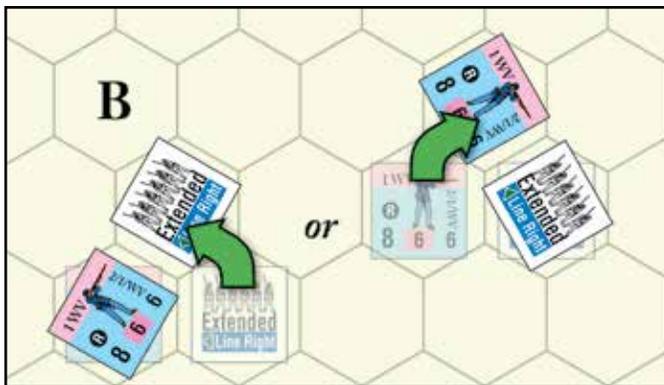
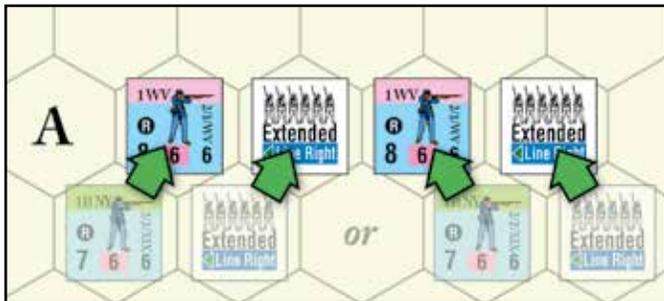
8.42 The MP cost to Extend or Retract is the same as moving into the hex. No Facing Change is involved. Thus, a unit in a woods hex and extending or retracting into another woods hex pays 2 MPs in most games of the series, whether under Attack Orders or not. Withdrawal Fire versus a retracting part earns the +1 DRM for Flank Fire only if the non-phasing unit is in the retracting part's flank hex [**Exception** to 10.44]. If an Extended unit is reduced in

strength by combat below 8 SPs, remove the Extended Line marker immediately, without spending any MPs.

8.43 Units with 15 SPs or more may Extend to both sides (if they drop below 15 SP, immediately remove one of the extensions). As long as both extensions are placed simultaneously, the MP cost to extend to both sides is the same as Extending to one side. If the terrain costs on both sides are different, the larger is used.

8.44 An Extended unit occupies two hexes, or, if desired, three in the case of units exceeding 14 SP. The base unit and any extensions must all have the same facing. The Extended unit has the following properties:

- For movement it is treated as one, solid unit. The unit may only move into a frontal hex (as in the “A” diagram below). MPs are paid for the most costly hex entered by any portion of the extended unit. As units may move only frontally, an Extended unit must either “pivot” to change its direction (and facing), paying the cost of the hex into which it pivoted (as in the “B” diagram below), or, if under Attack Orders, may change its Facing 180° paying 1 MP [7.22]. If stacked with artillery and not exiting the hex, the artillery must also change its facing. An Extended unit changing facing 180° and remaining in the hex may stack above or below the artillery [8.24]. If the artillery is activating with the brigade, its Facing change costs 1 MP, and it would thus suffer a –2 DRM for any fire conducted either before or after the Facing Change [10.61].

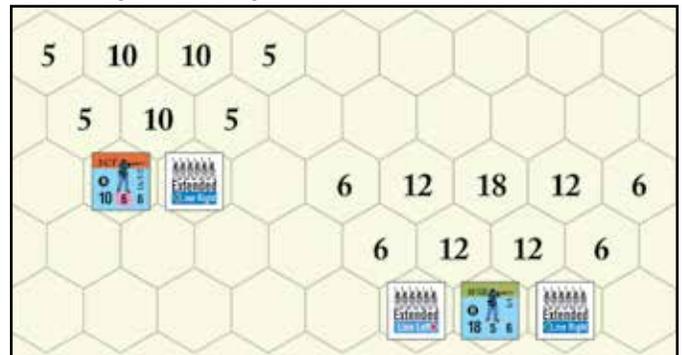


- A unit with two line extensions in place “pivots” on either the left or right extension when changing direction (and facing). This means the line extension on the circumference of such a “pivot” must move two hexes.
- An Extended unit cannot use Withdrawal Movement [9.54] or Reaction Facing [9.61]. Extended units may use Refusal [7.3]. If half the Extended unit is adjacent to the enemy, the other half may move adjacent only if the unit is under Attack Orders (but see also 8.48). If under Advance Orders and not adjacent to an enemy unit, an Extended Line may form Extended Column [8.5, 8.52], paying one MP if changing facing by more than one vertex.

- For purposes of Fire and Massed Target determination, an Extended unit has its strength divided among the hexes it occupies as equally as possible (with any left-over points assigned to the actual unit counter, or, in the case of a unit with two extensions, to the actual unit counter and one of the extensions).

EXAMPLES: An extended 9 SP unit would have 5 SPs in the counter’s hex, and 4 SPs in the Extension hex. A 17 SP unit extended to both sides would have 6 SPs in the counter’s hex, 6 SPs in one Extension hex, and 5 SPs in the other.

- For Fire, each hex is treated as an individual unit [**Exception:** see 8.45]. Fire versus a single hex of an Extended unit may trigger Return Fire from adjacent hexes of that Extended unit [10.42]. For fire versus part of an Extended Line, the part targeted only benefits from the terrain of the hex that it occupies.
- For Shock, an Extended unit is treated as one solid unit, attacking or defending. Calculate the Shock Ratio [11.43] using the Extended unit’s full strength plus any artillery stacked above it [11.63]. Units attacking an Extended unit are not required to be adjacent to all the defender’s hexes, but see 11.32 for combining attacking units’ strength.

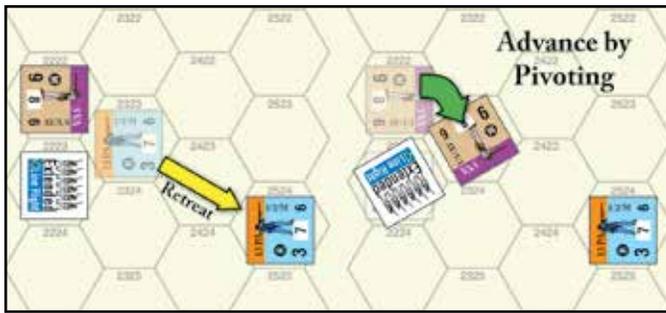


8.45 An Extended unit may fire all its (allowable) SPs into any enemy unit in one of its frontal hexes, in essence combining the fire of the separate counters, or it may fire each portion separately. Note that, when so combining fire, both hexes must be able to fire into that target hex. If combined fire is across hexsides providing different terrain DRM, the defender receives the most favorable DRM benefit. The diagram above shows the possible maximum Fire SPs per hex (side) from a 10-SP unit (5 and 5) and a double-extended 18-SP unit (6-6-6).

8.46 If Shock attacking, an extended unit must attack all enemy units in its Frontal hexes as one Shock attack in accordance with 11.31.

8.47 Extended units advance or retreat as follows:

- If the Extended unit advances, it must do so Extended, unless it cannot do so, in which case the Extended Line marker must be removed before advancing. Extended markers may not be removed voluntarily in an advance. An advance by pivoting the extended unit is allowable as if using Wrap-Around [8.48].
- If an Extended unit Retreats, it must retreat Extended. If it cannot do so, the Extended Line marker is removed and the unit retreated. If an Extended Line marker is removed, the player conducts a UDD [2.6]. If it fails, the unit suffers a Disorder result. If already disordered, there is no further penalty.

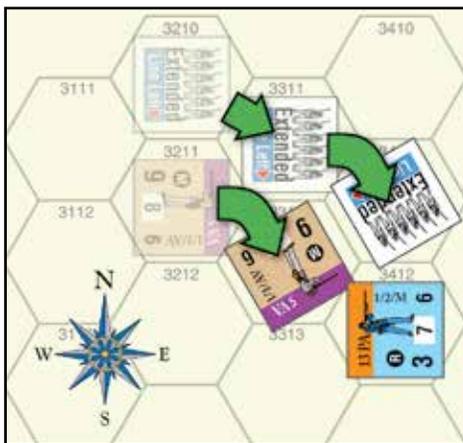


EXAMPLE: A 9-SP infantry unit is in 2222, Extended into 2323. It Shock Assaults an enemy infantry unit in 2323, causing it to retreat. The unit may advance after combat by moving directly ahead, into, say, 2323-2324, or it may pivot into the abandoned 2323, leaving the Extender in 2223. The Extender, of course, has its facing adjusted to reflect its flank extension.

8.48 Wrap-Around. When an Extended Line unit under Advance or Attack orders Shock attacks a single-hex enemy unit, and part of the Extended Line is not adjacent to the enemy (but, if it could move forward, it would be), that half of the Extended unit may move forward as part of Shock Step 1 (causing the unit to pivot and at no cost in MP) into the empty hex if:

- The moving part of the extension does not begin its attack in an enemy frontal hex, and
- It would place the defending hex in one of its Frontal hexes without the pivot placing any additional enemy units in any of the Extended Line's other frontal hexes, and
- The empty hex is not in the Frontal hex of another enemy unit, and
- The extended line is not Refused.

PLAY NOTE: This will probably result in a +3 DRM for attacking through the Flank.



EXAMPLE OF WRAP-AROUND: Defender in 3412 facing west; attacker in 3210-3211, Extended, facing east. Attacker moves into 3311-3312 to Shock. The extension in 3311 is not in contact with the defending unit but it may become so by moving the half that is in 3311 into 3411.

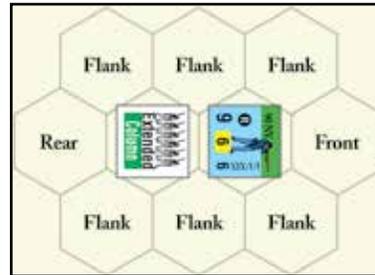
8.49 After the result of the Shock is applied, an attacker using Wrap-Around is immediately retracted and removes the Extended Line marker. This takes place before any advance, retreat or Continued Shock, etc.

8.5 Extended Columns



Individual infantry units of 8 SPs or more, and individual cavalry units of 5 SPs or more, under March Orders or under Advance Orders, but using March Order stacking for Pike/Road/Trail movement, must Extend one hex to the Rear to represent the length of that column. An infantry unit with 15 SPs or more, or a cavalry unit with 9 SPs or more, must Extend two hexes to the Rear when at full strength.

EXAMPLES: An 8 SP infantry regiment or a 5 SP cavalry regiment would require one marker between itself and a following unit; a 15 SP infantry unit or a 9 SP cavalry unit would need two markers.



If not adjacent to the enemy, an Extended Line under Advance Orders may form Extended Column [8.44] by changing facing. Switch the parent unit and extension if the direction of movement requires. For units larger than 7 SP and not in Extended Line, place the Extended

Column marker(s) in the starting hex of the parent unit after it moves out of that hex. It follows behind the parent unit as it moves, as illustrated above.

An Extended Column cannot end movement stacked with another unit. The Extended Column marker is treated as part of its base unit (as if they were one), paying MPs for the most costly hex or hexside entered or crossed by any portion of the extended unit. **Exception:** For purposes of Fire and Massed Target determination [8.34], a unit in Extended Column has its strength divided as equally as possible among the hexes it occupies.

PLAY NOTE: Use of Extended Column markers is often unnecessary, as long as players remember which units are extended, as this status may matter for command and combat. Extended columns fulfill the "chain of units" requirement in 4.22's Exception.

If Shocked, an extended column is treated as one "solid" unit. Calculate the Shock Ratio [11.43] using the unit's full strength. Attacking units are not required to be adjacent to all the extended unit's hexes. See 11.32 for combining attackers' strength. Extended columns follow 8.47 if retreating. If combat reduces an extended unit's strength below that which requires an Extended Column, remove the extension immediately.

8.51 March Orders. Units under March Orders travelling along a Pike/Road/Trail extend to the Rear in conformance with the Road. With two-hex extensions or several consecutive extended units moving by Road, this can result in a serpentine column that follows the Road.

In all cases, the column has only one Front and Rear hex (at the beginning and end of the column); all other hexes are flank hexes. This also applies to non-Road/Pike/Trail column movement.

If the target of small arms fire or Shock, apply Advance Orders to the attacked brigade following the last attack [6.26], and change its units' facing immediately [7.23]. Unless their March Order AM has already been drawn for that turn, such brigades may activate when any remaining divisional AMs are drawn.

8.52 Advance Orders. Units under Advance Orders and using March Orders Stacking adhere to the following:

- They use Advance Orders facing [7.11]. Unless forming Extended Line, an extension must end movement faced toward a rear hexside of its parent unit (or that of the first extension in the case of a unit with two extensions). If the course of a Pike/Road/Trail makes this impossible, the affected extension(s) must face the next contiguous Pike/Road/Trail hex(es).
- Provided it has sufficient remaining MPs, a unit in Extended Column may retract into any of the hexes it occupies, even if adjacent to the enemy. The movement cost is that for the other terrain in the hex, rather than the Pike/Road/Trail cost. Units with two extensions pay the cost of the second extension's retraction unless retracting into the middle hex of the unit.
- Extended Columns may form Extended Line during movement by changing facing, paying 1 MP for any change of 2 or more vertices.

Note: Forming extended line is not pike/road trail movement; hence the exemption in 7.23 does not apply.

- If adjacent to an enemy, a unit may not form extended line or change facing after retracting [9.53].
- When firing, units in extended column follow 8.45, but are never eligible for Prepared Fire.

PLAY NOTE: Extended units may not conduct Reaction Facing Change [9.61], which may significantly affect their ability to fire.

- Units in Extended Column cannot shock without first retracting or forming Extended Line. They defend against shock normally and may Advance and Continue Shock if eligible, automatically retracting their Extended Column marker(s) prior to advancing [11.46].

8.53 Extended Column and Attack Orders. When first activated under Attack Orders, units in Extended Column must Retract or form Extended Line [8.52] before undertaking any other action. If retracting into a hex adjacent to an enemy unit, apply the restrictions in 9.42, **Exception 2**, and those of 9.53. If expending MP it is ineligible for Prepared Fire. If unable to retract due to a Change and Stand result, it may remain in Extended Column until able to move, applying the restrictions of 8.52.

9.0 Movement

9.1 Movement Allowance

9.11 Each combat unit has a MA printed on its counter. Leaders do not have a printed MA—it is 10 for Brigadiers and division leaders, and 40 for corps and army commanders.

9.12 The MA represents the total number of MPs that the unit may use in a phase; the use of which may vary according to the Orders under which a unit is operating.

9.13 Units expend MPs to enter hexes and cross hexsides, moving into adjacent, contiguous hexes. These MPs may not be saved or transferred in any way. A unit need not use its entire MA. The player may choose to expend fewer; he may never expend more.

9.14 Dismounted cavalry uses infantry movement costs and horse artillery uses artillery movement costs.

9.2 Movement Modes

9.21 There are three different modes of Movement, corresponding to the Orders under which a unit is operating. The entire brigade must use the type of Movement corresponding to its Orders.

Exception: Units out of command at the time the brigade changed orders continue to use the type of movement corresponding to the brigade's previous order, until the start of their next activation after reentering command range [4.23].

9.22 March Movement. An activated combat unit under March Orders uses March Movement, as follows:

- It may move into a hex with any type of terrain.
- It may not move adjacent to an enemy unit.
- It may not move into any hex that is within four hexes and within LOS [10.2] of an enemy combat unit at any time. A March Orders unit starting its move within four hexes and LOS of an enemy unit must change orders in order to move.
- The MP cost for Pikes and Roads (but not Trails) is halved (to ½ MP per hex).
- It may be activated only by the March AM; the division AM does not affect it [5.35].

