



Changes between Version 1.2 and 1.3 are noted by a **Green Highlight**. Deleted items have a ~~strike through~~.

1.0 INTRODUCTION:

The Civil War Brigade Battle Series allows players to take command of the Union and Confederate Armies in famous battles from the American Civil War. Each player will command either the Union or Confederate army and maneuver their combat units across a game board of one of these battles.

The combat units represent the infantry, cavalry, and artillery with icons shown of each. Designators giving historical information such as unit name, a strength point factor (SP hereafter), and a morale indicator are shown on the unit.

These rules will serve as the series rules with specific Battle Books included giving scenario set ups, historical details, designer notes, and special rules for particular battles where necessary.

SHOWN IN BLUE HIGHLIGHTS THROUGHOUT THE RULES ARE KEY RULES. Where possible it breaks down a rule section to one or two important thoughts for that rule.

Not all rules will apply in every game. The game specific rules will state which rules do not apply.

1.1 KEY CONCEPTS AND RULES:

1.1.1 STACKING: Each hex may contain one combat unit per hex. Combat units are infantry, cavalry, or artillery.

Leaders are non-combat units. Any number of leaders may stack in a hex with any friendly combat unit.

Markers show different game functions and are not units. Any number of markers (routed, breastworks, etc.) may be in the hex with a unit.

KEY RULE: Only one combat unit per hex.

1.1.2 ZONE OF CONTROL (ZOC): All combat units have a ZOC that extends into the 6 hexes surrounding the hex they occupy. This ZOC crosses all terrain types except terrain prohibited to cross or enter.

Units entering an enemy ZOC must stop movement for that turn. Units may move out of enemy units ZOC during the movement portion of their turn, but may not enter the same units ZOC in that turn. They may enter a different enemy units ZOC in that turn.

It cost +1 Movement Point to exit an enemy ZOC.

Routed units have NO ZOC, other than the hex they occupy.

KEY RULE: ZOC extends into all 6 hexes around a non-routed combat unit, except across prohibited terrain. Units must stop movement when entering an enemy ZOC.

1.1.3 STRENGTH POINTS (SP) AND STRENGTH COUNTERS:

All combat units have a number value in the lower right corner, shown in a colored box. This is their strength points (SP hereafter).

The infantry and cavalry combat units' original full-strength points (SP) is shown on the front (full color) side of the unit. The back of the unit is a lighter shade of the front color and has an SP value that is roughly half (depending on the morale of the full-strength SP).

In combat a unit's SP may not be split up to combat multiple hexes.

As combat units suffer losses in combat, an SP marker is placed under the unit to show its new lower SP. As the unit suffers additional losses, the SP marker is rotated, flipped, or replaced to reflect the units current lower SP. Rotate the SP marker so the unit's current SP is at the top (designator name side) of the unit. When a unit reaches 0 SP, it is eliminated and removed from the board.

4 1 3 2	8 5 7 6	12 9 11 10	16 13 15 14	20 17 19 18	24 21 23 22
---------------	---------------	------------------	-------------------	-------------------	-------------------

KEY RULE: As combat units take losses, place an SP marker (orient the new SP at the top of the unit) under the unit showing the units new lower SP.

1.1.4 SHATTERED: When an infantry or cavalry combat unit, not artillery, loses roughly half of its original SP, the unit is flipped to its back side and considered Shattered.

Shattered units may not enter an enemy ZOC, but do not have to exit enemy ZOC during movement and may fire offensively and defensively. Shattered units may not use the Column Movement Bonus.

KEY RULE: When a infantry or cavalry unit reaches the SP shown on the back of the counter it is flipped (Shattered) and may no longer move into enemy ZOC.

1.1.5 MORALE: A unit's morale reflects its ability to withstand combat. Morale is shown on combat units by the box color surrounding its SP.

Morale is either Green (morale number of 5), Black (morale number of 7), or Gold (morale number of 9).

When doing a morale check, roll the ten-sided die and apply any die modifiers based on terrain or leaders. If the modified die result is higher than the number of the unit's morale color, the unit routs.

KEY RULE: Morale is either green, black, or gold.

1.1.6 GAME SCALE: Each hexagon on the board represents approximately 250 yds from side to side. Each game turn represents 1 hour of daylight or 3 or 4 hours of night.

1.1.7 COMBAT UNITS

Each infantry or cavalry unit normally represents a brigade (some smaller units may be shown) with each SP representing roughly 100 men. Infantry and cavalry are combat units.

Artillery units are normally battalion strength with each SP representing 2 cannons (adjusted for cannon type and range). Artillery are combat units.

