# THE AMERICAN CIVIL WAR
# RULE BOOK



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# 1.0  INTRODUCTION

**THE GAME, HOLD THE LINE:** The American Civil War allows players to re-fight some of the great battles of the American Civil War. Blocks with labels represent the Union and Confederate armies from the war. The game board is a blank field of clear terrain with a hex grid over laid on it. Terrain tiles are included to represent various types of terrain (woods, hills, etc.) on the map board so the game map can be configured to play the scenarios included as well as design your own favorite battles.

*IMPORTANT NOTE : Applying Labels to Blocks : Labels are applied to both sides of the blocks in this game. The label sheet tells you which labels go on the front side of the block and which labels to apply to the back side of the block. This is very important !!!*

For infantry, cavalry and artillery units there are icons showing the following types of unit:

Infantry two riflemen firing

Cavalry one horsemen charging

Artillery one cannon firing

There are specific front labels for some blocks that in the lower right hand corner show a square with the colors green, black and gold. These are flag units showing morale. **A LABEL SHOWING A FLAG UNIT SHOULD ONLY BE APPLIED TO ONE SIDE OF A BLOCK WITH A CORRESPONDING UNIT TYPE NOT SHOWING A FLAG ON THE BACK.**

| FRONT OF THE BLOCK | BACK OF THE BLOCK |
|---|---|
| (infantry) (infantry) (infantry) | (infantry) |
| (cavalry) (cavalry) (cavalry) | (cavalry) |
| (artillery) (artillery) (artillery) | (artillery) |

# 2.0  MAP BOARD AND EFFECTS

The map board represents clear terrain on the battlefield. Any hex on the board without a terrain tile placed on it is considered clear terrain.

# 2.1  TERRAIN AND TERRAIN EFFECTS

Terrain in the game is reflected by placement of terrain hex tiles on the board as described in the scenarios book. These tiles represent the various terrain features present in the battles.

**2.1.1  COMBAT:** Terrain effects apply to the firing unit, a unit conducting close combat, or units performing retreat morale checks. The modifier is based on the terrain location of the defending unit. Only one terrain modifier may apply to a defending unit. The terrain modifies the result of the die roll by either adding or subtracting from the die number rolled on each individual die.
*Example: A 3 MP infantry unit firing at an enemy unit in a woods hex 1 hex away rolls 3 dice whose results are 5, 5, 6. The firing player would then be reduced by 1 on each die rolled because the defender is in woods terrain making the new die values 4, 4, 5 respectively resulting in one hit for the 5 at 1 hex range.*

**2.1.2  MOVEMENT:** Terrain effects apply to units as they enter each hex. Each hex has a set movement cost. Each unit has a set movement allowance. No unit may enter a hex if the movement cost to enter the hex would make that unit exceed the movement allowance for the unit type.

**2.1.3  LINE OF SIGHT:** Certain terrain affects whether units may perform ranged fire because it blocks line of sight.

**2.1.4  MORALE:** This reflects the addition or subtraction of a morale level applied to a defending unit when he checks morale at the beginning of a close combat action for retreat determination. The morale affects raise or lower the morale level of the unit.

## 2.2  TERRAIN TYPES

### 2.2.1  CLEAR

| | Combat | No effect. |
|---|---|---|
| | **Movement** | No effect. |
| | **Line of Sight** | No effect. |
| | **Morale** | No effect. |

### 2.2.2  SWAMP

| | Combat | No effect/impassable. |
|---|---|---|
| | **Movement** | Impassable. |
| | **Line of Sight** | No effect. |
| | **Morale** | No effect. |

## 2.2.3  RIVER

| | | |
|---|---|---|
| **Combat** | Attacker +1 on attacker die roll when defender is located on a waterway hex. |
| **Movement** | May not enter except by special rule in Petersburg. |
| **Line of Sight** | No effect. |
| **Morale** | -1 morale level to defender for retreat determination during close combat. |