9.23 Advance Movement. An activated combat unit under Advance Orders uses Advance Movement, as follows:

- It may not voluntarily move adjacent to an enemy combat unit other than artillery (**Exception:** A unit under Advance Orders may cross a Bridge or Ford to move adjacent to an enemy combat unit. It cannot shock attack, however, until its next Activation).
- It may use Roads, Trails, Pikes, Bridges, and/or Fords (which will speed movement [9.43]).

9.24 Attack Movement. An activated combat unit under Attack Orders uses Attack Movement, as follows:

- Its MA is halved, rounding up.
- It may not use Road, Trails, or Pike movement costs; instead it uses the MP cost of the terrain in the hex.
- It may not use Bridges or Fords as part of movement [9.44].
- If Artillery is attached to a brigade under Attack Orders, it moves as if under Advance Orders [6.18].

9.3 Leader Movement

9.31 A brigade, division, or Artillery leader may move when his command is activated. Unless moving with a unit with which he was stacked at the start of the activation, he moves as if he were a separate unit. These leaders do not have their MA printed on the counter; it is ten (10) MPs. A brigade, division, or Artillery leader may move only once per Phase; i.e., he must undertake all of his movement at one time and may not break up his movement into sections. The MA of a leader/commander is unaffected by the Orders of its Commands. Leaders always use the best available movement rate for movement and command. A Division leader moves during the Action Phase of any one brigade in his division. If he moves with a brigade under March Orders, he moves when the March AM is drawn.

9.32 Corps and Overall Commanders may move only in the Commander Movement Phase [3.0 IV/A]. However:

- If a corps commander uses more than ten of his allowed 40 MPs, his Command Range is reduced to 0 (only leaders stacked with the corps commander would be In Command).
- If an OC uses more than ten of his allowed 40 MPs, he may not use his Initiative Rating for any purpose.

9.33 Brigade and Division Leader Movement Allowances.

Leaders may not move adjacent to enemy units unless stacking with friendly units, or, in the case of brigade, division, or Artillery leaders, moving with a unit of their command.

9.4 Terrain and Movement

As a general rule, this section applies to all games within the system. Specific terrain rules can be found in the respective Battle Book.

9.41 The type of terrain in a hex dictates the cost to enter (such as Woods) or to cross (such as Stream or Slope hexsides), depending on the unit type moving. For example, it may cost an infantry unit 2 MPs to enter a Woods hex, whereas it will cost an artillery unit 4 MPs to do the same. Most terrain types are self-explanatory; those that require elaboration are discussed below or in the Battle Book.

9.42 If a unit does not have the necessary MPs to enter a hex—for whatever reason—it may not enter that hex.

Exception 1: A unit may always move one hex (including any and all facing changes) as long as it would have been able to enter that hex using its full, printed MA and does not move adjacent to an enemy unit.

Exception 2: A unit under Attack Orders may always move one hex (including any and all facing changes) into a hex adjacent to an enemy unit provided it neither Shocks nor Fires during that activation and it would have been able to enter that hex using its full, printed MA.

Prohibited hexes or hexsides may never be entered or crossed despite these exceptions.

9.43 Pikes, Roads, Trails, Fords, and Bridges help speed movement (as long as the moving unit adheres to March Order stacking [8.12]).

- For units in March Order, the cost to enter a Road or Pike hex is half a MP [9.45]. All other costs are as listed for the terrain on the Terrain Effects Chart.
- Units under Advance Orders use printed Pike, Road, Trail, Ford and/or Bridge movement costs if complying with March Order stacking limits [8.13]. A unit must pay the cost of the other terrain in the hex to end its move stacked with another unit, if the resulting stack will exceed March Order stacking limits.
- Units under Attack Orders may not use Roads, Pikes, Trails, Fords and/or Bridges. They must use the cost of the terrain in that hex.
- Artillery is always under Advance or March Orders and therefore may use the movement cost benefits of Road, Pikes, Trails, Fords, and Bridges.

9.44 When being used:

PIKES AND ROADS: Pike and Road movement rates apply regardless of the terrain, including elevation changes and are not subject to disorder from terrain [9.47].

DESIGN NOTE: Although Pikes were macadamized and Roads were packed dirt, tactically they had the same effect (unless it rained).

TRAILS: Trail movement rates are one-half the non-Trail rate for the terrain in the hex and are not subject to disorder from terrain [9.47]:

- Round down, to a minimum of 1 MP, if under March;
- Round up, if under Advance (and obeying stacking limits [8.13]).

EXAMPLE: If Woods terrain would normally cost 5 MPs for an artillery unit under Advance Orders, using a Trail costs 3 MPs.

Note: Trail movement costs may vary by game—the Terrain Effects Chart has precedence.

BRIDGES: Units may not move (as part of “Movement”) across a Bridge if under Attack Orders. However, they may Shock Attack across the Bridge under those Orders, and, if the result allows, advance across that Bridge [see also 6.15 and 9.23].

FORDS: They may be used under March or Advance Orders; units under Attack Orders may not move using Fords, but they may attack and advance across the Stream or River through the Ford hexside. The cost to use Fords is often singularly appropriate to the specific battle. See the Battle Book and the game’s Terrain Chart.

9.45 Units gain the benefit of Roads, Pikes, Trails, Fords, and Bridges, when available, only if they enter such a hex from a connecting Pike/Road/Trail hex. In addition, units using these paths, do not pay any MPs to change facing during movement as long as they are moving from one Pike/Road/Trail hex directly into another, connected Pike/Road/Trail hex.

9.46 The *GBACW* system uses a graduated Elevation system to represent changes in terrain height. Some changes in elevation are gradual, others are not. As the representation varies from game to game, depending on the elevation scale adopted, see the Battle Book for specifics.

9.47 Certain terrain, as shown in the Terrain Effects Chart, carries with it Disorder possibilities:

- If a unit enters or crosses terrain with a “D,” that unit is automatically Disordered the instant it enters/crosses that hex/hexside (and remember the reduced MA of a Disordered unit [12.33]).
- If a unit enters or crosses terrain with a “dr,” that unit undergoes a UDD [2.6] the instant it enters/crosses that hex/hexside. If the roll is higher than its Cohesion Rating, the unit is Disordered.

Note: A unit using a Pike/Road/Trail does not check in either instance.

9.5 Enemy Units and Movement

9.51 A friendly unit may never enter a hex containing an enemy combat unit.

9.52 Only units under Attack Orders may move adjacent to an enemy infantry or cavalry combat unit, unless crossing a bridge or ford hexside to do so [9.23]. Units under Advance Orders may move adjacent to artillery.

Exception: If the hexside between the non-phasing and phasing unit is un-crossable (e.g., a river), this prohibition does not apply.

9.53 A combat unit must cease movement for the Phase when it moves adjacent to an enemy combat unit, even if separated by what would be impassable terrain. Because it ceases movement upon moving adjacent, it may not change facing after entering that hex.

Exception: If in moving adjacent to the enemy the moving unit stacks with another unit and must adjust its facing to match that of the stationary unit, it can neither fire nor shock during that activation.

A unit that starts an Activation Phase adjacent to an enemy unit may change facing by only one vertex and move away, or change facing by two or three vertices and not move away. A unit starting its Activation adjacent to an enemy unit may move directly to

another hex that is adjacent to the same (or another) enemy unit, whereupon it ceases movement.

9.54 Withdrawal Movement. Units under either Advance or Attack Orders may use Withdrawal Movement as their movement for that Activation. Extended units may not use Withdrawal Movement. Units using Withdrawal Movement may not fire. Also, see Withdrawal Fire [10.44]. When using Withdrawal Movement, a unit may move backwards (no facing change) a maximum of two hexes. However, if any hex into which the unit wishes to withdraw would cost more than 1 MP to enter, the unit undergoes a UDD [2.6] as it enters each hex, earning a +1 DRM for each MP in excess of one per hex required to enter those hexes.

- If the unit fails it is Disordered.
- If a Disordered unit fails, it may not enter the second hex; it remains Disordered in the first Withdrawal Movement hex.

If the first hex of Withdrawal Movement is adjacent to an enemy unit, movement must cease [9.53].

EXAMPLE: An infantry unit withdraws two hexes, both Woods. Woods has a normal cost of 2 MPs. The player rolls the die, adding +1 for each Woods hex to get the UDD result. If the infantry unit is already Disordered (either beginning the Activation Disordered or as a result of Withdrawal Fire) and fails the Withdrawal Movement UDD, it may not enter the second Woods hex..

9.55 Artillery and Enemy Units.

DESIGN NOTE: While Civil War artillery manuals cautioned against artillery deploying within effective small arms range of the enemy, at least one conceded that it might sometimes be justified. Attempts to do so occurred throughout the war, with varying results. Thus, we offer players two mutually exclusive options. The first reflects the prudent streak in Civil War gunnery. The second allows for the actual practice of “running the guns in close”.

Option 1: Artillery units may move no closer than four hexes away from enemy combat units, unless the enemy has no LOS to the closer hex. Friendly units do not block LOS for purposes of this rule. If otherwise eligible [see 6.15, 9.53, and 10.44], artillery starting an activation within three hexes of enemy combat units may move into or through a hex equally close or further away from the enemy regardless of LOS, but may not fire during that same activation unless it ends its move at least four hexes from the nearest enemy with LOS to its hex.

Option 2: Unless stacking with or adjacent to friendly infantry or cavalry, artillery cannot move within three hexes of enemy mounted cavalry. Provided it conforms to this restriction, the following rules apply:

- Artillery that moves from further away to a hex within three hexes and LOS of enemy units must immediately undertake a UDD with a +DRM equal to the number of enemy small arms units within three hexes and LOS of that hex. Failing the UDD results in disorder and retreat to a hex not within three of the enemy units contributing to the DRM, or out of their LOS. Do not regard enemy range limitations or ammo depletion when calculating the DRM. Enemy units block LOS [10.26], but units friendly to the moving artillery do not block LOS for this purpose.
- Artillery moving to a hex within two hexes of enemy small arms units adds 2 to the DRM for its UDD.

- If the artillery fails the UDD by more than 2, it loses a number of guns equal to half the margin of failure, rounding down.
- Artillery that starts within three hexes of the enemy conducts a UDD only if moving to a hex closer to an enemy unit with LOS to the new hex, or if moving anywhere within three hexes and LOS of the enemy before or after firing during that same activation.
- Artillery that retreats or conducts a Reaction Move is not subject to the above.

PLAY NOTE: Artillery typically had a healthy respect for enemy capabilities. When it ventured close, it did so on the assumption the enemy was too weak or disorganized to threaten it. That assumption often proved wrong.

9.56 No unit may leave the map voluntarily. (Some battles have exceptions to this.)

9.6 Reaction Movement

A non-phasing unit may move during an opponent’s phase as Reaction to what is happening.

9.61 Reaction Refusal/Facing Change. A non-phasing combat unit may Refuse or change facing in reaction to movement by, or fire from, an enemy unit.

- Any enemy movement or Advance into a hex adjacent to the non-phasing unit may trigger a Refusal or Facing Change.
- Enemy Fire from a hex outside the non-phasing combat unit’s front may trigger a Refusal or Facing Change, unless the non-phasing unit must retreat as a result of the fire. A unit may Return Fire after a Refusal or facing change [10.42], unless it suffers a 2nd Disorder due to failing its UDD [9.62]. For firing after Reaction Refusal, follow the restrictions of 7.34.
- Units in Extended Line may Refuse, but cannot change facing using this rule.
- Units under March Orders [6.13] or in Extended Column [8.5] cannot Refuse or change facing using this rule.

9.62 Restrictions on the use of Reaction Refusal or Facing Change.

- A unit may do so only once per enemy Brigade Activation.
- The unit undergoes a UDD [2.6] when it does so (infantry and cavalry only, not artillery). If it fails, it suffers a Disorder result. Stacked units conduct separate UDDs.
- There is no MP cost (as it is not a phasing unit).
- A unit may not use these Reactions if already in the Frontal hex of another enemy unit. Apply this restriction to each part of a unit in Extended Line separately, as if the part were an independent unit.
- If artillery, it is subject to a –2 DRM for any subsequent Return Fire or Approach Fire during that enemy brigade activation.

Additional restrictions on the use of Reaction Facing Change:

- May change facing by only one vertex.
- May not do so if it is Refused.

Additional restrictions on the use of Reaction Refusal:

- The unit must be eligible to Refuse [7.31 and 7.32].
- The unit must be capable of Returning fire through its Refused Frontal hex.

9.63 Moving in Reaction. Mounted cavalry and artillery have the additional capability of moving in reaction to enemy movement within three hexes of their present position.

Note: This section does not apply to enemy Advance after Fire or Shock.

- Mounted cavalry and artillery may move in reaction one or two hexes, using the retreat rules [12.44]. Because it is a non-phasing unit, there is no MP cost to do so.
- A mounted cavalry or artillery unit under March Orders or already in the Frontal hex of another enemy unit may not reaction move.
- Artillery may not reaction move into a hex that would normally cost it more than 2 MPs to enter. Artillery may use the Road/Pike/Trail movement cost if eligible.
- Units must perform a UDD after a reaction move. Add to the roll the cavalry MP cost of any hexside crossed plus that of each non-clear hex entered. If the cavalry unit's strength is 4 SP or less, and it is under Advance Orders, it may use the Pike/Road/Trail cost to calculate the UDD modifier [8.13]. A failed UDD results in Disorder, a 2nd Disorder results in the loss of 1 SP or one gun.
- The decision to move in reaction is announced and implemented before the phasing unit moves to a hex in triggering range.
- If mounted cavalry or artillery chooses to move in reaction, the phasing unit may keep moving, if it has MPs remaining.
- An artillery unit may move in reaction once per enemy brigade activation.
- An artillery unit moving in reaction may not use Approach Fire [10.45] during the current brigade activation.
- Each hex artillery enters during reaction movement may not be closer to any enemy unit that is within four hexes of the artillery and has LOS to it.

- If possible, the phasing unit may fire at the unit before the reaction move. Any failed UDD, D, or step loss limits the reaction move to one hex.

PLAY NOTE: Theoretically, cavalry can keep retreating if the phasing unit keeps advancing. This could happen even when the phasing unit is Mounted. However, each time the non-phasing unit so retreats it could incur Disorder, and, in the face of on-coming cavalry, that could be most problematic.

9.7 Reinforcements

9.71 In most games in the GBACW system, reinforcements enter through the map edge hexes listed in the scenario, paying the appropriate movement cost to enter the edge hex. Arriving units are given specific Orders—in the Orders Segment—prior to their arrival, and use that Movement mode to enter. All reinforcements are considered to be in command for activation purposes during the turn of entry.

9.72 If more than one unit enters through the same hex, the first unit pays the cost of the entrance hex, the second its cost plus that of the first, and so on. Unless under March Orders, reinforcements may move into an Entrance Hex despite an enemy unit being adjacent to that hex. If under Advance Orders, however, they may not shock until their next activation. No unit may enter an enemy Entrance hex until all reinforcements scheduled to enter through that hex have done so, or could have done so.

PLAY NOTE #1: The “chain” effect, above, is very important when bringing in large numbers of units, which happens fairly often.

PLAY NOTE #2: Yes, the enemy movement restriction is a mite artificial. However, consider the alternative.



EXAMPLE OF MOVEMENT AND REACTION: All phasing units are under Attack Orders. Unit A is an artillery unit that cannot move closer to enemy units, unless the latter have no LOS to it. [9.55]. Unit E uses Withdrawal Movement to back up two hexes without changing facing [9.54]. Unit F moves into the rear of the enemy. Enemy Unit C may conduct Reaction Facing Change [9.61] and rotates one vertex. Enemy Unit D cannot change facing because it is in the Frontal hex of another enemy unit. Unit B moves directly across the frontal hex of an

enemy unit, which is allowed [9.53]; however, it must stop after that first hex. The movement by Unit B triggers possible Artillery Reaction Movement from Artillery A [9.63]. Unit G moves toward the enemy cavalry and artillery units, which triggers Moving In Reaction [9.63]. The enemy cavalry and artillery units may move one or two hexes and then undergo a UDD. Unit G may continue moving. Unit I cannot use the Road rate through the Woods because Roads may not be used by units with Attack Orders.