CUMMING

RH ANDRSN/LONG



2

9

RUSH

PLEASANTON/CAV



2202

5

LAWTON

LAWTON/JACK



2316

4

1.1.8 NON-COMBAT UNITS

Leaders are the army, corps, and division leaders of their armies. Leaders are not combat units.

LEE

ANV



★

MCCLELLAN

AOP




★

Shown below is the command flow from Lee (Army Leader) to Longstreet (Corps Leader) to DR Jones (Division Leader)

LEE


ANV



★

LONGSTREET


LEE



★

DR JONES


LONGSTREET



★

DRAYTON

DR JONES/LONG




3913

8

DR JONES

DR JONES/LONG



3612

2

2.0 GAME COMPONENTS:

2.1 THE GAME MAP:

The map represents the area on which the main part of each battle was fought. The map includes dominant terrain features that will affect movement and/or combat.

A hex grid is shown on the map to regulate movement and combat. ONLY numbered hexes are playable.

2.2 PLAYER AIDS:

On the player aid is the Fire Range Chart, Unit Morale Chart, Unit Movement Allowance, Combat Chart, and Terrain Effects Chart.

The Turn Track shows Time of Entry for reinforcements to enter the game. There is a Loss Track to keep track of the losses for each side.

2.3 THE UNITS:

At the top of the unit is the Brigade or unit leader name. The name is in a color bar that matches all units in that units' division color. Below that is the division/corps leader for this unit. This is important when checking command range from that unit to its division or corps commander.

Below that to the right is the units starting setup hex or turn of entry in the game.


In the bottom right is the units starting strength points SP in a square of Green, Black or Gold. The color is that unit's current morale.

All units belong to DR Jones division of Longstreets Corps. This is shown by the red color bar with each brigade's name and DR Jones/Long designation under the color bar.

TOOMBS

DR JONES/LONG

4010



8

Unit Designator

Division/Corp Leader


Setup hex 4010

SP = 8

DRAYTON

DR JONES/LONG

3913



8


SP is 8, the gold surrounding box represents morale.

Gold Morale is 9.

GARNETT

DR JONES/LONG

3712




3

SP is 8, the black surrounding box represents morale.

Black Morale is 7.

DR JONES/LONG

3712







3

SP is 3, the green surrounding box represents morale.

Green Morale is 5.

2.3.1 To the bottom left is an icon showing the type of unit:

ICON	DESCRIPTION	TYPE OF UNIT
	Soldier Firing Rifle	Infantry
	Charging Horseman	Cavalry
	Cannon	Artillery. The back side of artillery is a cannon attached to a limber wagon = limbered artillery (meaning it can move)
	Horseman standing	Leader. Leaders have a star in their lower right corner.

2.3.2 Infantry and cavalry show their full-strength side on the front of the unit. On the back side of the unit, in a lighter shade of the front side, is the units half strength side which may be equal to or less than half the unit's strength adjusted for unit morale or experience. Units reduced to their back side are considered SHATTERED. Only infantry and cavalry can be shattered.

2.3.3 Infantry, cavalry, and artillery units with their names in gold bars and an asterisk are Independent commands and are always in command.

2.3.4 Cavalry is always considered mounted unless they are marked DISMOUNTED.



2.3.5 Artillery units have a front side showing a cannon firing or the back side (limbered) showing a cannon attached to a limber wagon for movement.

During the Offensive Artillery Phase the active player may fire with artillery units in range and line of sight of opposing units. If an artillery unit does not fire it may move.

2.3.6 Leaders have a front side showing at the top the leaders name. If the unit is a division leader the leaders name is in a color bar that matches all brigades in his division. Below his name the corps commanders or designator name to which he belongs.

If the unit is a corps leader his name is in gold with the army leaders name below that. Army commanders have their name at the top of the unit in a gold bar.

The back side of leaders show the word REPL (meaning replacement) meaning his leader radius is reduced from 4 hexes to 3 hexes.

Leaders stacked with combat units that make a morale check apply a -1 die roll modifier to the morale check. Only one leader modifier may apply, even if more than one leader is in a hex with the unit.

Leaders stacked with units that make a morale check apply a -1 die roll modifier to the morale check.

NOTE: The word leader and commander are used throughout the rules, each means the same. Leaders stacked with combat units apply a -1 die roll modifier to the morale check.

3.0 GETTING STARTED:

3.1 Players should select a scenario, and side to command, from the Battle Book. Each side should set up their units according to the scenario chosen. Special rules and victory conditions should be read and understood by each player prior to play. Play begins by the 1st player listed in the scenario starting his turn and following the Turn Sequence.