## 2.2.4  BRIDGE

| | |
|---|---|
| **Combat** | No effect. |
| **Movement** | No effect (negates the movement effect of waterway). |
| **Line of Sight** | No effect. |
| **Morale** | -1 morale level to defender for retreat determination during close combat. |

## 2.2.5  WOODS

| | |
|---|---|
| **Combat** | -1 on attacker die roll. |
| **Movement** | Stop when entered. |
| **Line of Sight** | Blocks line of sight. |
| **Morale** | +1 to defender morale level for retreat determination during close combat. |

*Note, there are two different styles of hex tiles, both effect the game the same.*

## 2.2.6  ORCHARD

| | |
|---|---|
| **Combat** | -1 on attacker die roll. |
| **Movement** | Stop when entered. |
| **Line of Sight** | Blocks line of sight. |
| **Morale** | +1 to defender morale level for retreat determination during close combat. |

## 2.2.7  HILL
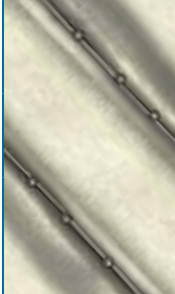
| | |
|---|---|
| **Combat** | -1 on attacker die roll. |
| **Movement** | Stop when entered. |
| **Line of Sight** | Blocks line of sight. |
| **Morale** | +1 to defender morale level for retreat determination during close combat. |

## 2.2.8  TOWN/BUILDINGS

| | |
|---|---|
| **Combat** | -1 on attacker die roll. |
| **Movement** | No effect. |
| **Line of Sight** | Blocks line of sight. |
| **Morale** | +1 to defender morale level for retreat determination during close combat. |

*Note, there are two different styles of hex tiles, both effect the game the same.*

## 2.2.9  SUNKEN ROAD/FENCE

| | |
|---|---|
| **Combat** | -1 on attacker die roll. |
| **Movement** | No effect. |
| **Line of Sight** | No effect. |
| **Morale** | +1 to defender morale level for retreat determination during close combat. |

## 2.2.10  ENTRENCHMENT

| | |
|---|---|
| **Combat** | -1 on attacker die roll. |
| **Movement** | Stop when entered. |
| **Line of Sight** | No effect. |
| **Morale** | +1 to defender morale level for retreat determination during close combat. |

Note:  -1 morale level makes Gold=Black; Black=Green

+1 morale level makes Green=Black; Black=Gold

-1 on attacker roll means subtract 1 from each die result for that attack i.e. 5 becomes 4, 6 becomes 5, etc.

## 3.0  GAME UNITS

**3.0.1**  The blocks with labels in the game represent the soldiers of the Union and Confederate armies. Blue blocks with labels are Union units. Grey blocks with labels are the Confederate units. Groups of blocks with similar labels comprise a combat unit for the infantry, artillery, cavalry, gunboats, and leaders in their respective armies.

**3.0.2** Each combat unit (a group of blocks with the same labels: infantry, cavalry, artillery) has a strength point (SP) value from 1 to 4 based on the number of blocks in the unit. **ANY FUTURE REFERENCE IN THE RULES TO SP STANDS FOR STRENGTH POINTS.** The unit's current SP is shown by the number of blocks in a unit. As units take hits in combat, blocks are removed from the board to reflect their lower SP. For a rally of a 2 SP unit a replacement block of the same type is placed with the unit to increase it to 3 SP. Blocks (SP) may not be transferred or combined between units.

**3.0.3** Morale for the combat unit (grouping of similar labeled blocks) is based on the color square located on the flag bearer block. Each unit, other than leaders, have a flag bearer block. Unit morale is either green (inexperienced), black (veteran-standard), or gold (elite). The unit morale determines whether a unit retreats from close combat. The unit morale remains constant throughout the game for each unit. Strength point (SP) values change as units incur combat losses.

*Game Note: Morale for units is based on not just a unit's morale, but leadership for that particular unit, size, fatigue level entering that battle, etc. While subjective we tried to do a fair valuation of the units we were trying to represent.*

**3.0.4** Each unit has a set base movement rate. The movement rate remains constant throughout the game for each specific unit type.