9.73 Arriving units that are unable to enter due to units entering ahead of them may enter the map during the next Activation Phase for that command. Reinforcements may also delay their entry at the player's discretion, but must enter before the next group scheduled to enter via the same entry hex(es).

9.74 Some reinforcements are restricted as to the number of Activation Phases they may undertake in the turn in which they enter. This applies even to entering reinforcements using March Orders.

EXAMPLE: A unit arriving under March Orders stated to have only one AM allowable for its turn of entry may move only the equivalent of one Activation.

9.75 Some reinforcements have Priority Numbers, indicating they must enter before the next group of units.

10.0 Fire Combat

Combat is divided into two parts: *Fire* and *Shock*. *Fire* is undertaken either as part of (or instead of) *Movement*, or in *Reaction* to enemy movement or fire. *Shock* is effected and resolved after all movement and fire has been completed. The combat units use their SPs for both *Fire* and *Shock*.

10.1 Basic Fire Concepts

Fire combat is of two types: small arms and artillery.

10.11 Units may fire at the enemy when:

- Activated and under Attack Orders (in addition to Movement).
- Activated and under Advance Orders (instead of Movement).
- In reaction to certain enemy actions (but not while under March Orders).

10.12 A unit may fire at any enemy unit within the Range of its Weapon Type and within its LOS [10.2]. The Range is the number of hexes from the firing unit to the target, counting the target unit's hex but not the firing unit's hex.

10.13 No unit is ever required to fire; fire is always voluntary. However, each phasing unit must complete its movement/fire before any other phasing unit starts. **Exception:** See optional rule 10.82.

10.14 Each unit fires separately; two units may not combine fire. The maximum fire allowed from a single hex is based upon SP type firing, regardless of actual strength of the unit(s):

- 7 SPs of infantry or Dismounted cavalry may fire out of a single hex, regardless of the actual strength of the unit(s). Thus, if you have a 10 SP infantry unit, you could fire with only 7 SPs.
- 4 SPs of Mounted cavalry.
- 12 artillery SPs can fire out of any one hex.
- Seven total SPs or one battery with artillery and infantry/cavalry stacked together [8.31]; the artillery must be stacked on top in order to fire [8.33].

Exceptions:

- An infantry unit in Extended Line may combine fire from its constituent hexes as it is a single unit. [8.45]
- Artillery fire may be combined [10.63].
- See optional rule 10.82.

10.15 When a phasing unit fires—and this includes a unit in Extended Line—it may split its fire between all possible adjacent targets in its Frontal hexes. **Exception:** Artillery [10.65]. Such splitting must be done as evenly as possible. A unit may not split

its fire against the same target. Roll separately for each fire. All Return Fire is simultaneous unless preceded by a Reaction Refusal/Facing Change.

Non-phasing units split fire by reserving part of their firepower for use in a possible later fire opportunity. Such opportunities could include any type of non-phasing fire [10.4]. Non-phasing units split their fire as evenly as possible and are limited to firing twice (treat a refused frontal hex separately). They are not limited to firing at units in their two frontal hexes, but cannot fire at the same hex twice. Non-phasing units that split their fire but suffer SP losses from the first fire combat may still fire with the SPs originally allotted for the second fire, unless their remaining SP are less than allotted, in which case they fire with their remaining SP.

EXAMPLE #1: A 5 SP phasing unit with an enemy unit in each Frontal hex may fire all 5 SPs at either unit. Or, it can split fire, directing 3 SPs at one hex and 2 SPs at the other. No other combinations are possible.

EXAMPLE #2: A 3 SP non-phasing unit may Return Fire with 1 or 2 SP, reserving the rest for a later opportunity to return fire. If the result of the first fire combat leaves it with fewer SP than the number reserved for the later fire, it may use only its remaining SP for that fire.

10.16 Each Weapon Type has a Maximum and Prepared Fire Range, listed on the Range Effects Chart. No unit may fire at a target that is outside its maximum range. All fire must be through a unit's Frontal hexes, as depicted below:



EXAMPLE: Units with "R" weaponry (rifled-muskets) have a maximum range of five, and a Prepared Fire Range of one; and those with "M" (muskets) have a maximum range of two and, for Prepared Fire, one.

10.17 To resolve fire, the player determines the number of SPs and rolls one die, cross-referencing the roll with the Fire Strength on the Fire Table. The roll may be modified by several DRMs, all listed in 10.8 and on the Fire Table. The results are applied immediately [12.0].

Note: If there is Return Fire [10.42] non-artillery units and artillery able to Return Fire at Canister range will fire before the effects of the fire are applied; artillery units firing at Bombardment range will apply the results before they return fire [10.45].

10.2 Line of Sight

10.21 Units firing at a target two or more hexes distant may fire only at targets to which they can trace a LOS; they must be able to see the target. LOS is traced from the center of the firing hex, through the Front of the unit [7.11] to the center of the target hex. Line of Fire is the LOS extended indefinitely past both the firing and target units, regardless of terrain. For all purposes other than fire combat, LOS is traced from the center of the sighting unit's hex, through any of its hexsides, to the center of the enemy unit's hex (i.e., 360 degrees).

10.22 Certain terrain hexes block LOS [see Terrain Effects Chart]. If the LOS is blocked, fire is not possible. Blocking terrain hexes can always be fired into, but never through. Consequently, you can almost always fire through Frontal hexsides into an adjacent hex.

Note: Battle Rules may amend this; e.g., Sheer Slopes in Battles with the Gringos!

10.23 The following may block LOS, depending on their location:

- **WOODS:** Woods are treated as being one full level higher than the actual hex elevation. However, Orchards do not block LOS.
- **TOWNS:** Towns are treated as being one full level higher than the actual hex elevation.
- **ELEVATIONS:** A hex may block LOS due to its elevation and the type of slope hexside it has (if any). An elevation change from one hex to an adjacent hex determines the type of slope hexside between them. For LOS purposes there are two types of elevation changes:

Gradual: One elevation change to an adjacent hex without any slope hex sides.

Non-Gradual: One or more elevation changes to an adjacent hex with a Minor, Steep, or Sheer slope hexside between them.

Note: Treat the hexsides of woods and town hexes like Steep Slopes for determining LOS, i.e. as if they were steeply-sloped hills one level higher than the actual ground level.

10.24 Intervening Blocking Terrain:

- **Higher Elevations.** If both firing and target hex are on the same or different level, any intervening hex with an elevation higher than both units blocks LOS.
- **Slopes.** If the firing and target hexes are on different levels, LOS is blocked by any intervening hex or hexside higher than the average level between them and closer to the lower unit. Halfway or equidistant is closer if:
 - the potential blocking hex has a non-gradual slope hexside closer to the lower unit, or
 - the potential blocking hexside has a non-gradual slope.

Notes:

The average level is the sum of the higher and lower levels, divided by 2 [Average Level = (H+L)/2].

The height of a potential blocking hexside is the average of the two adjacent hexes.

The halfway or equidistant point between a firing and target hex can either be a hex or hexside depending on the number of hexes between the two.

*If the higher hex adjacent to the non-gradual hexside is only one elevation higher than the lower unit, treat the hexside as gradual. **Exceptions:** Woods and town hexes.*



SLOPE LOS EXAMPLE. In the illustration above,

LOS is clear between A and W-Z. A is on Level 5, while X is on Level 2, thus the average level between them is 3.5, and W is lower than the average. Y/Z are on Level 1; the average level between them and A is 3. No hex higher than that level is closer to Y/Z than to A. Although the elevation of the non-gradual slope between A and W (4) is higher than any of the average levels for X-Z, it is not equidistant or closer to the lower hex.

LOS is blocked between B and W because A (5) is higher than the average level (4.5) and has a non-gradual slope hexside closer to the lower unit (and also due to the Shadow Exception (see below)). The LOS is clear between B and X. A (5) is higher than the average elevation (4), but is not closer, while the height of the non-gradual slope (4) halfway between is not higher than the average level. The LOS is clear from B to Y-Z because there is no higher average level or non-gradual slope closer to the target hex.

LOS is blocked between C and W. A is higher than the average level (5 vs. 4.5) and is closer to the lower hex. LOS is blocked between C and X. The average level (4) is lower than A (5), and A counts as closer to X as it has a non-gradual slope hexside closer to X. LOS is blocked between C and Y because the non-gradual slope that is halfway between has a height (4) that is higher than the average level (3.5). LOS between C and Z is clear because the potential blocking hexside is not halfway or closer to the target hex.

LOS is blocked from D to W and X because A (5) is higher than the average level of both hexes (4.5 and 4) and closer to the lower hexes. LOS is blocked between D and Y because A (5) is higher than the average level (3.5) and has a non-gradual slope hexside closer to the lower hex. LOS is blocked between D and Z because the potential blocking hexside has a height (4) higher than the average level (3.5) and is halfway to the target hex.

- **The Intervening Hill Exception.** An intervening hex at the same base elevation as the higher unit blocks LOS if separated from the higher unit along the line of fire by a hex of lower base elevation.

- **The Shadow Exception.** For firing and target units on different levels:

- An intervening woods or town hex always blocks LOS if higher than and adjacent to the firing or target unit.
- A steep or sheer slope hexside between the potential obstacle hex and the lower unit's hex blocks LOS unless each hexside from the potential obstacle hex to the higher unit is equally steep or steeper.

- **Canopy of Trees.** LOS may not be traced into or out of a woods hex through an adjacent woods hex (due to the canopy of the trees), unless:

- The adjacent woods hex is lower than both the firing and target hexes, **and**
- The base elevation change between the two woods hexes is two or more.

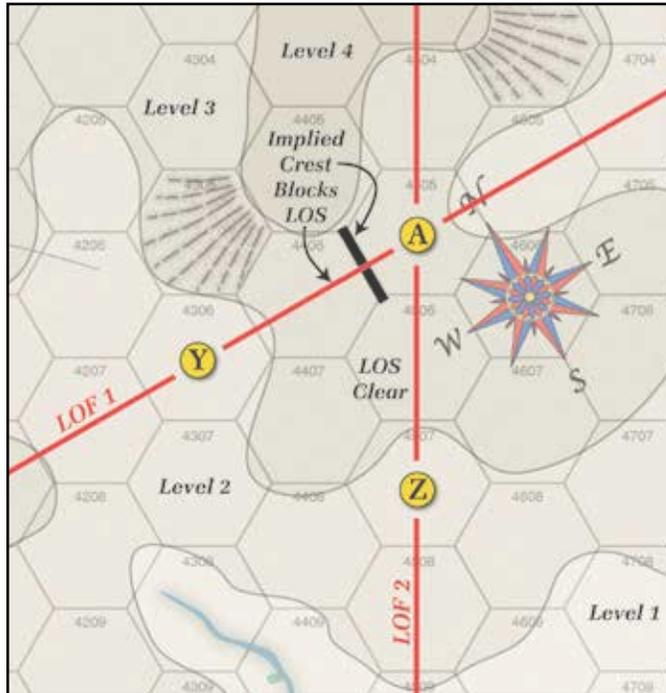
- **Crests [Optional, but Recommended].** If the firing and target are on different levels, LOS is blocked if:

- The hex elevation along the LOF and beyond the higher unit descends sooner than it does between the higher and lower

units (count the same level hexes in both directions from the higher unit's hex, exclusive), *and*

- b. The LOF beyond the higher unit does not cross any higher hexes before entering lower hexes.

For purposes of this rule do not count woods or towns when determining elevation of hexes beyond the higher unit.



EXAMPLE of LOS and Geographic Crests: In the illustration above, LOS is blocked between A and Y, because elevation descends sooner beyond A than it does between A and Y, and the LOF beyond A crosses lower elevations before entering any higher hexes. This implies a geographic crest on the hexside between 4406 and 4505. LOS is clear between A and Z. The number of hexes at the same elevation along the LOF beyond A is the same as the number between A and Z, so no geographic crest is implied.

10.25 Reciprocal Nature of LOS. LOS is always reciprocal—if the Firing unit can see the target, then the target can see the firing unit. *Exception:* See 10.26.

10.26 Combat Units.

DESIGN NOTE: LOS is not the only consideration when determining whether combat units “block” fire. The danger of “friendly fire” incidents was such that small arms/canister fire over the heads of friendly troops only occurred when the latter were well below the LOS. Even then it was at least unnerving and sometimes damaging for the intervening unit. Firing over the heads of enemy troops held no such risks, but typically the closest enemy unit was the most exposed and the only one that mattered to the firing unit.

Given no blocking terrain, intervening combat units block small arms fire at all ranges and artillery fire at canister ranges [10.67], with the following exceptions:

- The intervening unit's hex has a base elevation lower than that of both the firing and target units.
- Either the higher or lower unit has no LOS to the intervening unit's hex.

- An intervening unit in the lower hex adjacent to a steep slope hexside will not block fire for artillery in the higher hex adjacent to that hexside [10.67].
- The Firing and target units' base elevations differ by two levels or more, the intervening unit is on the same base elevation as the lower unit and is not closer to the lower unit.

Whenever fire is permitted over the heads of friendly combat units adjacent to the target, and the unadjusted Fire Roll is 2 or less, those friendly units must conduct a UDD, disordering if they fail.

Given no intervening, blocking terrain, friendly combat units block artillery fire at a range of four or more hexes regardless of their elevation, if such units are on the LOF and within two hexes of the target, including the two hexes past the target. This applies even if the firing unit's range is sufficient only to reach the target. Where the LOF runs along a hexside, friendly units adjacent to that hexside and within two hexes of the target block as well. Enemy units do not block artillery fire at ranges of four or more hexes.

Combat units do not block LOS to units under March Orders for the purposes of rule 6.13, or to targets of Cavalry Charge [11.53].

10.27 If LOS runs along the hexside of a hex that blocks LOS, the LOS is blocked. (*Accurate? No sir. But it stops arguments.*)

10.3 Phasing Fire

Phasing Fire applies to activated units (i.e., it is their turn).

10.31 A phasing unit may fire only once per Activation, although it may split its fire at the time [10.15].

Exceptions: Artillery Rapid Fire [10.68] and, in certain battles in the series, Spencer Repeaters [14.3].

10.32 A phasing unit may fire when it is Activated under the following Orders:

- **ATTACK ORDERS:** It may fire once during its Activation, at any time before, during, or after Movement.
- **ADVANCE ORDERS:** It may fire once, instead of movement; however, it may change facing one vertex before firing.

10.33 The following units may not use Phasing Fire:

- Units under March Orders.
- Units under Advance Orders that expend MPs. *Exception:* Artillery [10.6].

10.4 Non-Phasing Fire

Non-Phasing Fire refers to opportunities for non-phasing units to fire at activated enemy units that are threatening them in some way. There are four different types of Non-Phasing Fire: Return Fire, Pre-Shock Fire, Withdrawal Fire for infantry/cavalry, and Approach Fire for artillery. Phasing units (and units friendly to them) may never use Non-Phasing Fire in any form. *Exception:* If otherwise eligible [10.43], phasing units and units friendly to them may use Pre-Shock fire versus non-phasing units that continue shock [11.47].

10.41 Non-Phasing Fire is available to units under Advance and Attack Orders; it may not be used by those under March Orders. An eligible unit may use each type of non-phasing fire once per enemy Brigade Activation, but may choose to split its fire, provided it fires at two different stacks. In all cases except Pre-Shock Fire, splitting non-phasing fire involves reserving part of it for a possible later opportunity, provided the fire targets two different stacks. Apply the restrictions of 10.15.