4.0 TURN SEQUENCE:

4.1 The game is played in Game Turns in which each player completes their half of the turn. The first player in a turn will vary by battle. When both players have completed their half of a turn a complete turn is marked and the Turn Marker is moved to the next turn on the Turn Track.

4.2 A COMPLETE GAME TURN IS AS FOLLOWS:

» First Player

1. First player COMMAND PHASE
2. First Player ORGANIZATION PHASE
3. First Player OFFENSIVE ARTILLERY PHASE
4. First Player MOVEMENT PHASE
5. First Player COMBAT PHASE
 - » Second Player Defensive Fire
 - » First Player Offensive Fire
6. First Player RALLY PHASE

» Second Player

1. Second player COMMAND PHASE
2. Second Player ORGANIZATION PHASE
3. Second Player OFFENSIVE ARTILLERY PHASE
4. Second Player MOVEMENT PHASE
5. Second Player COMBAT PHASE
 - » First Player Defensive Fire
 - » Second Player Offensive Fire
6. Second Player RALLY PHASE

The Turn Marker is advanced to the next hour on the turn track. Players continue the sequence until the end of the scenario being played.

5.0 COMMAND PHASE

5.1 Command control is determined during the command phase. In order to move into an enemy ZOC a combat unit must be in command control. In order to be in command control a unit be in command radius of its respective division or corps leader.

5.2 COMMAND CONTROL:

Infantry and cavalry units are in command control if they are within a 4-hex command range of their respective division or corps leader. It is reduced to a 3-hex path for REPL leaders. The path can cross any terrain except prohibited and may not enter an enemy zone of control. Friendly units (not friendly ZOC) negate enemy zone of control for the purpose of tracing the path.

Independent combat units (unit name with an asterisk in a gold bar) are always in command control.

KEY RULE: The color bar the unit name is in should match the color bar of its leader.

5.2.1 Artillery is in command control if it is within command radius of 4 hexes of ANY friendly leader.

5.2.2 Units that are determined to be in command control are in command control for the entire turn.

OUT OF
COMMAND

5.2.3 A unit not in command control range during the Command Phase is marked with an OUT OF COMMAND marker. A unit marked OUT OF COMMAND remains out of command that entire turn.

KEY RULE: Infantry and cavalry are in command if within 4 hexes of their respective division or corps commander. Artillery is in command if within 4 hexes of any friendly commander. If in command during the command phase they remain so for the turn.

5.2.4 Units marked OUT OF COMMAND may not move into enemy ZOC, but may remain in an enemy ZOC if they start the turn in it, and may fire offensively and defensively.

Units marked out of command may not build breastworks, build bridges, burn bridges, depots or rail lines, nor search for fords. Out of Command units may not use the Column Movement Bonus.

KEY RULE: Out of Command units may not move into enemy ZOC.

5.3 LEADERS:

Both sides normally have army, corps, and division leaders. All leaders add a -1 die modifier for morale checks for any unit from its command it is stacked with during morale checks. This is not cumulative for leaders, but the leader bonus may be added to a terrain bonus. An army or corps leader stacked with a division leader of their command extends the command radius for that division leader by 1 hex to 5.

FOR EXAMPLE: Lee provides a -1 modifier to any unit in the Confederate army he is stacked with, while Jackson provides a -1 modifier to any unit from his corps he is stacked with, and Hood provides a -1 modifier to any unit from his division he is stacked with.

5.3.1 If a leader is stacked with a unit and the unit is eliminated, or a 10 is the die result (modified or non-modified) during combat, the player must check if the leader is eliminated.

Roll the die again. On a result of 7 - 10, the leader is eliminated and immediately flipped to its REPL side and placed with the nearest friendly unit. On a 1 - 6 the leader is not eliminated, place the leader with the nearest friendly unit.

If a leader is in hex by themselves and are fired upon, on a result of 5 - 10, the leader is eliminated and immediately flipped to its replacement side. On a 1 - 4 it is a miss.

5.3.2 If an enemy unit enters a hex adjacent to a leader alone in a hex, place the leader with the nearest friendly unit.

6.0 ORGANIZATION PHASE:

6.1 During the organization phase In Command units may conduct the following actions:

The following actions will depend upon the battle:

6.1.1 BUILD BREASTWORKS: An infantry or dismounted cavalry unit may build a breastwork in a hex.

A breastwork marker is placed with the BUILD side face up on top of the unit. The unit may not move nor fire offensively that turn. It may fire defensively, but if routed the marker is removed.