## 3.1 UNIT TYPES

*IMPORTANT KEY RULE; FLAG BLOCKS: Each unit in the game (other than leaders and gunboats) must have a flag block. This block is used to identify units and their morale. In the battle setup in the graphic layout, the unit type (infantry, cavalry, artillery) is shown along with the morale (green, black, gold). During setup players will place a corresponding flag block and then a number of blocks with the same label without a flag in the hex shown on set up.*

*During combat the flag block is the last block removed from the board for that unit.*

**3.1.1 INFANTRY:** Contain one infantry flag block and 3 infantry blocks. Movement rate is 1 hex per turn. Infantry may move or fire for 1 AP expended. For 2 AP infantry may initiate close combat.

**3.1.2 CAVALRY:** Contain one cavalry flag block and 1 cavalry block. Movement rate is from 1 to 3 hexes per turn. Cavalry may move or fire for 1 AP expended. For 2 AP, cavalry may move and fire, or initiate close combat.
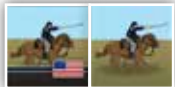
**3.1.3 ARTILLERY:** Contain one artillery flag block and 1 artillery block. Movement rate is 1 hex per turn. Artillery may move or fire for 1 AP expended. Artillery is not allowed to initiate close combat.

**3.1.4 GUNBOATS:** Are a single block. Movement rate is an unlimited number of hexes per turn, but they may only be placed in river hex tiles. Gunboats may not be fired at in fire combat. Gunboats are not allowed to initiate nor defend in close combat. Leaders may not be placed with gunboat units. Gunboats either move or fire for 1 AP.

**3.1.5 LEADERS:** For the expenditure of 1 AP their movement rate is 1 to 3 hexes per turn. Leaders may move with the unit they are attached to for no additional expenditure of AP. With the expenditure of 1 AP, leaders have the unique ability to rally damaged infantry or cavalry units. Also, for an expenditure of 1 AP a leader can allow infantry and cavalry units to exceed their normal movement rates by 1 additional hex when accompanying them, even into a hex adjacent to enemy units.

**3.1.6 VICTORY POINT COUNTERS:** These equal 1 victory point per counter and represent key locations, objectives, supplies, wagons, etc. Victory point counters cannot move unless stated in scenarios special rules. Once a VP counter is obtained / captured / destroyed, it is removed from the game unless stated otherwise in the scenario special rules. Victory Points for VP units can only be earned when taking them from an opposing player. If a side starts a scenario with VP units, those VP units do not count towards their victory point total; only to the opposing player should he obtain them.

## 3.2 GAME MARKERS

There are AP markers to track AP per side.

## 4.0 SETUP

**4.1** The game setups are presented for each scenario in the Scenario Book. Players choose which side and scenario they wish to play and check the setup rules for that scenario. These can vary by scenario and some scenarios have special rules. The scenario section shows players the unit types, their starting SP and morale, location, and terrain placement in each hex at the start of each scenario. **LEADERS ENTER OR ARE SETUP WITH ANY FRIENDLY UNIT.**

**4.2** Unless otherwise stated in a scenario all units start at their full SP as given below:

| | |
|---|---|
| **Infantry** | 1 flag infantry block and 3 non-flag infantry blocks. |
| **Cavalry** | 1 flag cavalry block and 1 non-flag cavalry block. |
| **Artillery** | 1 flag artillery block 1 non-flag artillery block. |
| **Gunboat** | 1 gunboat block |
| **Leader** | 1 leader block |

### 4.3  SCENARIOS – SEE SCENARIO BOOK

### 4.4  UNIT HEX LIMITS

No more than 1 infantry type unit, artillery unit or cavalry unit per hex. However, players may place 1 artillery unit per hex with a single infantry or cavalry unit without exceeding hex limits. Leader units may freely be placed in any hex with other units without exceeding hex limits but leaders may not be in the same hex with other leaders.