For each triggering action, the owning player must declare which units will use Non-Phasing Fire.

- If multiple, non-phasing units return fire, apply each result in the order that it is rolled.
- For each result, apply step losses before applying any non-step loss result [12.21].
- If step losses eliminate the top unit in a targeted stack, apply excess step losses to the next unit in the stack, but ignore any unapplied non-step loss result (d+2 or D). Other units in the stack conduct a UDD if the top unit disorders or is eliminated [8.35].
- If all units in the target hex are eliminated or retreat prior to applying all fire table results, ignore the unapplied results [12.22].

10.42 Return Fire. If fired upon by phasing enemy units, non-phasing infantry or cavalry units may fire back at the hex from which the phasing fire originated, if eligible (frontal hexes, range, and LOS all being taken into consideration). If facing permits, non-phasing units not targeted by Phasing fire but adjacent to either the target unit, the firing enemy unit, or both may also Return Fire, unless already in the frontal hex of an enemy unit in another hex. Return Fire is simultaneous with the fire that triggered it: both sides fire before results are applied (see *Exception* below).

EXAMPLE #1: The Phasing player announces a unit will fire. The non-phasing player then decides whether he will declare any return fire. The fire attack and associated return fire are then resolved. Note that multiple units may return fire, up to the 7 SP limit [8.31]. The Phasing Player then declares his next fire attack, and the non-phasing player declares any return fire to this next attack. Note that non-phasing units may be fired on by two or more enemy units in succession during an enemy brigade activation. A non-phasing unit can hold back firepower in anticipation of other Return Fire opportunities.

EXAMPLE #2: A phasing brigade has two 3 SP infantry units stacked above a 5 SP unit and a 4 SP unit. The top 3 SP unit announces its fire, which is then resolved, including any Return Fire it triggers. The 3 SP unit below the top unit (if still in the hex) now fires at the same or a different target. Such fire and any Return Fire is resolved. 1 SP from the 5 SP unit (if still in the hex) fires, either at one of the same targets or at a different target, and such fire is resolved as above. The 4 SP unit on the bottom cannot fire at all.

EXAMPLE #3: A phasing 1 SP unit stacked above a disordered unit announces its fire versus a stack of two enemy units. The non-phasing player declares he will Return Fire with both units. The Phasing unit and the two non-phasing units all fire before the results are applied. The top non-phasing unit's fire results in a "1d+2"; the bottom non-phasing unit's fire results in a "d". The "1d+2" is applied [10.41]. It eliminates the 1 SP phasing unit. The "d+2" part of the result is disregarded, but the disordered phasing unit remaining in the hex must undertake a UDD, as the top unit was eliminated [8.35]. It fails its UDD. Following the 2nd Disorder Table, it loses an SP, and must retreat one or two hexes. As it is a phasing unit suffering a 2nd Disorder, it cannot use Phasing Fire, as it is done for the activation [12.35]. No phasing units remain in the hex, so the second non-phasing unit's "d" result cannot be applied (although it may result in ammo depletion if using optional rule 10.9). If the bottom phasing unit had passed its required UDD and remained in the hex, it would now have had to again conduct a UDD due to the second non-phasing fire result.

Exception: If Reaction/Refusal Facing [9.61] occurs prior to Return Fire, the attacker's fire is resolved before the defender fires. This only applies if the Phasing fire that triggered the Return Fire also triggered the Reaction Refusal/Facing Change.

10.43 Pre-Shock Fire.

- An infantry or cavalry unit may fire at its attackers' hex(es) during Shock Resolution [11.38]. In the case of attacking units stacked beneath units not participating in the shock, the top shocking unit is the target.
- If an enemy unit shocks a friendly unit while in the frontal hex of one or more other friendly units that are not in the frontal hex of another enemy unit, the nontargeted friendly unit(s) may also use Pre-Shock Fire, whether or not the targeted unit retreats or routs prior to shock resolution.
- Pre-Shock Fire is not available to defenders against Continued Shock if they used it previously in that segment or are in the Frontal hex of another enemy unit, or, in the case of phasing units and units friendly to them, suffered a 2nd Disorder earlier in that activation.

10.44 Withdrawal Fire. Whenever an enemy unit during Movement attempts to leave a non-phasing infantry or cavalry unit's adjacent Frontal hexes, the latter may Reaction Fire before the enemy unit leaves. This fire is possible only during voluntary movement, not during Retreats. All eligible units fire before the phasing unit moves, but after any facing changes. Any failed UDD, D or step loss limits the withdrawal to one hex. Any Additional Disorder is handled as per the 2nd Disorder Table.

Exception: If any enemy units remain in the hex, then the fire targets them rather than targeting the withdrawing unit. Follow 8.35 when resolving such fire.

10.45 Non-phasing artillery may fire as follows:

- RETURN FIRE: As in 10.42. However, the artillery's Return Fire is resolved after resolving the enemy fire at ranges of four hexes or more.
- PRE-SHOCK: As in 10.43.
- APPROACH FIRE: Artillery may fire at an enemy unit (LOS/facing permitting) that, when using Movement [9.0], enters a hex anywhere within three hexes of the guns. It may do this only once per Brigade Activation Phase. Artillery that uses Reaction Facing may fire at the enemy unit that moved adjacent, but with a -2 DRM [9.62].

10.5 Prepared Fire

10.51 Each small arms (i.e., non-artillery) weapon type has a (reduced) range within which it may gain the DRM benefit of Prepared Fire (see the Range Effects Chart). Units may not gain the Prepared Fire DRM outside that Range.

10.52 Prepared Fire may be used (only) by:

- Phasing, non-moving, non-disordered infantry (but not dismounted cavalry) units under Advance or Attack Orders, instead of moving.
- Non-phasing, non-disordered infantry and dismounted cavalry under Advance or Attack Orders [10.4].
- Units that have not changed stacking order [8.24].

Note: Units which change facing by one vertex, either as part of their activation or as a Reaction, are still eligible for Prepared Fire. **Exception:** Units in woods hexes while under Attack Orders [see 7.22].

10.53 Units that are eligible for Prepared Fire have a +1 DRM when resolving fire.

10.6 Artillery Fire

For the most part, the mechanics for artillery fire and small arms fire are the same: roll the die, adjust the die roll for range, etc., and find the result. There are, though, some rules specific to artillery.

10.61 Artillery may move (once) and fire (once) in the same Activation. However, the following penalties/restrictions apply:

- Guns that fire have their MA halved for that Activation.
- Guns that move (or will move) suffer a –2 DRM when they do fire.
- Moving batteries that exceed half their MA may not fire.
- Disordered artillery may not Fire; it may move.
- Phasing or non-phasing artillery that starts an activation stacked under non-artillery but for any reason becomes the top unit may fire if otherwise eligible, but incurs a –2 DRM for that fire and cannot Rapid Fire.

10.62 Artillery batteries may use Phasing Fire either when activated as part of a brigade or a division or when their Artillery leader is activated.

10.63 Combined Fire. Generally, individual artillery counters each fire separately. Guns stacked in the same hex may combine their fire at ranges of four hexes or greater. Different batteries, even those in the same hex, that are firing at ranges of one to three hexes (canister/grape), may not combine fire, although gun sections from the same battery may combine. If two or more sections of a battery fire separately, any fire roll resulting in ammo depletion [10.69] applies to all firing sections.

Non-firing sections of a battery are never affected by ammo depletion Rolls.

DESIGN NOTE: This rule may be changed for individual battles, usually in terms of Barrage (see Battle Book).

10.64 If there is more than one type of gun combining fire, and the DRM for the range is different for each, use the worst DRM for all.

10.65 Individual artillery batteries, or sections, may split fire into more than one hex, if it has more than one possible target. Unlike small arms units that split their fire [10.15], artillery may target enemy units at any range. [*Exception:* See 10.66]. Batteries consisting of different gun types may split their fire by gun type. If firing as a battery and splitting fire, follow 10.64.

10.66 If an artillery battery is alone in a hex, and it is in the Frontal hex of an enemy unit and wishes to fire, it must, if it can, fire at that enemy unit. It cannot change targets even if the enemy unit retreats or is eliminated. Artillery using Return Fire, like any other defending unit, must fire at its attacker (if it can). Artillery may split its fire [10.65] if it has enemy units in both frontal hexes, and individual sections may fire at either of those frontal hexes.

10.67 Artillery Range Issues

- **Canister/Grapeshot vs. Shot/Shell.** Artillery used different types of ammunition, depending on the range to the target:
- Artillery fire at one, two or three hexes (canister and grapeshot) is resolved as small arms fire.
- Artillery fire at a range of four hexes or greater uses the Artillery Fire Table. It affects all units individually and equally in the target hex [*Exception* to 8.35].

- **Artillery And High Ground.** If an artillery unit is firing downhill—the target is at a level lower than the firing guns—at ranges of four hexes or greater, add one to the roll.
- Artillery may not fire into an adjacent hex if it is two or more levels higher or lower than the firing hex.

Note: Battle Book rules on terrain take precedence.

10.68 Rapid Fire. Smoothbore cannon-artillery types noted with an (RF) on the Range Chart; e.g., “N”—may use Rapid Fire to increase their firepower at ranges of one, two or three hexes. However, guns that have expended or will expend MPs may not use Rapid Fire. Procedure:

- Cannon using Rapid Fire may fire twice per Phase (whether it is Phasing or Non-Phasing Fire).
- When using Rapid Fire, if an adjusted 0, 5 or 10 is rolled on either shot, the guns are Out of Ammo after firing both shots (this represents overheating, overuse of available ammo, etc.) [10.69].
- For both phasing fire and return fire, the artillery’s first and second shots are simultaneous with enemy fire. Apply the results of both shots in the order rolled. *Exception:* Non-phasing artillery applies the results of phasing fire from outside its fire arc prior to any Reaction Refusal/Facing Change.
- If combining fire with rifled artillery types, all guns fire the first shot. Only the Rapid Firing smoothbore types fire the second shot.
- Any roll resulting in ammo depletion applies to all the battery’s firing sections after the second shot, whether they combined fire or not [10.63]. Those that used Rapid Fire are now Out of Ammo. Those that fired only once deplete by one level. Any section that did not fire is not affected.

Rapid Fire is declared before any die roll and applies even if there is no remaining eligible target for the second shot. Both the first and the second shots must target the same hex.

10.69 Whenever an artillery unit fires and rolls a 5 (that is an adjusted roll, not a natural roll), it incurs a Low Ammo –2 DRM. If it is already at –2, then it is Out of Ammo (with no firing allowed). If the firing unit is a section, then the penalty applies to the section. The new ammo depleted DRM does not apply to the fire that triggered it. When using Rapid Fire, anytime a player rolls an adjusted 0, 5, or 10 the guns are Out of Ammo [10.68]. For artillery using Rapid Fire, apply it after the second shot is resolved. Use the procedure in optional rule 10.92 for Ammo Resupply.

10.7 Small Arms Fire vs. Artillery

10.71 When small arms units (or artillery firing Canister/Grapeshot at a range of three hexes or less) fire against any hex containing enemy artillery, the following occurs:

- If the artillery is stacked with and beneath infantry/cavalry, the protecting infantry (or cavalry) suffers any/all step losses first. If the protecting infantry/ cavalry is eliminated or disordered, then the artillery unit(s) takes any remaining step losses and performs a UDD [8.35].
- If the artillery is on top (or alone in the hex), and is fired on by small arms or by artillery at ranges of three hexes or less, the results are determined from the Fire Table per 10.17.

10.72 SP losses from small arms/grapeshot fire are treated as the loss of one gun per SP loss.

DESIGN NOTE: In reality, it is the crew loss that makes operation of that gun impossible, the gun being abandoned.

10.8 Fire Die Roll Modifiers

10.81 The die roll to resolve artillery or small arms fire may be modified by various conditions. All DRMs are cumulative.

- +/-? Range effects [see the Range Effects Chart].
- ? Terrain effects [see the Terrain Effects Chart].
- +1 Small arms fire from directly “behind” Breastworks (not for arty firing as small arms at one to three hexes).
- 1 Defending against small arms fire through a Breastwork hexside. There is no defensive benefit for artillery fire [15.23].
- +/-1 Massed or Dispersed Target [8.34], applies only to Shot/Shell artillery fire.
- +1 If target is non-phasing (only) mounted cavalry.
- 1 Mounted cavalry Firing.
- +1 Prepared Fire [10.5].
- 1 Disordered unit Firing.
- +1 Flanking Fire. If a target incurs fire through a Flank hexside. This does not apply when:
 - The target is in March Mode, or
 - The fire is artillery (shell) at four hexes or greater.
- +1 Artillery Fire at a lower-level target at Ranges of four hexes or more.
- 2 Artillery Fire in same phase in which it Moved or became the top unit.
- 1 Green Infantry Firing.
- ? Night Turn Fire [16.1].
- 2 Dawn or Dusk Firing [16.11].
- 2 Artillery non-phasing fire after a facing change.
- ? Fatigue [17.31].

General Terrain Notes:

- When a LOF follows a hexside and then enters the target unit’s hex at a vertex between a hexside that benefits the defender and one that does not, the defender receives the benefit.
- A unit whose LOF passes through the vertex between a Breastwork hexside and a non-Breastwork hexside does not receive the +1 Breastwork benefit for the firing unit.

10.82 Combined Small Arms (Non-Artillery) Fire [Optional].

Active non-artillery units stacked in the same hex must combine fire when targeting a single hex, applying all other rules governing fire. Apply the least favorable DRMs for range, Prepared Fire, unit status, and ammo depletion. Phasing units may postpone fire after moving, until all units that will combine fire have stacked together. If splitting fire, follow 10.15, treating the stack as a single firing unit [*Exception* to 10.13 and 10.14].

10.9 Ammo Depletion and Resupply [Optional]

DESIGN NOTE: This is an optional rule foremost for the fact that it means putting another layer of markers on the counters, which many of you do not like to do. We recommend it to players who like an added level of realism and enjoy the challenge of getting an army to do what you want it to do. Ammo Depletion DRM markers are not supplied with River of Death and Three Days of Gettysburg, 2nd Edition.



10.91 Whenever an infantry or dismounted cavalry unit fires and rolls a 5 (that is an adjusted roll, not a natural roll), it incurs a -2 DRM Low Ammo. If it is already at -2, then it is Out of Ammo (with no firing allowed). The new ammo depleted DRM does not apply to the fire that triggered it. This rule does not apply to mounted cavalry.



10.92 A unit may reduce its ammo DRM by undergoing a Resupply and Rally Action [3.0 III/C/3]. An Out of Ammo can be reduced to a Low Ammo (-2 DRM), or a Low Ammo can be removed. Ammo Resupply is automatic—no UDD is required.

10.93 Units adjacent to an enemy unit are not eligible for Ammo Resupply.

10.94 Dismounted cavalry units that mount automatically and fully resupply ammo.

11.0 Shock Assault

The term “shock” simulates hand-to-hand, charge-and-assault. Although there is some firing going on, most of what is happening is an initial, short charge, followed by a rather disorganized melee intended to get the other guy to abandon his position. Shock was intended to take advantage of the casualties and disorder caused by fire. In itself, it caused few losses; but when effective, it could throw an enemy unit, teetering on the edge of indecision, into a widespread loss of cohesion (if not headlong flight), rendering it ineffective for a long time.

11.1 Basic Shock Concepts

11.11 General Shock Procedure:

1. Designate all targets of Shock and Charges [11.31].
2. Perform Retreat Before Shock [11.33].
3. Green Attacker Commitment Check [11.36].
4. Defender’s Pre-Shock Cohesion Check [11.37].
5. Pre-Shock Reaction Fire [11.38].
6. Resolve Shock and Apply Disorder [11.4].