During the next turns Organization Phase, the marker is flipped to the side showing the built breastwork. If the unit moves, the breastwork marker remains in the hex and may be used by either player. A player may destroy the Breastworks marker during the Organization Phase by having a unit in the breastwork hex and removing the marker.

Only one breastwork marker per hex is allowed.

KEY RULE: A breastwork may be built by infantry or dismounted cavalry. Place or flip a BUILD marker.

6.1.2 BURN BRIDGES / DEPOTS / RAIL LINE: The player places a FIRE STARTED marker on a unit adjacent to a bridge or in a depot / rail line hex. The unit must be infantry or

cavalry (mounted or dismounted). The unit may not move nor fire offensively that turn. It may fire defensively.

If the unit is routed the marker is removed. During the next turns Organization Phase, the marker is flipped to the side showing the BURNED side. The bridge or depot / rail line is considered destroyed, and the road benefit is negated for that river crossing for the rest of the scenario.

KEY RULE: A depot/bridge may be destroyed by infantry or cavalry (mounted or dismounted). Place or flip a FIRE STARTED marker.

6.1.3 SEARCH FOR FORDS: In battles with unknown ford locations "?" markers will be placed next to ford locations. An infantry or cavalry (mounted or dismounted) unit that starts the Organization Phase in a hex adjacent to a ford marked with a "?" may flip the marker and either reveal a YES or NO on the marker. If a YES, the ford is located there and the marker remains at that location to allow units to cross using the Ford Terrain Effect. If a NO, the marker is removed and the hex is considered River Terrain.

KEY RULE: An infantry or cavalry (mounted or dismounted) unit that starts the phase next to a "?" Ford counter flips it.

7.0 OFFENSIVE ARTILLERY PHASE:



7.1 The player who's turn it is may fire with any of his **unlimbered** artillery units that are in range and line of sight of enemy units.

7.2 When an artillery unit fires, place a FIRED marker on the unit. This unit may not move this turn.

Any of that players artillery units that do not fire may move this turn.

7.2.1 Any number of artillery units may combine their fire at a target hex, as long as each only fire once, and each target is only fired at once per offensive artillery fire phase.

All firing artillery must have line of sight to the target being fired upon.

7.3 Any artillery unit that is firing uses the following procedure:

- » Each artillery unit firing at a target hex determines their range to the target hex and any modifier for range. Count the range from the artillery unit, but not the hex the artillery unit is in, to the target unit, counting the target units hex.
- » Total all modified, combined artillery SP firing at the target.
- » Determine any terrain modifiers and apply to the artillery SP.
- » Roll the combat die and cross reference the die result with the total firing SP on the Combat Chart.
- » Any results are applied immediately.
- » Place a FIRED marker on the artillery unit.

8.0 MOVEMENT PHASE

8.1 Each unit type has a base movement allowance per turn given in a number of movement points (MP).

8.1.1 Infantry, cavalry, limbered artillery, and leaders may all move. Artillery with a FIRED marker on them may not move. Unlimbered artillery may not move unless they limber.

UNIT TYPE	MOVEMENT POINTS
Infantry / Dismounted Cavalry / Limbered Artillery	6
Mounted Cavalry / Leaders	9

8.1.2 A player may move as many or as few of his units as he wants during his movement phase, following all rules for terrain effects and ZOC.

8.1.3 During the movement phase, the current player may move any unit up to its full movement points per turn, paying the terrain cost for each hex entered and/or crossed.

8.1.4 A unit may not spend more movement points than it has in a turn. A unit may not move across prohibited terrain. A unit may not save movement points for future turns. A unit may not transfer movement points to another unit.

8.1.5 Units must stop when entering an enemy ZOC, but if beginning in an enemy ZOC, may move out of that units ZOC into another units ZOC in the same turn, but may not enter the units ZOC that it began the move in. It cost +1 MP to exit an enemy ZOC.

8.1.6 Limbered artillery MAY NOT move adjacent to enemy combat units. (Note: This is a major change from earlier versions).

FOR EXAMPLE: If a Union unit began the turn in Confederate unit A's ZOC, it could move out of the ZOC of unit A, and into any other Confederate units ZOC, but not back into A's ZOC.



Example of Movement:
Confederate unit Douglass has 6 MP, he moves into the first hex paying 1 MP for clear terrain. The next hex is woods terrain costing 2 MP. The next terrain is up 1 level so it costs 1 additional MP (total of 2) and then 1 the last hex entered is clear on the same level, costing 1 MP.

8.1.7 Units may move through friendly units with no penalty.

8.1.8 Only one combat unit is allowed per hex. Any number of leaders may stack with a unit, and markers do not count against the stacking limit.