*Example: Two cavalry units cannot be in the same hex, nor can a cavalry and infantry or artillery type unit. However, infantry or cavalry is allowed to be in a hex with an artillery unit and/or leader.*

**4.4.1**  No more than 1 VP counter per hex. A single VP counter may be in a hex with other units without exceeding unit hex limits.

### 5.0  GAME TURN SEQUENCE

*The scenario will state which player is the first player.*

1. First player rolls and determines random action points available and adds to the command action points for his total.

2. First player performs actions. In any order he may move, fire, perform close combat, and rally.

3. Check victory.

4. Second player rolls and determines random action points available and adds to the command action points for his total.

5. Second player performs actions. In any order he may move, fire, perform close combat and rally.

6. Check victory.

7. End turn move turn marker ahead one space on the turn record chart and go to step 1.

**5.1**  The active player determines the order of actions for their units during their turn. Players may move, fire, close combat, or rally in any order they choose within the limitations of their action points and unit capabilities.

*Example: Player A has 3 AP for turn 1. He could fire with unit A, move with unit B, and fire with unit C, in that order or any other order he chooses.*

### 6.0  ACTION POINT (AP) DETERMINATION PHASE

**6.1**  Each player in a scenario is given command action points based his side in a given scenario.

**6.1.1**  During steps 1 and 4 of the game turn sequence each player will roll a die that will determine the random action point available and add that random number of AP to his scenario command action points for that turn. This determines how many total AP points he has to spend in a turn. On a roll of 1–2 add 1 AP, 3–4 add 2 AP, and 5–6 add 3 AP.

*Example: In the Wilderness scenario the Union player receives 5 command action points each turn per the scenario instructions. At the start of his first turn the Union player performs step 1 of the game sequence and rolls the die. The result is a 5. This gives him an additional 3 random action points added to his 5 command action points from the scenario instructions for a total of 8 AP for that turn.*

**6.1.2**  The expenditure of AP allows each side to move, perform combat or, in the case of leaders, rally with units.

**6.1.3**  Each unit, as it is picked to perform actions must complete its action before the next unit starts to perform an action.

**6.1.4**  Once a unit has been activated and completed its allowed action, it cannot be activated again until the next turn.

### 6.2  ACTIONS ALLOWED

**6.2.1**  All infantry, gunboat, and artillery units may move or fire on the expenditure of 1 AP per unit moving or firing. Once an infantry,gunboat, or artillery unit performs a move action they may not perform a fire or close combat action, and vice versa.

**6.2.2**  If adjacent to enemy units, infantry and cavalry units may declare a close combat attack at the cost of 2 AP.

**6.2.3**  Cavalry may move or fire for 1 AP expended. For 2 AP Cavalry may move and fire. Cavalry may not fire and then move in the same turn. For 2 AP cavalry can declare a close combat.

**6.2.4**  Any unit, except gunboat, and artillery, accompanied by a leader may move 1 additional hex over its normal movement rate for the expenditure of 2 AP. Cavalry using move and fire may not use this rule. Units

exercising this option must begin and end their turn with the leader and may not conduct fire or close combat during the turn. Terrain effects still apply as normal. Units using this rule MAY move next to enemy units but must stop as soon as they enter a hex adjacent to an enemy unit.

*Example: an infantry unit starting a turn with a leader could move through 1 hex of clear terrain and then 1 hex of woods at the expenditure of 2 AP. However, if the first hex entered was woods, the unit could not move a second hex, as units must stop when entering woods hex.*

**6.2.5**  Leaders that start the turn in the same hex as a friendly combat unit do not have to spend an AP to move if the unit in the hex they are with activates to move (spending an AP for the moving unit) and the leader stays with the unit during the entire turn. Leaders alone do have to expend 1 AP to move.

**6.2.6**  Players may not move through a hex if this would cause them to violate the units per hex limits during the move. This rule applies during retreat also.