Each of the above steps must be undertaken in the order listed, and each step must be completed for all units before the next is undertaken. Other than that, players may choose whichever units they wish to go first, second, etc.

Exception: Step 6 is resolved left-to-right or right-to-left down the line.

11.12 Shock is resolved after all movement and fire is completed by units of that brigade for that phase. A unit is eligible to Shock Attack if:

- It is under Attack or Advance Orders, and
- It is from the brigade that was active in that phase, and
- It did not undertake Rally or Construction, and
- There is an enemy unit in a Frontal hex, and
- It did not enter the hex using a 9.42 *Exception*, and
- It did not change facing after entering the hex, and
- There is no hexside terrain feature prohibiting movement between the attacker and defender hexes.

PLAY NOTE: Yes, units under Advance Orders may not move adjacent to non-artillery enemy units. But they may find themselves adjacent and, in those circumstances, may elect to Shock.

11.2 Requirements for Shock

Whether a unit “must” or “may” Shock varies, as follows:



11.21 The units in the following circumstances *must* Shock Attack:

- **INFANTRY CHARGE:** Infantry or Dismounted Cavalry under Attack Orders in that Phase that moved adjacent to an enemy unit and did not fire. An infantry Charge carries with it a +1 DRM in favor of the attacker (the +1 DRM does not carry over to Continued Shock).
- **MOUNTED CAVALRY SHOCK:** Mounted cavalry that moved adjacent to an enemy unit and did not fire, whether possessing fire capabilities or not.
- **MOUNTED CAVALRY CHARGE:** Charging mounted cavalry [11.5].

Note: All stacked units participating in a shock must be eligible to Charge in order to gain the Charge DRM. Except in the case of Mounted Cavalry Charge, units entering a hex adjacent to the enemy are not required to Charge, if either required to stack beneath artillery or choosing to do so. They may Charge if desired.

11.22 Any unit eligible under 11.12 and not listed in 11.21 may Shock Attack. This includes Disordered units, which are eligible to Shock (with a penalty for being Disordered).

11.3 Pre-Shock Resolution

The sections below refer to the steps of the General Shock Procedure [11.11].

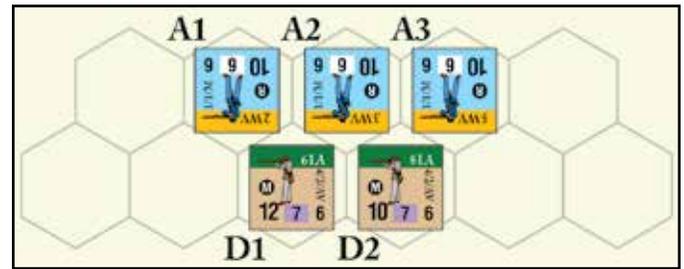
11.31 Step 1: Target Designation. In the Target Designation Step, the attacker must designate which enemy units are being attacked by which attacking units. All non-phasing units in the Frontal hexes of a designated attacking unit must be the subject of a Shock attempt by at least one attacker. As long as this requirement is met, the attacker is free to withhold eligible, non-charging units from participation in the shock. All declared shock attacks must be designated such that there is either only one attacking hex or one defending hex.

Exception: Multiple hexes can attack multiple hexes when a single extended line unit, possibly stacked with artillery, is either defending or attacking, or both.

11.32 Combining Strength. The following principles apply to determining when attacking units may combine their strengths in one attack:

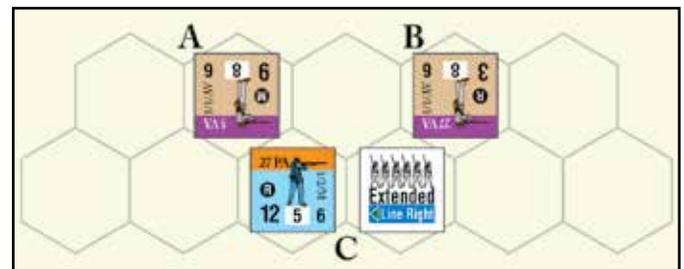
- Adjacent Infantry and/or Dismounted cavalry may combine. If attacking units are not adjacent to each other (or to one other) they may not combine.
- Infantry and/or Dismounted cavalry may not combine with Mounted cavalry.
- When Mounted, adjacent charging or shocking cavalry may combine, but not with each other.
- Conversely, one attacker must shock both units in each of his frontal hexes, combining the strength of the defenders.
- A shocking unit may not split strength; that includes an Extended unit.
- A defending unit may end up being Shock attacked more than once (e.g., by two attacking units not adjacent to each other). One attack is resolved, then, if the defender is still in place, the latter is resolved. The defender conducts only one Pre-Shock Cohesion Check in such instances, applying the worst case DRM from the Defender’s Pre-Shock DRMs table.

- As long as all defending units in Shock-designated hexes are targeted, there is no other requirement. Use the Shock markers to indicate attackers and targets, removing them as the combat proceeds.

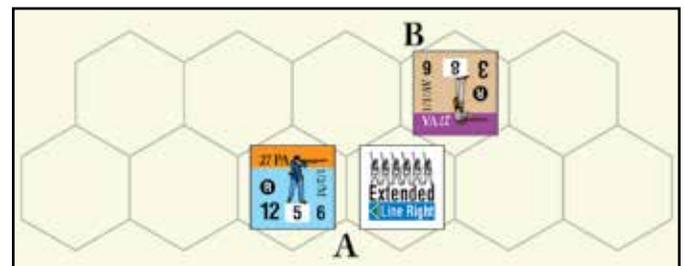


EXAMPLE 1: In the diagram above, the following principles apply to Attacker “A”:

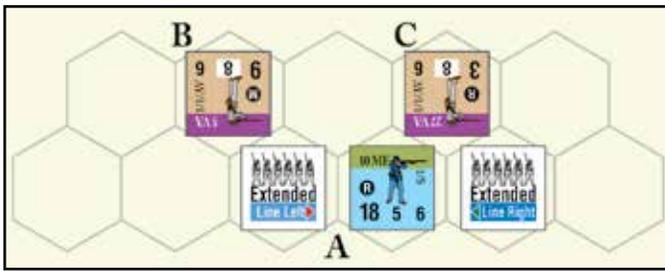
- A1, A2 and A3 may not combine to attack D1 and D2 because A1 is not adjacent to D2, and A3 is not adjacent to D1.
- A2 may attack both D1 and D2, with A1 and A3 not attacking anyone.
- If A2 (with or without A3) attacks D2, then A1 must attack D1.
- If A1 attacks D1, and A2 attacks D2, then A3 need not attack, as all defenders are covered.



EXAMPLE 2. If A and B are attacking Extended unit C, they cannot combine their strength, as they are not adjacent. The Shock Ratio will be calculated for each shock using the Extended unit’s full 12 SP. If Extended unit C is attacking, it must attack both A and B, and the Shock Ratio will be C’s 12 SP versus A and B’s 12.



EXAMPLE 3. If Extended unit A is attacking B, the Shock Ratio will be calculated using the Extended unit’s full 12 SP, despite B not being adjacent to both hexes of A.



EXAMPLE 4: If the three-hex Extended unit A is attacking, it must attack both C and B, and the Shock Ratio will be A's 18 SP versus B and C's 12. If B and C are attacking A, they cannot combine their strength, as they are not adjacent.

11.33 Step 2: Retreat Before Shock. Non-phasing infantry and cavalry about to be shock attacked by infantry may Retreat Before Shock:

- Infantry or Dismounted cavalry move one hex away from the attacker, maintaining facing.
- Mounted cavalry move up to two hexes, maintaining facing.

PLAYNOTE: This differs from 9.63, Cavalry Reaction Movement, as that is in reaction to movement and takes place before any combat can occur; the above is reaction to a shock attack. Thus the cavalry has two chances to choose discretion over valor.

The following may not Retreat Before Shock:

- Units under Attack Orders,
- Units under March Orders,
- Artillery units, and
- Any unit being Shock attacked by Mounted Cavalry, whether it is charging or not.

Disordered units may retreat before infantry Shock, after which they undergo a UDD [2.6]. If the unit fails, check the 2nd Disorder Table.

11.34 A retreating unit may not stop in a friendly-occupied hex it normally could not enter because of stacking restrictions. Instead, it must retreat through those units [12.46] until it reaches a hex in which it can stack. A retreating unit may not enter an enemy Frontal hex unless stacking with a friendly unit (if allowed) [12.44].

Exception: The retreating unit may not enter a hex also targeted for shock.

11.35 The attacking enemy infantry may advance into the vacated hex during Shock Step 6, but there is no Withdrawal Fire against the retreating unit at any time.

DESIGN NOTE: To understand why units so retreating would not be fired at, one has to visualize the attack and the retreat all as one piece. To fire, the attacking units would have to stop, which would put a large dent in the impetus of the charge, not to mention the difficulty of issuing such an order in the midst of the ongoing events.

Continued Shock [11.47] is not possible. Retreat Before Shock effectively ends the shock attack.

11.36 Step 3: Green Attacker Commitment Check. If an attacking unit is Green [14.1], it must pass a UDD [2.6] before shock attacking. If it fails, it will not shock (but such a roll does not produce a Disorder).

11.37 Step 4: Defender's Pre-Shock Cohesion Check. Prior to resolving Shock Assaults, each designated defending stack un-

dergoes a Pre-Shock Cohesion Check. The top unit in each stack conducts a UDD [2.6]:

- If the unit passes, the stack defends normally.
- If the unit fails, the defender(s) suffers a Disordered result. If already Disordered, consult the 2nd Disorder Table (already Disordered artillery is Abandoned).

MARCH ORDER DEFENDER'S PRE-SHOCK COHESION CHECK: If a defending unit is under March Orders, it undergoes the same check as above. However, the results are different:

- If the unit passes, it becomes Disordered and defends normally.
- If the unit fails, it Routs.

Exception: Units involved in Continued Shock do not perform a Pre-Shock Check.

DRMs: Certain DRMs apply to the defending unit (only) in Pre-Shock Check. These are listed in the Defender Pre-Shock DRM section of the charts. The DRM for defenders attacked from the flank or rear applies regardless of whether the attacker would be eligible for a Position Modifier during Shock Resolution [11.42].

11.38 Step 5: Pre-Shock Reaction Fire. Units with Shock attackers in their Frontal hexes may fire at those attackers only, within the restrictions for Non-Phasing Fire [10.4, 10.41, 10.43]. All results are applied immediately.

11.4 Step 6: Shock Resolution.

The final step in the Shock procedure is to resolve what you have brought about.

11.41 Resolution Procedure. Each separate Shock attack is resolved (conducting all of the steps listed below) before proceeding to the next. Resolve all attacks either left-to-right, or right-to-left. *No picking or choosing your spots.*

- Determine Shock DRMs
- Resolve Shock
- Conduct Advance
- Perform Shock Continuation
- Apply Post-Shock Automatic Disorder

11.42 Step 6a: Determine Shock DRMs. Each individual shock attack often takes into account factors other than just the sheer numbers involved. These factors are all integrated as adjustments to the shock resolution die roll. The Shock DRM Chart lists all the adjustments as they pertain to either the Attacker (additions to the die roll) or Defender (subtractions from the die roll). All such DRMs are cumulative.

Multi-hex attacks use the following guidelines:

- When the cumulative terrain DRMs between each attacking and defending hex are different, the best case cumulative terrain DRM for the defender applies as the terrain DRM for the attack.
- The Charge DRM applies only if all participating units in all attacking hexes are charging.
- When units from different, but coordinated brigades, are attacking and would have different Brigadier DRMs, the best case DRM for the defender applies.
- When the position DRMs for each defending hex are different, the best case position DRM for the defender applies.
- When there are multiple attacking units with different Fatigue level shock DRMs, use the Fatigue level shock DRM that is least beneficial to the attacker.

- When there are multiple defending units with different Fatigue level shock DRMs, use the Fatigue level shock DRM that is most beneficial to the defender.

11.43 Attacker and defender compare their combat strengths to obtain the Shock Ratio. The concepts regarding combining strength [11.32] apply, to which we add that cavalry charging into a defender's Flank or Rear has its strength doubled, while cavalry shocking or charging into woods or cedar hexes, or defending in such hexes, has its strength halved. The Attacker compares his SPs to those of the Defender and reduces that comparison to a simple odds ratio—one of the ratios given on the Shock Ratio Chart. Odds are always expressed attacker to defender. The Shock Ratio is used as a DRM.

Rounding. When reducing to a simpler ratio, round off as follows:

- Round off in favor of the Attacker if the Attacker moved during the phase and the Defender is not getting any DRM benefit from terrain.
- Round off in favor of the Defender in all other instances.

EXAMPLE: 5 SPs shock attacking 3 would be at a 2-to-1 ratio if the attacker moved, but the ratio would be 1½-to-1 if the attacker started adjacent or the defender is in the Woods.

An odds ratio less than 1-4 is treated as 1-4; a ratio more than 5-1 is treated as 5-1.

Additional Adjustments. Check for and add all DRMs. In addition to noting the (possible) Shock Ratio DRM, and positional advantage [11.44], the players check the Shock DRM Chart to see if any other adjustments apply.

11.44 Position. Position benefits only the Attacker and refers to whether the attacker is shock attacking through the defender's Flank or Rear hexes, or a combination of Front, Flank, and/or Rear.

When shocking from only the Front and Rear, the shocks are necessarily separate, unless the target unit is Refused. If separate, apply the +4 DRM to both shocks.

"Surrounded" means that all hexes adjacent to the defender are either occupied by an attacker or are in his Frontal hex zones. Apply the +5 DRM to all shocks, regardless of whether the attacking units can combine.

If the attacker will benefit from a DRM for Position, subtract one (–1) from the shock resolution die roll for each attacking hex in the frontal hex of an enemy unit.

11.45 Step 6b: Resolve the Shock. Shock is resolved by rolling the die, adjusting according to the DRMs determined in 6a, and referring to the Shock Resolution Table.

Results from the Shock Resolution Table are applied immediately.

Note: This is where Fatigue is incurred if using that option.

11.46 Step 6c: Undertake Advances. All victorious units that can, must now Advance into the vacated hex. (**Exception:** Advance is voluntary when the defender Retreats Before Shock [11.35], and for defending units unless they Continue Shock [11.47]). The attacker must advance all of the attacking units, within stacking restrictions, with top units having priority over those underneath. The advancing unit(s) may change facing by one vertex after the advance. If extended, see 8.47. Defending units attacked from the Flank or Rear, but eligible to Continue Shock, change facing as needed to advance into the attacker's vacated hex. If they choose not to Continue Shock, victorious defending units may nevertheless freely change their facing.

PLAY NOTE: Due to the Shock Resolution Procedure's sequence of steps [11.41], Shock or Continued Shock [11.47] may result in a defender vacating a hex designated as the target of a still unresolved shock. In such a case the attacker that originally targeted the unit must advance into the hex (stacking limits permitting). It then ends its shock sequence, suffering no post-shock disorder [11.48]. If the defender remains in its hex, the original attacker must shock it.



11.47 Step 6d: Continued Shock. A possible result of Shock (in addition to the losses and Disorders) is the ability of the attacker (or the defender) to Continue Shock by attacking again or, in the case of the defender, counter-attacking.

In the following cases Continued Shock is mandatory when an attacking unit Charged [11.21] and voluntary when it did not charge:

- All non-artillery defenders rout and any defending artillery in the hex are abandoned.
- The adjusted Shock Resolution die roll is 8 or higher (see the Shock Resolution Table).

In the following cases Continued Shock is always voluntary:

- Adjusted Shock Resolution rolls of 8 or higher for any Continued Shock after the first.
- For the Defender after an adjusted Shock Resolution roll of 1 or lower.
- All defenders targeted for a Continued Shock rout.