8.1.9 FORMATION CHANGE: Artillery and Cavalry can change formation - Artillery has to be limbered to move and unlimbered to conduct fire. Cavalry moves quicker when

mounted but may not fire, cavalry moves slower but may conduct fire combat when dismounted.

8.1.10 ARTILLERY LIMBER / UNLIMBER: To change artillery from unlimbered (able to fire) to limbered (able to move), or vice versa, cost 2 MP.



8.1.11 CAVALRY MOUNT / DISMOUNT: To change cavalry from mounted to dismounted cost 2 MP, mark the cavalry with a DISMOUNTED marker. To change cavalry from dismounted to mounted cost 2 MP, remove the DISMOUNTED marker.

The basic is if you have the movement points to conduct the formation change in the formation you are currently in, then you transfer that MP to the formation you finish in.

FOR EXAMPLE: A mounted cavalry moves 3 MP and changes formation for 2 MP, he would have spent 5 MP and have 1 MP left in dismounted. If he had spent 4 to 7 MP he could do the formation change and have 0 MP left for dismounted, and if he spent 8 or 9 MP obviously he could not spend 2 MP for the formation change.

Now going from dismounted to mounted works opposite, if he had spent 4 MP and then changed formation to mounted for 2 MP he would have 3 MP left to spend in the mounted state.

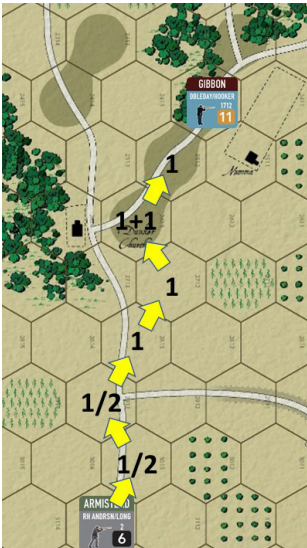
8.2 COLUMN MOVEMENT BONUS:

Any unit that is not within 4 hexes of an enemy unit and is moving on **road or clear** terrain only pays ½ MP per hex entered. If it enters any terrain other than road or clear, he pays the full movement of the terrain entered.

Once it moves within 4 of an enemy unit it pays the full terrain cost of the hex it is entering regardless of road, etc.

EXAMPLE: A Union infantry unit is 6 hexes from a Confederate unit. To enter hex 6 and 5 along a road through woods only cost it a total of 1 MP (1/2 MP for each hex). It has 5 MP once it enters the hex 4 from the Confederate unit.

Routed, Shattered, and Out of Command units may not use this bonus.



Example of Column Movement:
Because Confederate unit Armistead is on the road, and more than 4 hexes from a Union unit, he enters hex 3013 for ½ movement point(MP) and the hex 2913 for ½ MP, spending a total of 1 for the 2 hexes.
Armistead is now 5 hexes from Union unit Gibbon, and has 5 MP remaining. Because he is moving within 4 hexes of a Union unit, column movement ends and he pays full terrain cost of each hex. He enters hex 2813 for 1 MP, and hex 2712 for 1 MP, he goes up 1 level and spends 2 MP (1 for the hex, +1 to go up 1 level). For his last MP he moves into hex 2512, next to Union unit Gibbon.

8.3 REINFORCEMENTS:

Reinforcements that are due according to the scenario turn schedule may enter through the entry areas on the map as listed. They may use their full movement unless otherwise stated and may use column movement bonus if possible. If a reinforcement area has enemy units or enemy ZOC blocking it, the reinforcing units may enter in the next closest open hex of their choice.

9.0 COMBAT PHASE (DEFENSIVE AND OFFENSIVE FIRE)

9.1 During the Combat Phase units conduct defensive and offensive fire combat. Combat results are applied, and combat units of the moving player may advance into defending hexes vacated as a result of combat. Only infantry, dismounted cavalry, and unlimbered artillery may fire.

9.1.1 The current combat strength of a unit is shown by the SP on the unit or the current SP based on the SP marker under the unit. As the unit takes losses the SP marker is rotated, flipped, or replaced to reflect the units current lower SP. When an infantry or cavalry unit loses roughly half of its original SP (the SP shown on the back of the unit), the unit is flipped to its Shattered Side. When a unit reaches 0 SP it is eliminated from play.

9.1.2 Units are never required to fire at enemy units.

9.1.3 Players may combine different units firing at the same target during a combat phase. A player may fire at an enemy unit with as many friendly units as may legally do so, combining all the SP into one attack. However, each unit may only fire or be fired at once per combat phase. An individual unit may not split its SP to fire at more than one target.