**6.2.7**  Use the GAME TRACK to keep track of actions expended during a turn. As units perform actions, move the AP marker down the appropriate number of spaces for each unit performing actions. When the marker reaches zero the current player's turn is over.

## 7.0  MOVEMENT

**7.1**  All units have a movement allowance based on unit type. Movement is conducted one hex at a time and is from hex to adjacent hex. No unit may ever move more hexes than its normal movement rate unless accompanied by a leader and the expenditure of 2 AP (Rule 6.2.4), or when using the Force March Rule (Rule 7.3).

**7.1.1**  Units may not move more than once in a turn.

**7.2**  Players may not violate the unit per hex rules with any movement; this would include moving through units or swapping positions with units.

*Example: in the situation where an infantry unit and an artillery unit, in a hex together, are adjacent to a friendly infantry unit, infantry units could not move into or through each other, as it would violate hex limit rules. The artillery could move into the hex with the adjacent infantry, as this would not violate hex limit rules.*

**7.2.1**  Units may freely move through leader units and leaders (friendly or enemy) do not block movement for any unit. Leader units are eliminated if alone in a hex and an enemy unit moves into the hex. Further, a unit does not have to stop if moving into a hex where an opposing leader is alone in a hex.

## 7.3  FORCE MARCH RULE

Infantry units that do not start, end or at any point move next to an enemy unit may move 2 hexes (following all terrain rules) for the expenditure of 1 AP. This rule may not be used with the leader movement bonus (Rule 6.2.4)

## 8.0  COMBAT

**8.0.1**  To conduct combat players must pick a unit to perform an action and declare combat (either fire or close combat).

## 8.1  FIRE COMBAT

**8.1.1**  To conduct fire combat players, expend 1 AP, determine the range and hit numbers, then roll the proper number of dice for the unit type attacking, modifying the final hit number rolled on each die for terrain. Consult the combat chart. Players score a hit for each die rolled that is equal to or greater than their hit number.

*Example: At two hexes away, artillery firing at an infantry unit on a hill rolls 3 dice with the results being 5, 5, 6. This would score 1 hit on the infantry unit (the hit numbers are reduced by 1 for the hill terrain to 4, 4, and 5 and the hit values being 5 and 6 at two hexes away). If the artillery were firing at the infantry two hexes away in clear terrain and rolled 5, 5, and 6, it would score 3 hits on the infantry.*

**8.1.2**  The targeted unit when hit is then reduced by removing blocks, one for each hit scored, reducing the unit to its new reduced SP value. If the number of hits removes the flag block in a unit then that unit is eliminated.

*Note: This does not reflect all of a unit's men being killed, merely the unit losing its combat effectiveness through strength losses and morale breakdown.*

If artillery units are in a targeted hex with infantry and cavalry, hits are applied to the infantry or cavalry unit first until they are eliminated at which point hits are then applied to the artillery units.

**8.1.3**  On the combat chart, Range is the maximum number of hexes that a unit may fire during combat. Dice rolled is the number of dice the unit rolls when conducting combat. This number does not change, regardless of the number of blocks in the unit, nor is it affected by terrain. Artillery roll one extra die when firing at 1 hex range.

*Example: A 4 SP infantry unit that has been reduced to 2 SP would roll 3 dice in any combat he conducts. Against a woods hex the 4 SP infantry would still roll 3 dice, but its hit numbers would be affected by the woods terrain.*

## 8.2  LINE OF SIGHT

Units must have a clear line of sight to be able to fire at each other. Clear line of sight is defined as straight line through the center of the hex from the firing unit to the

target unit, free of blocking terrain and units. Blocking terrain are woods, orchards, hills, town, and units (friendly or enemy). Units in adjacent hexes may always fire at each other as terrain does not affect line of sight for units this close. If blocking terrain is located in a hex between the two units then line of sight is blocked. If line of sight falls along a hex side then line of sight is blocked if both hexes adjacent to the hex side have blocking terrain. If only one hex side has blocking terrain then the line of sight is clear and the unit may fire.