If Continued Shock eligibility is due to Routs or Abandoned Guns occurring during Steps 2 or 4 of the General Shock Procedure [11.11], or those occurring during Step 6 as a result of a different shock attack [11.41], place a Continued Shock marker on the attacker(s). During its own Shock Step 6 it advances into the vacated hex. If the attacker then declines a voluntary Continued Shock, remove the marker. Otherwise, retain it and proceed to Shock Step 6d.

If required or choosing to Continue Shock due to a Shock Resolution Table result, place the marker after advancing into the vacated hex and proceed directly to Shock Step 6d.

The unit(s) so designated:

- May advance one or two additional hexes if not adjacent to an enemy unit following the advance in Shock Step 6c.
- Must stop upon moving adjacent to an enemy combat unit.
- May change facing one vertex for each hex entered in the additional advance.
- May neither enter nor cross impassable terrain.
- May not enter any hex that would normally cost it more than 2 MPs to enter.

Upon finishing this advance, the unit(s) must then attack any enemy unit in Frontal hexes, using standard rules for such (above Steps 1 through 6d), with the following **Exceptions**:

- If the defender was designated as the target of a different, still unresolved shock, the Continued Shock cannot combine with the other shock.
- There is no Pre-Shock die roll for Green attacker commitment or defender Pre-Shock Cohesion Check.
- Continued Shock never gets a Charge bonus DRM, whether infantry or cavalry.
- Automatic Disorder does not apply until the conclusion of Continued Shock.

- For each Continued Shock a unit undertakes, subtract one (–1) from the Shock DR. Thus, the second Continued Shock (in succession) would be –2, etc.

PLAY NOTE: It is possible that one Continued Shock attack will result in another. Successful attackers can roll up an enemy line in this fashion.

11.48 Step 6e: Apply Post-Shock Automatic Disorder. At the conclusion of each Shock attack (or at the end of a series of Continued Shocks, if applicable) the additional results below are applied in the order listed. The term attacker, for this subsection, applies to the player who is rolling the die to resolve the Shock or Continued Shock. Both sides may have attacked during the phase. This Automatic Disorder applies only to those attackers that have actually engaged in Shock (Step 6). It does not apply to an attacker when the defending unit voluntarily Retreats Before Shock or vacates the hex because of a Defender Pre-Shock Cohesion Check. Step losses from Post-Shock Automatic Disorder cannot cause leader casualties [12.7].

AFFECTING ONLY ATTACKING UNITS:

- All non-disordered attacking infantry and dismounted cavalry are now automatically Disordered.
- Each stack of attacking units with at least one already Disordered unit suffers a 1 SP loss (call them stragglers, if you wish).

AFFECTING ATTACKING AND DEFENDING UNITS [see also 11.58]:

- All non-Disordered Mounted cavalry is Disordered.
- All Disordered Mounted cavalry, whether charging or not, are now Blown.

AFFECTING ONLY MARCH MODE DEFENDING UNITS:

- The brigade automatically changes to Advance Orders.
- Units in that brigade that were not involved in Shock that phase must then undergo a UDD [2.6], which, if they fail, Disorders them. If already Disordered they lose 1 SP.

PLAY NOTE: Essentially, units attacked while in March Orders mode suffer several (bad) effects: they cannot Reaction Fire, their Pre-Shock Cohesion Check can cause them to rout, and, when it is all finished, the rest of the brigade undergoes a UDD.

11.5 Cavalry Charge

DESIGN NOTE: By this time, it was evident that Napoleonic-style cavalry charges were a thing of the past. The Union cavalry was more mounted infantry than anything else, and the Confederates were better suited to scouting and screening. However, this did not stop either side from engaging in some good, old-fashioned hell-bent-for-leather charges.



11.51 Mounted cavalry units that Shock are Charging if they meet the requirements of 11.52 to 11.54. Cavalry units that did not move in the Phase, or that moved but are otherwise ineligible to Charge, use the normal Shock rules above.

11.52 The Charge Path. In order for Cavalry to Charge it must be under Attack Orders and move adjacent to the targeted enemy that phase. Stacked units may move as a stack (*Exception* to 8.21). The last three hexes (or less depending on how far it moved) of that movement is called the Charge Path. While in the Charge Path, the charging unit or stack may not change facing (it may, of course,

have moved more than three hexes, but it may not change facing in the last three). The Charge Path does not include the target hex and may not include any terrain which would cost more than 1 MP to enter, though crossing Streams is allowed.

11.53 Cavalry may Charge only those enemy units it can see (within a LOS [10.21]) before starting its movement. Disordered and Out-of-Command cavalry may not attempt a Charge, although cavalry that becomes Disordered during the Charge attempt will complete the Charge. Moreover, Charging cavalry may not fire during any portion of a Charge.

11.54 A player wishing to Charge announces his intention and, before moving, makes a UDD for the top unit in the stack [2.6]:

- If the unit passes it (and any eligible units with which it is stacked) must Charge.
- If the unit fails it will not Charge and remains in place, its Activation finished.

11.55 If Charging a defender that does not receive a favorable terrain DRM, the Charging unit or stack earns the following benefits:

- A +1 DRM for Charging.
- Defending units add one (+1) to Pre-Shock die roll checks.

Regardless of terrain, Charging Mounted cavalry always receives a +2/+3 DRM if Charging into the defender's Rear or Flank. Also, Mounted cavalry charging into a defender's Rear or Flank does so at double strength.

11.56 Countercharge. If non-phasing Mounted cavalry is Charged by cavalry or infantry the defending cavalry may opt to Countercharge, if it is not being attacked through Flank or Rear. Countercharge takes the place of Pre-Shock checks. A Countercharge does not include any actual movement by the non-phasing unit. Defender shock continuation after an "attacker retreat" result may be used.

If the non-phasing unit or stack is under Attack Orders, the ability to Countercharge is automatic. If the non-phasing unit is under Advance Orders, the top unit must perform a UDD [2.6] to Countercharge. If it fails, 11.55 applies plus the non-phasing unit must undergo a Pre-Shock check [11.37].

The effects of Countercharges are:

- AGAINST PHASING MOUNTED CAVALRY: ignore 11.55.
- AGAINST PHASING INFANTRY: ignore 11.55 and the defender receives a –1 DRM for Countercharging.

Cavalry using Countercharge may not have used non-phasing fire during the current enemy brigade activation, nor may it use Pre-Shock Fire [14.24].

All terrain restrictions of cavalry Charges apply to Countercharges. Because Countercharges have no charge path, this means the Attacker's hex. For example, you cannot Countercharge infantry units in Woods hexes.

PLAY NOTE: A cavalry unit being shocked through a Flank hexside may first use 9.61 (Reaction Facing Change [9.61]) to negate the Position approach of the enemy and then opt to Countercharge.

11.57 If all defending units vacate the hex, the victorious Charging cavalry must advance into the vacated hex. Continued Shock applies to cavalry Charges, too.

11.58 Automatic Disorder. At the conclusion of a Charge, all Charging (and Countercharging) cavalry are automatically Disordered. If the cavalry unit was already Disordered, it is now Blown.

Note: This is the equivalent of 11.48 for charging cavalry; they are not cumulative.



11.59 Blown Cavalry. Blown cavalry is a Disordered unit with the following additional restrictions:

- Its printed MA is halved (rounded up) for all purposes.
- A Blown unit that suffers any Disorder or Step Loss combat result automatically loses an additional 1 SP to that result (maximum of 2 SP for stacked units) and then must make a UDD [2.6] to check for possible Rout. If it fails, it routs. Blown stacks lose a maximum of 2 additional SP, one from the top unit and the other applied randomly.
- Blown cavalry may not Dismount.
- Blown cavalry is considered under “Advance” Orders.

A Blown marker is automatically removed at the end of the next Activation for that unit’s command. After the Blown marker is removed, the unit remains Disordered.

EXAMPLE: Hampton’s Legion Cavalry is Blown in its first Activation of the 1600 turn. At the end of its next Activation, Hampton’s Blown marker is removed; the unit starts its succeeding Activation Disordered.

11.6 Artillery Shock Capability

11.61 Artillery may never Shock attack. Artillery may not retreat before shock.

11.62 If a disordered artillery unit fails a Pre-Shock Cohesion Check [11.37, Shock Step 4], then the crew has abandoned the guns. Place an Abandoned 1 marker on the artillery unit.

11.63 Artillery does not use its printed strength to Determine Shock DRMs [11.42, Step 6a].

- If artillery is the top unit in a stack with infantry or cavalry or if there is only artillery in the hex (unsupported artillery), then add 1 SP for every four guns in the hex, rounded down (with a minimum strength of 1 SP) to the strength of any non-artillery stacked beneath it when determining Shock DRMs.
- Artillery units that are stacked with infantry or cavalry but are not the top unit, as well as Abandoned Guns, do not contribute to the odds determination for Shock.

11.64 To Resolve the Shock [11.45, Step 6b], refer to the Shock Resolution Table with the following Exceptions:

- For an Attacker Retreat result, artillery cannot Continue Shock.
- For a Bloody Standoff, if the artillery is the top unit or unsupported then it loses one gun. Like losses due to fire combat, this lost gun cannot be recaptured.
- For a die roll result of 10+, all artillery stacked above non-artillery or defending without non-artillery is abandoned. Place an Abandoned 1 marker(s) on the artillery unit(s).

11.65 Any artillery that suffers a 2nd Disorder due to Shock is abandoned. Place an Abandoned 1 marker on the unit.

11.7 Leadership and Combat

11.71 Fire. Leaders/commanders have no effect on Fire.

11.72 Shock.

- When a brigade conducts Shock and none of its units that designated targets are stacked with their Brigadier, the player subtracts one from the roll for all attacks by regiments in that brigade. This does not apply to defending units.

- If during Step 6 a unit is stacked with its “Aggressive” Brigadier when attacking (not defending), add one to the Shock Resolution die roll.

11.73 UDD/Rally. A leader/commander stacked with units from his command will provide a negative DRM, equal to his rank (represented by the number of stars on the counter) for each unit in that stack, for any die roll that requires using the unit’s Cohesion Rating. Multiple leaders/commanders may combine their ranks/stars. A leader can move only prior to providing a negative DRM, UDD, or Rally during a given activation.

Note: A leader/commander stacked with an Extended unit benefits all parts of that unit.

EXAMPLE: A corps commander (three stars) would provide a –3 DRM to a Rally die roll.

12.0 Combat Results

12.1 Combat Unit Strengths

12.11 All combat units have combat SPs, i.e., incremental steps representing their manpower (for infantry/cavalry) or guns (for artillery) at the start of the battle. Thus, an infantry unit with 6 SPs starts with six such “steps,” while one with 11 SPs starts with eleven steps.

12.12 The SP value on the counter is the maximum strength that unit may ever have.

12.13 To indicate lost steps (SPs), place a numbered Step Loss marker beneath the counter to keep track of its present strength. When a unit has taken Step Losses equal to its original strength it is eliminated.

PLAY NOTE: Some players like the marker to indicate steps lost; others, present strength. It matters little which method you use, as long as both of you agree what method is being used.

12.2 Strength Point Losses



12.21 Units take SP Losses from enemy fire (as indicated by the numbered results on the Fire Table), from Shock (where indicated by the Shock Resolution Table), and from Additional Disorder [12.35]. All Step Losses are taken before applying any other results.

12.22 All Step Losses apply to the top unit. If the top unit is eliminated before absorbing all the required step losses, the next unit in the stack takes the remaining losses. If all units are eliminated, ignore leftover losses. *Exception: Bloody Standoff* [8.36].



12.23 Collapse. A non-artillery unit that has taken step losses that reduce it to less than half of its original strength is automatically and immediately Disordered the instant such loss takes effect (No effect if already disordered.). It is also considered Collapsed; place a Collapsed marker on this unit. Extended units are considered one unit for the purposes of Collapse.

Note: If the combat result causing Collapse also includes Disorder this Disorder will be a 2nd Disorder.

A Collapsed unit has these characteristics, in addition to those for being Disordered:

- It may never be rallied to normal status while at less than half strength [16.2].

- Each time a Collapsed unit takes additional SP losses, the player must make a UDD [2.6] after any required retreat and/or other UDD for 2nd Disorder. If it fails this final UDD, it Routs.
- A unit recovers from Collapse only by recovering stragglers [16.2].

EXAMPLE #1: An 8 SP unit that has suffered 4 SP losses is still normal. The instant it loses its fifth SP it is Disordered and Collapsed. This is in addition to any other D's that occur from that combat.

EXAMPLE #2: The unit from the above example suffers an additional result of "1D" from enemy Fire. The player reduces it to 3 SPs, flips the unit to its Disordered side and places a "Collapsed" marker on it. The unit is then reduced to 2 SPs, from the (now 2nd) Disorder result (and retreated). Lastly, as it has taken additional SP losses while Collapsed, it must roll to see if it Routs.

12.3 Disorder

Disorder represents a wide range of reactions to combat, other than being killed. As such, it often (but not always) represents disintegration of a unit's cohesion.

12.31 The reverse side of a combat unit is its Disordered side. When a non-disordered unit suffers a Disordered result it is flipped to its Disordered side (retaining its facing). A unit's Cohesion Rating and MA are reduced when Disordered; not the Strength.

Exception: Disordered status for artillery does not affect movement. This is a design change beginning with *Battles with the Gringos!* and applies to all previous games.

Note: Any Disorder result against an extension disorders the entire unit.

12.32 Disorder from the Fire or Shock Tables:

- A "d" means that all affected units must make a UDD [2.6]. Roll one die for each unit. The UDD is modified by any DRM listed with the combat result (e.g., "d+2"), and/or the presence of a leader [11.73]. If a unit fails, it is Disordered.
- A "D" means that the Disorder result is automatic to all affected units.

12.33 Disorder from Terrain (as shown in the Terrain Effects Chart) is the same as in 12.32 (without any of the DRMs). In addition, a moving unit Disordered by terrain immediately uses the MA on its Disordered side, subtracting what it has already expended.

12.34 The effects of being Disordered are:

- Units may not voluntarily move adjacent to an enemy. However, if a Disordered unit is already adjacent to an enemy it may Shock attack. Also, cavalry that is disordered during a Charge is still eligible to move adjacent and must attack.
- Disordered units may Retreat Before Shock, but must undergo a UDD [2.6] upon doing so. If the unit fails, check the 2nd Disorder Table.
- Disorder also causes DRMs for the Pre-Shock Cohesion Check and for Shock (see the Shock Resolution Table).
- A firing Disordered unit has a -1 DRM.
- Disordered Artillery may not fire, but it may move.
- A unit Disordered while it is moving assumes the MA of its Disordered status.

12.35 Additional Disorder to Infantry or Cavalry. [See also the Second Disorder Table.] Infantry and cavalry units that are already Disordered and that incur another Disorder suffer effects that

depend upon the cause of the Disorder ("a" through "d", below), and upon whether a unit is stacked with other units ("e", below).

a. FROM FIRE (including UDDs due to fire table results disordering the top unit). A Disordered infantry/cavalry unit (including Blown cavalry) that takes an additional Disorder remains Disordered and:

- Takes one Step Loss, and
- Retreats one or two hexes, player's choice.

If phasing, the unit may not undertake further actions of any kind during that activation. Non-phasing units fired upon from outside their fire arc and incurring a 2nd Disorder may not Return Fire versus the phasing unit which caused the Disorder.

b. FROM SHOCK (including Pre-Shock Cohesion Checks and Retreat Before Infantry Shock), FROM REACTION FACING/REFUSAL, ADJACENT UNIT ROUT, FRIENDLY FIRE, OR FROM RETREAT THROUGH FRIENDLY UNITS: The unit undergoes a UDD [2.6]:

- If it fails, it Routs.
- If it passes, it retreats one or two hexes (player's choice) and loses 1 SP.