9.1.4 When halving combat strength ($\times \frac{1}{2}$) always round down each unit individually (a firing units minimum SP is always 1).

9.2 DEFENSIVE FIRE:

All of the non-moving players combat units that can legally fire, may at the moving player's units. Artillery and infantry/cavalry can combine their fires if Line of Sight is clear for all units.

9.3 OFFENSIVE FIRE:

All of the moving players infantry and dismounted cavalry units that can legally fire, may at the non-moving players units.

KEY RULE: Routed units, and artillery may not fire during offensive fire.

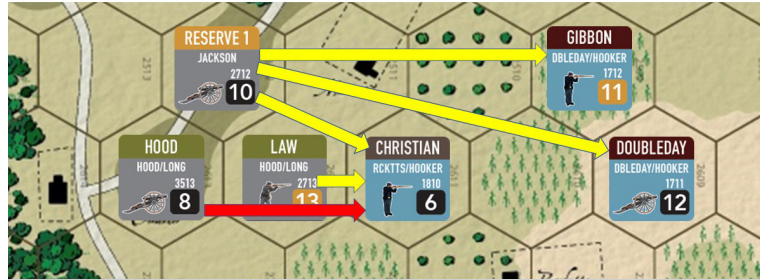
9.4 LINE OF SIGHT:

To fire on an enemy unit at more than 1 hex range, the firing artillery unit must have line of sight to the target unit. Units may always fire at adjacent units. Follow this procedure to determine Line of Sight:

Trace a line from the center of the target unit and firing unit. If a line of sight is unable to be traced without crossing blocking terrain or units, then the line of sight is blocked. Line of sight is blocked by the following:

1. LOS is blocked by woods, and towns.
2. If the firing unit has a hex of equal to or higher elevation than the firing units elevation between it and the target unit the line of sight is blocked.
3. If the firing unit has a hex of equal or higher elevation than the target units elevation the line of sight is blocked. (Key rule note: Please note the wording differences between the two cases above.)
4. Friendly units being fired over that are adjacent to the target unit (Note: You can fire over friendly units at a target unit that is not adjacent to the unit being fired over).

Adjacent units always have a clear line of sight.



Line of Sight Examples:

Confederate Reserve 1 Artillery can fire at Union Gibbon as there is no blocking terrain between them. Confederate Reserve 1 can also fire at Union Doubleday artillery for the same reasons. Confederate Reserve 1 can fire at Union Christian, despite Christian being adjacent to Confederate unit Law, because he is not firing over Law as the line of sight is along the hex line.

Confederate Hood artillery cannot fire at Union Christian because his line of sight is over Confederate Law and Law is adjacent to Christian as the target. Confederate Hood artillery can fire at Union Gibbon and Union Doubleday artillery because there is no blocking terrain.

Law can fire at Christian as they are adjacent and adjacent units can always fire at each other.

9.5 FIRE COMBAT PROCEDURE:

Follow the procedure below for all fire combat, including offensive artillery:

1. Indicate the target hex and the units firing at the target.
2. Check the Range Chart on the Player Aid and modify each firing unit's SP separately. SP may be doubled, normal, or halved (round down, but no unit's SP may be modified below 1).
3. Total all units modified SP firing at the target unit.
4. Reference the total number of SP firing from step 2, on the vertical column on the Combat Chart.
5. Roll the ten-sided die and apply modifiers from the "Die Roll Modifier" list below the Combat Chart on the Player Aid. This information is also given in the Terrain Effects Chart. Determine the final modified die roll. If more than one modifier applies, only use the one most beneficial to the defender.
6. Cross reference the final modified die roll from step 4 with the Firing SP column from step 3.
7. Apply the results from the Combat Chart immediately.

SPECIAL: Flank Fire--- a target unit that is fired on from 3 or more adjacent hexes adds a +1 modifier to the combat roll.

SPECIAL: Units firing at limbered artillery also receive a 1 column to the right shift on the combat chart.

9.6 COMBAT RESULTS:

M: Make a morale check

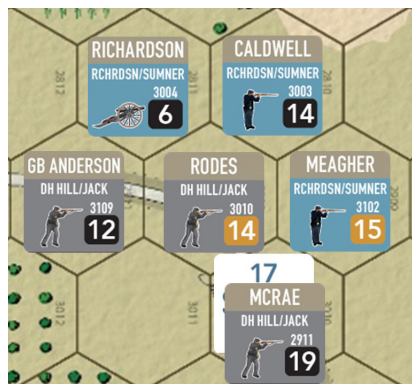
RESULT: Reduce the target unit that many SP and make a morale check (follow morale check procedure below)

#R RESULT: Reduce the target unit that many SP, retreat the unit two hexes, and make a morale check.