## 8.3  CLOSE COMBAT:

**8.3.1**   Infantry and cavalry type units may initiate close combat. Artillery and gunboats may not initiate close combat. Attacking units must be adjacent for close combat. To declare close combat, the attacker must expend 2 AP.

**8.3.2**   When rolling dice for the attacker's close combat, apply terrain modifiers to the hit numbers rolled. Hits are allocated to the targeted unit on rolls of 4, 5, and 6.

*Example: A close combat conducted against a unit in woods terrain would be hit on 5, and 6.*

**8.3.3**   Following the close combat result all defending units (other than leaders and VP units) in the hex make a morale roll. A morale roll is one roll of the morale die for each hit scored on the hex. Each unit in the hex must check if artillery is present with infantry or cavalry. Terrain and leaders (cumulative) modify the result. Adding to a unit's morale level would make a Green Unit Black, and a Black Unit Gold.

| | |
|---|---|
| **Green Units** | Retreat on a result of Green |
| **Black Units** | Retreat on a result of Black |
| **Gold Units** | Retreat on a result of Gold |

If the unit fails its morale roll it must retreat one hex. If the defender passes his morale roll it does not retreat. Leaders in a hex with retreating units must retreat with the units if all units are forced to retreat. VP units may not retreat if all units are retreated out of a hex.

**8.3.4**   If the defender retreats due to a failed morale roll or is eliminated due to close combat, the attacker may choose to advance the attacking into the vacated hex.

*Example: An infantry Green morale unit is defending on a hill and is targeted for close combat by an enemy infantry. The attacker scores one hit. The defending infantry would roll the morale to determine if it retreats after close combat. Green is its current morale, upped one level for being on a hill, then the morale is black. On a roll of black it would have to retreat following the close combat, if it survived. If a leader had been present with the infantry then on a roll of*

*Gold, (Green for his current morale, upped 1 to black for the leader, upped 1 to gold for being on a hill) the unit would not have to retreat.*

## 8.4  CLOSE COMBAT RETREAT RULES

**8.4.1**   Defending units failing a morale check must retreat towards their side of the board as represented in the scenario setup, or towards its main group of friendly units that is not closer to or adjacent to the attacking unit. Units may retreat adjacent to other enemy units as long as this would not leave the retreating unit still adjacent to the attacking unit. If no other retreat path is available, a unit may retreat into a hex still adjacent to the attacking unit.

**8.4.2**   Units unable to retreat because it's retreat path is blocked by impassable terrain, board edge, or enemy units are eliminated.

## 8.5  DISPLACEMENT

**8.5.1**   If a friendly unit blocks a unit's retreat, the friendly unit must also retreat to make room for the retreating unit. This reflects the confusion created by retreating units running into and through friendly organized units. Only 1 unit may be displaced to make room for a retreating unit. If more than 1 unit would need to be displaced to give a retreating unit an opening, the retreating unit is eliminated instead.

**8.5.2**   If a leader is in a hex with a unit that is eliminated either due to fire combat or close combat the leader may retreat up to 3 hexes unless blocked by enemy units or impassable terrain in which case he is eliminated.

## 9.0  LEADERS

## 9.1  LEADER MOVEMENT

It costs one AP to move a leader. A leader, moving alone, can move up to three hexes having to pay terrain penalties. Unlike other unit types, leaders may move through other friendly units without regard to unit hex limits.

**9.1.1**   Leaders beginning and ending their turn with the same unit can move with that unit, without expending an AP, as long as the unit spends an AP to move. The leader must move at the unit's movement rate.

**9.1.2**   When moving with a unit, the leader, with the expenditure of 2 AP (may move the unit and itself 1 extra hex, even next to enemy units (must stop as soon as they move next to the enemy unit). This is the only case other than the force march rule, where a unit can exceed its movement value in a turn. This bonus can not be used with artillery units. Further, it can not be used with cavalry units when they move and fire. All terrain effects apply.