Non-phasing units incurring a 2nd Disorder due to a failed UDD for Reaction Facing Change/Refusal may not return fire versus the triggering unit.

c. FROM TERRAIN: If a Disordered infantry unit is Disordered a second time by terrain (e.g., in *Three Days of Gettysburg*, Disordered infantry enters a rough Woods hex and fails the UDD), it ceases movement in the hex that caused it. There is no other penalty.

d. FROM AUTOMATIC POST-SHOCK DISORDER:

- Disordered Mounted cavalry is Blown.
- Disordered infantry or Dismounted cavalry loses 1 SP.

e. When two or more stacked non-artillery units suffer a 1 SP loss from additional Disorder as a result of the same Fire or Shock (including Post-Shock Disorder), or as a result of failing UDDs for any reason, the stack loses a total of 1 SP. Apply the loss to the top unit in the stack.

Exceptions:

- In case of additional Disorders caused by artillery fire at Shot/Shell range, apply the loss randomly.
- Blown Cavalry [11.59].

12.36 Additional Disorder to Artillery. If a Disordered artillery unit suffers an additional Disorder:

- From Pre-Shock Cohesion Checks or Shock results, it is abandoned.
- From Fire, it loses 1 SP [10.72]. It does not retreat.

12.4 Retreat

12.41 Units retreat due to a variety of circumstances. The owning player always has the choice of retreat path, when choices are available.

12.42 Involuntary Retreats. These are retreats mandated by a combat result or by a Loose Cannon result for a Cautious Leader [6.24].

- ONE HEX: As a result of a Shock Resolution die roll of 1 or lower (attacker) or 5-9 (defender).
- TWO HEXES: As a result of a Shock Resolution die roll of 10+.

- ONE OR TWO HEXES: Additional Disorder from Fire, Reaction Facing Change, Retreat Before Infantry Shock, Pre-Shock Cohesion Check, Adjacent Unit Routing, Friendly Fire, and Retreat Through Friendly Units.

12.43 Voluntary Retreats. These are retreats where the player chooses to do so.

- ONE HEX: Infantry Retreat Before Shock.
- ONE OR TWO HEXES: Mounted cavalry Retreat Before Shock and Cavalry or Artillery Reaction Movement.

12.44 A retreating unit is subject to the following restrictions:

- It cannot retreat off the map, enter an enemy-occupied hex, or cross a hexside or enter a hex that in movement it would not be able to enter or cross.

- It may stop in a friendly-occupied hex only within stacking restrictions. The retreating unit automatically assumes the facing of the non-retreating unit.

Note: A retreating unit that stacks with a non-retreating unit, but which must then keep retreating due to a 2nd Disorder, retreats through the non-retreating unit [12.46].

- If possible, the retreating unit must increase the distance between itself and the nearest enemy unit. If this allows a choice of destination hexes, the retreating unit must if possible end its retreat further from the unit causing the retreat. If only a two-hex retreat will allow the retreating unit to comply with these requirements, and the required retreat is one or two hexes, it must retreat two hexes.
- It cannot enter an enemy Frontal hex or any hex adjacent to the unit causing the retreat unless that hex is occupied by a friendly unit (and stacking restrictions permit).
- If a unit retreats into a hex that carries a “d” or “D” terrain cost, the retreating unit must either conduct a UDD (d) or take the Auto Disorder (D) as part of the retreat. A failed UDD or a D halts the retreat if the unit is already Disordered.

If any of the above restrictions prevent a non-artillery stack from retreating, then the stack loses 1 SP for each hex it should retreat but cannot [see 12.45 regarding artillery]. The top unit suffers the loss. Resolve Shocks and Continued Shocks declared against a unit unable to retreat after subtracting the appropriate number of strength points.

PLAY NOTE: See 8.47 and 8.5 for treatment of Extended units.

12.45 Artillery and Retreat

- Artillery may not retreat into a hex that would normally cost it more than 2 MPs to enter.
- If an Artillery unit cannot complete a retreat, it is abandoned.

12.46 Retreat Through Friendly Units. A unit or stack that must retreat but finds its path blocked by friendly units with which it cannot stack, or which must retreat through friendly units due to 2nd Disorder Table results, continues its retreat until it reaches a hex in which it can stop. All stationary units along the path of the retreating unit or stack must conduct a UDD following the end of the retreat, with failure causing disorder. If already Disordered, consult the 2nd Disorder Table. Successive retreats caused by the same Fire Table or Shock Table result do not require additional UDDs for the stationary unit; retreats caused by a new Fire Table or Shock result do.

Exception: A retreating unit cannot retreat through friendly units in an enemy frontal hex [12.44].

Note: As stationary units suffering a second Disorder may also be forced to retreat, a chain reaction of retreats may result. However, for any given chain reaction there is no double jeopardy; units which have already conducted a UDD (including the originally retreating unit) do not undertake another UDD if other units subsequently retreat through their hexes as a result of 2nd Disorders.

12.47 If a phasing unit is forced to retreat for any reason then it is done for the activation.

12.5 Rout

12.51 A Rout may occur when:

- A Disordered unit suffers an additional Disorder. See 12.35 or the 2nd Disorder Table for specific cases.
- An adjusted Shock resolution roll is 10 or more.
- A “Collapsed” unit loses a SP and fails its required UDD.

12.52 If Both Sides Would Rout. If both sides involved in Shock end up Routing, the single (one) unit with the highest Cohesion Rating does not Rout; it ignores the Rout result. All other units Rout. If there is a tie, the defending unit(s) will Rout; one attacking unit will not.

Note: Consider an Abandoned Guns result as a rout [11.6].

12.53 An infantry or cavalry unit that Routs is removed from the map and placed in its Corps Command Box. It is eligible to be returned when its brigade is in Reserve [13.5]. Artillery units do not Rout [12.8].

12.54 Friendly infantry or cavalry units (but not artillery) that are adjacent to, or stacked with, a unit that Routs (including one that routs from this rule!) must undergo an immediate UDD [2.6] each time a unit so Routs. If it fails the UDD, the unit incurs a Disorder result.

The rout of one unit could end up having a chain reaction effect. However, there is no “double jeopardy” due to this rule; if a routing unit causes two adjacent units to UDD and one of those also routs, the remaining non-routed unit does not undergo another UDD. For example, unit A is adjacent to units B, C and D, while B and D are adjacent to C. If C routs due to A’s routing, B and D only check for A’s initial rout and not for C’s subsequent rout. The same applies if B and C happened to be stacked.

12.6 Advance

If a defender vacates a hex as a result of combat, the attacker that caused that result may advance into the vacated hex. It may change facing one vertex, if desired. Advance is subject to the following:

- If the hex is vacated or only abandoned guns remain in it during Shock (including Pre-Shock Cohesion Check, Adjacent Unit Routing, and failed Reaction Facing during Continued Shock), the attacker must advance all of the attacking units, within stacking restrictions (top units have priority over those underneath). If the defender Retreats Before Shock, the attacker may advance during Shock Step 6 [11.35]. Defenders may advance after Shock [11.46] and must advance to Continue Shock [11.47]. For Extended units, see 8.47. Abandoned guns remain in the hex after an Advance [12.8].
- If the hex is vacated due to the results of Fire, including failed UDDs, the attacker may advance the firing unit (the decision must be made immediately). Such an advance may be made only if the firing unit started adjacent to the target. Again, see 8.47 for extended units. Units under Attack Orders may not move following an advance.

- A unit may never advance across a hexside or into a hex where movement is prohibited.
- If a unit advances into a hex that carries a “d” or “D” terrain cost, the advancing unit must either conduct a UDD (d) or take the Auto Disorder (D) as part of the advance. A failed UDD or a D halts the advance if the unit is already disordered.
- Artillery may never advance.
- Advancing units are not eligible targets for Withdrawal Fire [10.44] or Approach Fire [10.45].

12.7 Leader Casualties

12.71 If a leader is stacked with combat units that suffer one or more Step Losses as a direct result of either Fire or Shock (including a Step Loss as a result of a 2nd Disorder), roll again:

- If the roll is a 0, that leader has been killed and is removed from play.

Note: For a “1d+2” Fire Table result, roll first for the Leader(s), then for the unit’s UDD.

- If the roll is a 1-9, nothing has happened (to the leader).

If all units in his command are eliminated, the leader is automatically Killed.

A leader is not removed if all of his units are Routed. He can bring them back by being placed In Reserve [6.33].

For Extended units suffering a Step Loss, conduct casualty checks for any Leaders stacked in any of its hexes.

12.72 Leaders stacked with units which advance or retreat may stay with that unit for some or all of the advance or retreat. Leaders, themselves, are never routed nor are they required to advance or retreat.

12.73 If under any circumstances a leader not stacked with friendly units finds himself adjacent to an enemy unit, the leader is immediately placed with the nearest friendly combat unit he can reach, regardless of MP. A moving enemy unit continues moving as if the leader had not been there.

- If there is no path to any friendly new combat unit free of enemy units, enemy frontal hexes, or impassable terrain, the leader is Killed.
- If there is a path to a friendly unit, but all units in his own command are routed/eliminated, the leader is removed from the map and returns in the replacement phase [3.0 IV/B] with his immediate superior.

12.74 To replace a leader, in the Leader Replacement Phase flip the fallen counter over to the replacement leader side and place the new leader with any unit in that command. If it is already a Replacement leader, simply bring that Replacement back in the Replacement Phase.

12.75 If a Replacement leader happens to be the same person as a lower-level commander, flip over the latter’s counter, too, in the Replacement Phase.

12.76 If a Replacement leader is one who is already out of the game, use the surviving original leader of the highest numbered immediately subordinate command. Thus, I/III would be chosen before 2/III, etc., to replace the III Corps commander. Where subordinate commands are not numbered, use the immediate subordinate with the best ratings. It is the player’s choice in case of ties.

12.8 Abandoned Guns



When combat results call for artillery to be Abandoned, mark it with an “Abandoned 1” marker, retaining any strength marker. During that same turn’s Recovery Phase, flip the marker to its “Abandoned 2” side if not yet recreated.

Abandoned guns neither block LOS nor count toward the 7 SP limit on fire from a hex [8.31]. All units, friendly or enemy, may move without penalty through a hex containing only Abandoned guns.

12.81 Abandoned artillery may be recreated. The owning player removes the Abandoned marker if:

- A friendly unit in good order moves into or through the hex (even if it subsequently disorders), or
- Advances into the hex as a result of combat (even if disordered), or
- A friendly unit already in the hex rallies.

The Recreated battery is returned to play in disordered status, but must wait until its next activation before moving or rallying. When recreated, the artillery assumes the facing of any friendly troops in the hex.

12.82 If not recreated before the Recovery Phase at the end of the second turn, any artillery with an “Abandoned 2” marker is eliminated.

13.0 Morale and Rally

13.1 Morale Status

Individual units can have the following morale states (which are not mutually exclusive):

- **DISORDERED:** The unit is on its Disordered side.
- **COLLAPSED:** The unit is on its Disordered side, and it is at less than half strength.
- **ROUTED:** The unit has disintegrated and is off the map.

These states may be improved by Rally [13.4], Straggler Recovery [16.2], and Recovery From Rout [13.5], respectively.

13.2 Brigade Combat Effectiveness



The continued effectiveness of a command in a fight is dependent on how much of a beating its component units have taken.

13.21 Brigades become Combat Ineffective (CI) when one or both of the following situations exist:

- All regiments (excluding those yet to enter as reinforcements) are either Eliminated, Collapsed, Disordered or Routed.
- More than one-half of the brigade’s regiments are Eliminated, Collapsed or Routed.

13.22 The Combat Effectiveness of a brigade is determined in the Combat Effectiveness Phase [3.0 IV/C]. If either of the above apply, place a “Combat Ineffective: Brigade” marker atop the Brigadier. The CI marker may be removed at the conclusion of any Combat Effectiveness Phase in which enough of the units return to normal status.

13.23 A CI brigade may undergo a maximum of two Activations in a turn, regardless of the Efficiency of its corps/division. It could have fewer. When its parent division will activate more than twice, the player may choose which activation(s) the CI brigade will skip.

13.24 This rule does not apply to artillery battalions/brigades.

13.3 Division Combat Effectiveness



13.31 A division is rendered CI when more than half of its brigades are Combat Ineffective in Phase IV/C. Place a “Combat Ineffective: Division” marker atop the division leader.

13.32 If a division is Combat Ineffective, it (and its brigades) may not have more than two Activations in a turn. Moreover, its brigades may not be coordinated [5.34] in any Activation.

13.33 A “Combat Ineffective: Division” marker may be removed at the end of any Combat Effectiveness Phase in which a majority of its brigades are no longer CI.

13.4 Rally

Disordered units may be rallied as part of an Ammo Resupply and Rally action [3.0 III/C/3].

13.41 To Rally a Disordered unit, roll the die, adjusting as described below in 13.42. If the die roll is:

- The same as or lower than its disordered Cohesion Rating, the unit is no longer Disordered. Flip the unit to its normal side. Unless the unit is Refused or part of a stack, the player may adjust facing by one vertex, if he wishes.
- Higher than its disordered Cohesion Rating, it remains Disordered. However, see below.
- At least two times higher than its disordered Cohesion Rating, it remains Disordered and loses 1 SP.
- An adjusted 9 or higher, regardless of the unit’s Cohesion it remains Disordered and loses 1 SP.

EXAMPLE #1: A unit with a disordered Cohesion Rating of 5:

- A Rally roll of 4 would flip the unit to its normal side.
- A Rally roll of 8 would keep the unit Disordered.
- A Rally roll of 9 would keep the unit Disordered and cause the loss of 1 SP.

EXAMPLE #2: A unit with a disordered Cohesion Rating of 4:

- A Rally die roll of 4 would flip unit to normal side.
- A Rally die roll of 5 would keep unit Disordered.
- A Rally die roll of 8 would keep unit Disordered but minus 1 SP.

13.42 The following DRMs, all cumulative, apply to any Rally roll:

- If the unit is adjacent to an enemy combat unit there is a +1 DRM.
- If the unit is Mounted cavalry there is a –1 DRM.
- If the unit is stacked with a leader, subtract one (–1) for each rank (star) on the leader counter [11.73].

13.43 A leader may affect Rally only at the conclusion of his movement. The leader may not move between a series of Rally attempts.

13.44 Rally is Voluntary. Players may choose to not undergo Rally rolls for a unit. Such ignored units simply remain in their present status.

13.45 Automatic Rally/Fatigue Reduction. Any brigade that neither moves, nor uses phasing fire, nor engages in any Shock (attack or defense) for one full turn may, during the Replacement/Recovery Phase [3.0 IV/B] of that turn either:

- Rally all Disordered In Command units, or
- Reduce Fatigue by one level [17.42].

13.5 Recovery From Rout

13.51 Routed units in an off-map corps Box are eligible to be returned to play at the conclusion of any turn [3.0 IV/B] in which that brigade has been In Reserve [6.3] for the entire turn.

13.52 To have a Routed unit recover, the player undertakes a UDD for the unit using its disordered side Cohesion Rating:

- If the roll is same as or lower than the Cohesion Rating, it passes. Place the unit on the map within one hex of its Brigadier. However, reduce the unit by 1 SP, and the unit is Disordered.
- If the roll is higher than the Cohesion Rating, it fails. The unit loses 1 SP and remains Routed.
- Regardless, if a 9 is rolled the unit is permanently eliminated instead.

13.53 Recovered (Routed) cavalry is always replaced on the map in Mounted status.

14.0 Special Units

Individual battles usually have additional Special Units, other than those discussed below.