***:** A result of 10 (modified or non-modified) causes a leader casualty check if a leader is present. Roll the 10-sided die and on a result of 7 or higher the leader is killed. Flip the leader counter to it's REPL side. Its command range is now 3 hexes.

9.7 MORALE CHECK PROCEDURE:

1. Determine the unit's morale level based on its SP color. Morale is either Green (morale number of 5) morale, Black (morale number of 7), or Gold (morale number of 9).
2. Roll the ten-sided die. Apply any die modifiers for leaders and terrain from the Terrain Effects Chart on the player aid card. Morale check modifiers are cumulative, with one modifier for leaders allowed, and one modifier for terrain.
3. If the number rolled is higher than the unit's modified morale number then the unit immediately Routs. A die roll of 10 before modifiers is an automatic rout.



Combat Example:

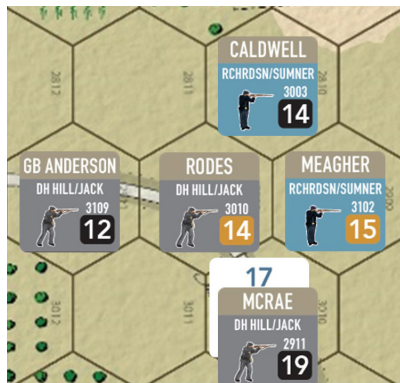
Confederate Defensive Fire, It is the Union turn and movement has ended like this. It is now the Confederate defensive fire phase.

For his first combat he combines the fire of Confederate Unit GB Anderson (12 SP) and Rodes (14 SP) to total 26 SP firing at Union Richardson artillery. Using the 25 - 28 column

of the Combat Chart, the Confederate player rolls a 9, the result of which is 3R. The Union player places an SP marker at 3 SP under the Richardson artillery. Because of the R result the Union player flips the artillery to it's limbered side and retreats the artillery 2 hexes away from the firing unit. He must further reduce the artillery from 3 SP to 2 SP due to the artillery retreat rule.

Because Richardson took a combat loss, a morale check is made by rolling a die. Richardson's morale is black which provides a morale number of 7. The morale check die roll is a 5, meaning Richardson passes the morale check. The Union player moves the Union x1 loss counter up 4 spots on the Loss Track.

Confederate Unit McRae fires on Union unit Meagher with 17 SP, using the 17 to 20 column on the Combat Chart. The Confederate player rolls and gets a 3 on the die, yielding a morale check for Meagher. The Union player rolls the morale check die, the result of which is a 9. Meagher's morale is gold which means his morale number is 9. He passes his morale check.



Combat Example:

Union Offensive Fire, It is now the Union offensive fire phase.

The Union player decides his best chance to break the line is to combine his fire. He combines the SP of Union unit Caldwell and Meagher, giving him 29 SP.

Because he is combining fire he can only fire at Rodes, because Rodes is adjacent

to both units. The Union player rolls the combat die roll, the result of which is a 7. Rodes is in the Sunken Road which means there is a -3 die roll modifier. The final die total is 4 (7 die roll - 3 for Sunken Road). Rodes takes a 1 SP loss and must check morale. The Confederate player places a 13 SP marker under Rodes. The Confederate player moves the Confederate x1 loss marker up 1 spot on the Loss Track.

The Confederate player must check morale for Rodes and rolls a die to check morale. His poor luck continues and he rolls a 10. Rodes has gold morale which equals 9, an unmodified result of 10 is an automatic Rout result. Rodes is routed 3 hexes and a Rout marker is placed on him.

The Union player may advance one unit into the vacated hex, and chooses to advance Meagher due to his gold morale.

9.8 RETREAT AND ROUT:

RETREAT: A unit that retreats is moved 2 hexes away from the unit that fired on it. This is not considered movement so terrain cost is ignored. It must retreat towards a Reinforcement Entry hex or a friendly leader. The owning player conducts the retreat.

It may not enter the same hex twice. It may not enter or cross prohibited terrain, or exit the board. If it cannot retreat due to the above it is eliminated.

It may retreat through enemy ZOC but loses 1 SP for each hex of enemy ZOC retreated through, but may not end a Retreat in enemy ZOC.

If the retreating unit ends up stacked with another unit after 2 hexes, it continues retreating until it does not violate stacking rules.

Artillery on it's **unlimbered side** that receive a retreat result is reduced by 1 SP (in addition to losses by combat) and flipped to its limbered side, then retreat.