*Example: A leader starts the turn in a hex with an infantry unit. The player expends 1 AP and moves the leader with the infantry 1 hex. He could spend 2 AP to move the leader and unit an 2 hexes (following terrain rules).*

## 9.2   LEADER EFFECTS ON COMBAT

Leaders add 1 morale level for retreat determination to all defending units in a hex where a leader is present during a morale roll for close combat.

## 9.3   LEADER CASUALTIES IN COMBAT

**9.3.1**   Any time a leader is in a hex targeted by firing or close combat units, there is the possibility of the leader being eliminated when a 1 is rolled.

During fire combat, no matter how many 1's are rolled, the leader rolls one die to see if he is eliminated. If the result is 1 again the leader is eliminated.

During close combat, for each 1 rolled, the leader rolls one die to see if he is eliminated. If the result is 1 again the leader is eliminated.

If the leader is eliminated, the leader's player must reduce his command action points available by 1 for future AP determination phases.

*Example: A leader and an infantry unit in a hex are close combated by an enemy infantry. The enemy infantry roll 3 dice for their combat rolls. The result of the roll is 6, 1, and 1. The result is 1 hit on the infantry and 2 hit determination rolls on the leader unit. The leader player rolls 2 dice, the results of which are 1, 4. Since a 1 was rolled the leader is now a casualty and is removed from the game and total AP are reduced by 1 for the remainder of the game.*

**9.3.2**   The penalty of -1 on command action points for a leader loss is cumulative, meaning if the scenario has 2 leaders and you lose them both you suffer a -2 modifier for the remainder of the game. However, no players command action points may ever go below 0.

## 9.4   LEADER RALLY

Leaders may rally units, other than artillery, that have suffered a reduction in SP, and not been eliminated due to combat. To rally, the unit must begin and end its turn in the same hex with the leader and the unit and leader may not move during the turn. It cost one AP to recover a SP and you may only recover 1 SP maximum per unit per turn. Rallied units can never exceed the SP they start the scenario with.

To attempt to rally, pay the 1 AP, roll the morale die.  If the units current morale level is rolled the unit does NOT recover the SP.  Any other color than the units current morale level and the unit recovers 1 SP and place the appropriate block in the units hex.  The AP is paid regardless of success or failure.

Rallied units may never move or fire during a turn in which they rally.

*Example: A Union leader starts the turn in a hex with an infantry unit that has been reduced from 4 SP to 1 SP. The leader and the unit have not moved during the turn so are eligible to rally. During his action phase the leader expends 1 AP and increases the infantry to 2 SP by adding a block back to the unit.*

## 10.0   VICTORY CONDITIONS

Each scenario has its own set of victory conditions that are based on victory points. The victory conditions for each scenario are listed under Victory Conditions in each scenario. Generally victory points are awarded for:

» Units eliminated including leaders (combat unit falls below 1 SP due to combat losses and is removed from the game) = 1 VP per unit unless otherwise specified.

» Victory Point counters obtained/captured/ destroyed = 1 VP per unit unless otherwise specified. These represent key locations, supplies, etc. depending on the scenario. Victory Points for VP counters can only be earned by the side given in the scenario. Control is determined by the last side entering the hex.

» Time constraints on one side must obtain enough VPs by a certain number of turns or they lose the scenario.

## 11.0   ADVANCED/OPTIONAL RULES

*These rules add complexity to the game. The rules may be added individually or as a group at the player's discretion.*

**11.1**   Attacking units must pass a morale check before executing close combat, but after they pay the AP for the close combat. If they fail, then it costs the 2 AP and the attacking unit can only conduct fire combat. Leaders add 1 level for morale determination to the attackers making a morale check before executing close combat.

**11.2**   Only units that have not been fired on in the current turn may be rallied.

**11.3**   Artillery range is increased by +1 when firing from a hill and hit on a 6 at the extra hex.

**11.4**   If the defender is eliminated by an adjacent attacking unit in fire combat, the attacking unit may advance into the vacated hex.

**11.5**   Command Action points may be adjusted to help balance a scenario for players of varying skills.