14.1 Green Units



Regiments that had not been in any action before are Green; they are indicated with a “G” next to their Cohesion Rating. Green units remain green the entire course of the game. Green units must make a special, Pre-Shock Commitment Check when Shock Attacking and have a –1 DRM when firing. Other than that, they are treated normally.

14.2 Dismounted Cavalry



14.21 Cavalry can exist in one of two states: Mounted or Dismounted. Therefore, each cavalry unit has two counters, each one representing one of these states.

DESIGN NOTE: Many CSA cavalry units (but not all; see Battle Book) were neither trained nor adept at, fighting dismounted. They were raiders and chargers. Their Cohesion Ratings, were they to Dismount, would be so low as to make such a tactical choice prohibitive. Therefore, for many battles we have obviated the choice by keeping them Mounted; those units do not have Dismounted versions. Union cavalry were more mounted infantry than anything else, although, later in the war, they did become rather Napoleonic.

14.22 Units may Mount or Dismount only at the beginning of their Activation Phase, before movement. The unit must not be adjacent to an enemy unit. To indicate its status, simply change counters. Its MA for that Activation (only) is one-half (rounded up) of the printed MA of its new status.

Exception: Mounted cavalry that is Blown may not dismount.

14.23 Mounted cavalry is treated as cavalry; Dismounted cavalry is treated as infantry.

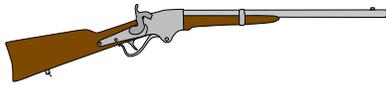
14.24 Mounted cavalry may fire, but they may never do so during an Activation in which they are Charging or Countercharging. Moreover, phasing Mounted cavalry may not fire at a distance in excess of two hexes. The latter restriction does not apply to non-phasing Mounted cavalry using Return Fire. Fire from Mounted cavalry has a -1 DRM.

Fire at a non-phasing, Mounted cavalry benefits from a small arms Fire DRM of +1.

14.25 Horse-holders. To account for the fellows holding the horses, all Dismounted cavalry units subtract one from every 4 SPs the unit currently has, for all purposes.

EXAMPLES: Both a 4 and a 7 SP unit would subtract 1 SP; an 8-SP unit would subtract 2 SP.

PLAY NOTE: The advantages to being Mounted are movement (including pre-attack Withdrawal) and Charge (and Countercharge). The advantage to being Dismounted (where available), is an increase in combat capabilities (better fire ability).



M1860 56/56 Spencer repeater

14.3 Spencer Repeaters

The Spencer Repeating rifle (and its brethren) was a major step forward in small arms firepower. This increase is reflected in several rules that apply to units armed with Spencer Rifles (SR) and Spencer Carbines (SC). These rules do not apply to Mounted cavalry or to Disorderd Dismounted cavalry.

Note: A Disorderd Dismounted Spencer Repeater unit undertakes phasing and/or non-phasing fire as if it were any other type of small arms. For Mounted Spencer Repeater units, see 14.24.

Units armed with Spencer Repeaters fire twice if they are in good order prior to their first shot and do not suffer a second Disorder [12.35] before their second shot. If they fire twice, both shots must target the same hex, even if there is no enemy unit in the hex after the first shot.

14.31 If a phasing unit in good order is firing with Spencer Repeaters, it gets an extra round of fire, as shown in the following play sequence:

1. Phasing unit fires; apply results.
2. Any Return Fire is not simultaneous but follows the Phasing Fire; apply results.
3. Unless it suffers a 2nd Disorder, the Phasing (SR) unit fires again, whether or not target used Return Fire.

14.32 If a non-phasing unit in good order is returning fire with Spencer Repeaters, it gets an extra round of fire, as follows:

1. Phasing unit announces fire.
2. Phasing unit fires, and non-phasing SR unit(s) Return Fire simultaneously; apply results. *Exception:* If it conducts a Reaction Facing Change triggered by the Phasing Fire, a non-phasing SR unit's Return Fire is not simultaneous with the Phasing Fire.
3. SR units that have not suffered a 2nd Disorder fire a second round of Return Fire.

14.33 The "*" on the Fire Table means that if a player rolls an adjusted 5 for a Spencer Repeater unit when it is firing in any of these "second rounds," the unit is Out of Ammo (a representation of jammed weapons—a problem with many Spencers—and/or

overuse of ammunition). Use the procedure in optional rule 10.92 for Ammo Resupply. If firing at an empty hex, no need to count DRM; the unit is Out of Ammo if the roll is a natural 5.

14.34 Return Fire by non-target units versus phasing units armed with Spencers follows Series Rule 14.31—the Spencers fire first.

14.35 When using Withdrawal Fire, a unit armed with Spencers fires twice before the withdrawing unit leaves the hex, or against any unit remaining in the hex.

14.36 Units armed with Spencers fire twice for Pre-Shock Reaction Fire.

14.37 When a non-disordered unit armed with Spencers returns fire against phasing, rapid-firing artillery, both the first shots and the second shots are simultaneous. The result of each shot is applied after all of the rolls are complete.

14.38 When a non-disordered unit armed with Spencers fires at non-phasing, rapid-firing artillery, the Spencer fire alternates with the artillery fire, with the Spencers firing first. Artillery suffering a Disorder as a result of the first or second shot from the Spencers cannot fire after that result is applied. Any non-artillery unit stacked with the artillery and eligible to fire does so after the Spencers' first shot.

15.0 Engineering

Engineering, in the base rules, involves constructing Breastworks. Individual battles may have rules for Bridge construction and so on. Breastworks represent temporary fortifications that provide a benefit against both fire and melee. However, they do take some time to construct, because the only available materials for such construction are trees (which are hard to cut and take time to saw) and wooden farm fences.

15.1 Constructing Breastworks



15.11 Breastworks may be built by any non-disordered infantry or Dismounted cavalry unit under Advance Orders if it is in command and its brigade leader has a complete chain of command during Step II.A of the Sequence of Play [3.0]. Units under March or Attack Orders may not build Breastworks. If using the Fatigue rules [17.0], units at Fatigue Level 2 or higher may not build breastworks.

15.12 With the exception of Town and Marsh hexes, breastworks may be constructed in any hex that is within three hexes of a Woods, Orchard or Town hex or a hex with a Building/House. The hex of construction, the Woods, Orchard, Town, or Building/house hex, and the two hex path between them cannot be adjacent to an enemy unit.

Note: No hex can contain more than two breastworks. Two breastwork counters in a hex only serve the purpose of protecting additional hexsides.

15.13 Breastworks require two complete Game Turns for construction, except at Night, when they require only one turn. A building unit cannot do anything else for those turn(s). For construction starting in a non-night turn, place the build marker during the Orders Segment [3.0 II/F] of the first turn, re-facing the building unit toward the hexsides the Breastwork will cover. Flip the marker in the Replacement/Recovery Phase of the second turn so that the breastwork design matches the hex configuration. Once placed, Breastworks can never be reoriented.

15.14 If a constructing unit suffers an SP loss or disorder due to enemy small arms fire (including artillery fire at canister range), or conducts any action other than construction (including Non-Phasing Fire), or if its hex is the subject of enemy Shock assault, construction is discontinued. Remove the Construction marker. Non-phasing units that use Return Fire benefit from Prepared Fire if otherwise eligible.

15.15 Construction started by one unit must be completed by that unit. Additional units in the hex do not speed up construction.

15.16 Units building Breastworks retain all defensive capabilities.

15.17 Breastworks may be removed by any combat unit that moves across a Breastworks hexside by expending one additional MP to do so. Once a unit has moved through the protective hexside of a Breastwork and expended the extra MP, remove the Breastworks counter.

15.2 Effects of Breastworks



15.21 Breastworks have a two-hexside facing, as indicated on the Breastworks counter. The Breastworks must be placed to conform to those hexsides, and they affect Fire/Shock/movement only through those hexsides.

15.22 The cost to move through a Breastworks hexside is listed in the Terrain Effects Chart. This cost applies regardless of pikes, roads, trails, and railroads.

15.23 Breastworks provide the following beneficial DRMs:

- +1 Firing small arms fire from within Breastworks (through a Breastworks hexside).
- -1 Defending against small arms fire through a Breastworks hexside (there is no defensive benefit for artillery).
- -1 Defender's Pre-Shock Cohesion Check.
- -1 Defending against Shock within Breastworks.

16.0 Night

This section applies only to those games with multi-day battles.

16.1 From Dusk 'til Dawn

16.11 For a Dawn or Dusk Game Turn, all daylight rules are in effect, with the following changes/additions:

- All Command Ranges and Fire Table Maximum Ranges are halved, rounding up.
- There is a -2 DRM for any fire over one hex range.

16.12 For a Night Game Turn, all daylight rules are in effect, with the following changes and additions:

- All Command Ranges and Fire Table Maximum Ranges are halved, rounding up.
- There is a negative adjustment for distance that is cumulative. For one hex, it is -1; for two hexes, it would be -3 (-1 + -2). For a range of four hexes it would be -10 (or prohibitive).
- Artillery batteries/sections each fire separately, regardless of the command situation or stacking.
- There is no Prepared Fire.
- All Activations while under Attack Orders incur Fatigue, unless the brigade's only actions are Leader movement, Rally, a retreat caused by a "Cautious" Loose Cannon result, facing changes that cost no MP, or no activity at all.

16.2 Straggler Recovery

16.21 To undergo Straggler Recovery, a command must be In Reserve for all Dusk and Night turns. It undertakes the actual Recovery at the conclusion of each day's last Night turn.

16.22 For eligible commands [16.21], the player makes a UDD for each In Command unit in the brigade:

- If it passes, increase its SP by one.
- If it fails, there is No Effect.

16.23 A unit's strength may never be increased to its original face value (nor higher). The best it can do is to return to one short of its original strength.

16.24 Units may Recover Stragglers and Fatigue; they are not mutually exclusive.

HISTORICAL NOTE: Not all combat losses were casualties. A not-insignificant number of losses were from soldiers who simply drifted off, fell by the road during marches, or opted for discretion, etc. Some of these could be recovered during extended lulls in the battle, which here means at Dusk/Night.

17.0 Fatigue [Optional]

DESIGN NOTE: This is optional because it adds another layer of complexity to the game. However, we highly recommend its use. It adds a level of realism.

17.1 Who Gets Fatigued?

Fatigue applies to all combat units, except artillery. Fatigue is applied at the brigade level, and a brigade incurs a new level of Fatigue if even one unit in that brigade does any of the actions that would incur Fatigue.

17.2 How Fatigue is Incurred

17.21 Brigades start the game with no Fatigue Level. This is indicated by the absence of any Fatigue Indicator with the Brigadier. Fatigue is incurred as it happens, but the effects—placement of the Fatigue marker—take place when the affected unit has done all that it will for that activation.

PLAY NOTE: In certain battles, reinforcements may enter at a specific Fatigue Level.

17.22 There are two ways in which Fatigue is incurred:

CAUSE 1: Any turn in which a brigade undertakes more than two Activations, its Fatigue Level increases by one for each Activation above two [17.24]. Thus, a brigade that undertakes four Activations in one turn will increase its Fatigue Level by two. Activations by Out of Command units also count towards Fatigue, but Activations that are solely undertaken by attached artillery, alone, do not count.

Exceptions:

- A brigade activation during which its units undertake no activities at all, or undertake only Rally, facing changes that do not expend MPs, and/or engineering, does not count toward Fatigue.
- A unit using March Movement solely on Roads/Pikes (including bridges and fords) does not incur Fatigue for its brigade for the first three Activation-equivalents in a turn; it does for a fourth. If it enters any terrain other than Roads or Pikes, both a third and fourth Activation-equivalent earn Fatigue.

- The retreat caused by a “Cautious” Loose Cannon result does not incur Fatigue.
- Leader movement does not incur Fatigue, because Leaders are not units.

EXAMPLE: An infantry regiment under March Orders can move up to 24 MPs (or 4 AM worth) in one turn (for that March AM), incurring Fatigue for any movement above 18 MPs. Note that in most games, Road movement would be at ½ MP per hex, so the maximum distance would be 48 hexes, with Fatigue being incurred starting with hex 37.

CAUSE 2: If any brigade has been engaged in Shock (either attacking or defending) more than once in a turn, all such phases after the first earn Fatigue. A brigade engages in Shock by completing Shock step 6b [11.45]. A Continued Shock result does not incur Fatigue.

COMPREHENSIVE EXAMPLE OF FATIGUE:

A unit moves for its first AM, Shock attacks for second AM and Shock attacks for its third AM. It also had to defend against Shock twice (busy little fellers). The brigade has incurred four levels of Fatigue as follows:

- Its first AM movement did not incur Fatigue as Fatigue is not incurred for the first two Activations.
- Its second AM Shock attack did not incur Fatigue as Fatigue is neither incurred for the first two Activations nor does the first Shock incur Fatigue.
- It incurred one Fatigue level for its third AM Activation and one Fatigue level for its second Shock attack (for a total of two Fatigue levels).
- Add one Fatigue level each for the two Shock defenses.

17.23 Each turn a brigade may incur a maximum of two Fatigue Level increases due to Activations. There is no limit to how many Fatigue Levels may be incurred due to Shock attack/defenses. However, an Activation in which a brigade Shock attacks and subsequently defends against a Shock (due to rolling a 1) only counts once toward Fatigue, not twice (and the same is true for the initial defender-turned-attacker).

HISTORICAL NOTE: It is estimated that the average unit/brigade could undergo about one and one-half hours of combat before becoming so fatigued as to be relatively worthless.

17.24 Other than having no Fatigue marker, the following are the levels of Fatigue incurred, in ascending order. Place an appropriate marker with the Brigadier to so indicate:

1. Fatigue OK
2. Fatigue 0
3. Fatigue 1
4. Fatigue 2
5. Fatigue 3
6. Fatigue 4 (the highest)



17.25 Once a unit reaches Level 4, it goes no higher, nor is there any further effect of undertaking an action that would earn Fatigue.

17.26 Artillery does not incur Fatigue. However, if under March Orders and using a fourth AM-equivalent [17.23], an artillery unit

must check for broken wheels. Roll the die; if it is 6 - 9, the unit loses 1 SP.

PLAY NOTE: If artillery MA is 8 or higher, it usually only need move the equivalent of three AMs to keep up with the foot-sloggers.

17.3 Effects of Fatigue

17.31 All units in a brigade use the number on the Fatigue Level marker as a modifier to a variety of actions.

Subtract half the Fatigue Level (rounding up) from:

- MA (after halving for Attack Orders).
- All Shock Resolution rolls when attacking.
- All Fire rolls.

Add half the Fatigue Level (rounding up) to:

- All UDDs.
- All Shock Resolution rolls when defending.
- All Pre-Shock Check rolls (including Green).
- All Rally Attempts.

17.32 Brigades at Fatigue Level 4 automatically and immediately revert to Advance Orders. They may not be given March or Attack Orders until they lower their Fatigue level.

17.33 Fatigue OK and Level 0 have no effect, other than that they are a level closer to one that does.

17.34 Units at Fatigue Level 2 or higher may not build breastworks.

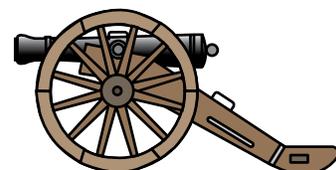
17.4 Reducing Fatigue

17.41 To reduce a brigade’s Fatigue Level, the player may place that brigade In Reserve for that entire turn [6.31]. At the end of the turn, if the brigade is still In Reserve, its Fatigue Level is reduced by two levels.

17.42 Any brigade whose non-artillery units do not move, reaction move, use Phasing Fire, construct breastworks, declare a shock or be designated as a shock target for one full turn may, at the completion of that turn either:

- Rally all Disordered In Command units [13.45], or
- Reduce Fatigue by one level.

Neither facing changes that do not expend movement points nor Reaction Refusal/Facing Changes are considered movement for purposes of this rule.



12-lb. Howitzer

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