A leader that is stacked with a unit that is forced to Retreat/Rout may remained stacked with and retreat/rout with the unit OR move to the closest friendly unit OF THE SAME COMMAND within 3 hexes. If no friendly unit are within 3 hexes, the leader must retreat/rout with the routing unit.

ROUT: A unit that routs is marked with a ROUT marker. It is retreated 3 hexes (this is not considered movement so ignore terrain cost except for terrain that is prohibited to enter or cross, in which case the unit is eliminated). It must retreat towards a Reinforcement entry hex for its side if there is one, or towards its division, corps, or army leader if no entry hex is available. The owning player conducts the retreat.

It may not enter the same hex twice. It may not enter or cross prohibited terrain, or exit the board. If it cannot retreat due to the above it is eliminated.

It may rout through enemy ZOC but loses 1 SP for each hex of enemy ZOC routed through, but may not end a Rout in enemy ZOC.

Routed units may move 1 hex during their movement phase, ignoring terrain cost, but must not end up closer to an enemy unit.

A routed unit that receives any results other than NO RESULT when fired on during combat retreat 3 additional hexes and remain routed. Units with Rout markers may not move into an enemy ZOC. Routed units have NO ZOC other than the hex they occupy. Routed units may not fire during defensive or offensive combat.

KEY RULE: A routed unit retreats towards a reinforcement entry hex or friendly leader. If fired on while routed, any result other than NO RESULT routs the unit an additional 3 hexes.

Artillery on its **unlimbered** side that rout is reduced by 1 additional SP (in addition to any losses by combat) and flipped to its limbered side and rout.

A routing unit may retreat through a hex with friendly units but may not stop. If the routing unit ends up stacked with another unit after 3 hexes, it continues routing until it does not violate stacking rules. Each friendly unit moved through during the rout must immediately conduct a morale check.

9.9 ADVANCE:

An attacking unit may advance into a hex of the defending player that is vacated because of combat. A player firing defensively may not advance as a result of combat.

10.0 RALLY PHASE

10.1 All of the current players units with rout markers that are in command may attempt to rally.

10.1.1 To rally, each unit with a rout marker make a morale check with all modifiers applied. If they pass the morale check the rout marker is removed. If the unit fails, it keeps the Rout marker on it until it's next turns Rally phase when it may try to rally again.

10.1.2 It does not further rout as a result of a failed rally attempt.

10.1.3 Remove all Fired markers from friendly artillery.

11.0 NIGHT TURNS

During **scenarios with** night game turns units may not enter an enemy ZOC. Units may fire if they start the night turn adjacent to an enemy unit. All fire ranges at night are 1 hex.

During night turns with **** stragglers** are checked for units with losses. To check for stragglers each player rolls 1 die for each of their infantry and cavalry brigades that have taken SP losses. On a roll of 1 to 5 no stragglers are recovered. On a roll of 6 to 8 the unit recovers 1 SP. On a roll of 9 to 10 the unit recovers 2 SP. Reduce the casualties on the Casualty Track. No unit may recover more SP's than they began the scenario

with. Units may recover from the effects of being shattered because of this rule.

12.0 TIDE OF BATTLE MARKERS

Each player has a Tide of Battle marker that has the image of a die. A Tide of Battle marker may be used to re-roll a die rolled by the player involving any in command unit. This re-roll may be for a morale check or a fire combat attack only (it may not be used to re-roll one of your opponents die rolls.). When used place the Tide of Battle marker to the side of the board to remind players it has been used.

For multiple day battle scenarios the Tide of Battle marker may be used once for each day of battle. During night turns when checking for stragglers, flip the Tide of Battle markers from their Used Side to the front side of the marker.

13.0 SCENARIO SETUP:

Each game's Battle Book will give set ups for the game and any scenario, as well as Victory Conditions and special rules for that particular battle.

Most games will have the units starting setup and turn of reinforcement printed directly on the counter for the full battle scenario.

14.0 VICTORY:

Victory Points are Awarded for terrain objective hexes as per the scenario book and the scenario being played. Control of a terrain objective hex is determined by the last side to move through or occupy the hex.

Victory points are also awarded for casualties inflicted upon the enemy army. Markers are provided for x1, x10, x100 casualties for each army. As units take losses advance the appropriate marker (Union or Confederate) up the number of spaces on the Loss Track. The markers always start on 0 at the start of each scenario.

The casualty marker should be advanced for each infantry, cavalry, or artillery SP loss in combat. The casualty marker should be advanced 1 for each leader casualty in battle.

At the end of the game award each player 1 VP for each enemy casualty on the track.

The player with the most VP at the end of a scenario wins.