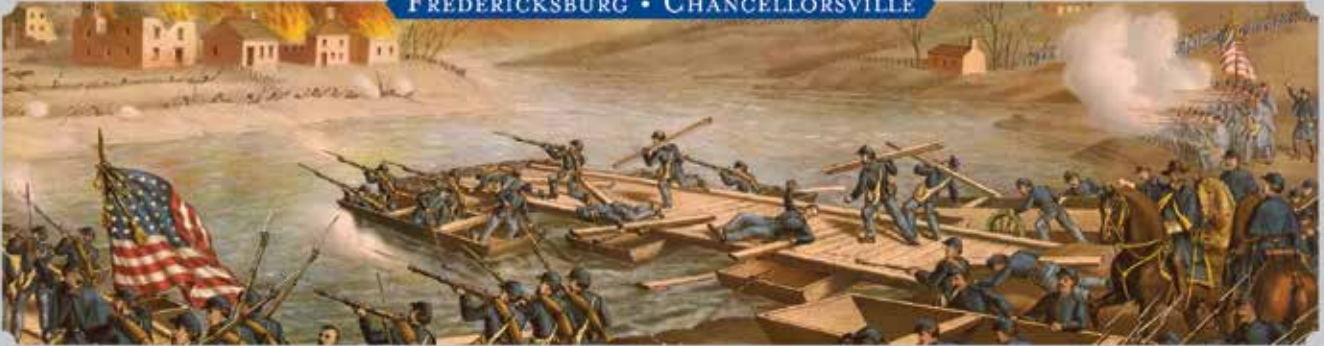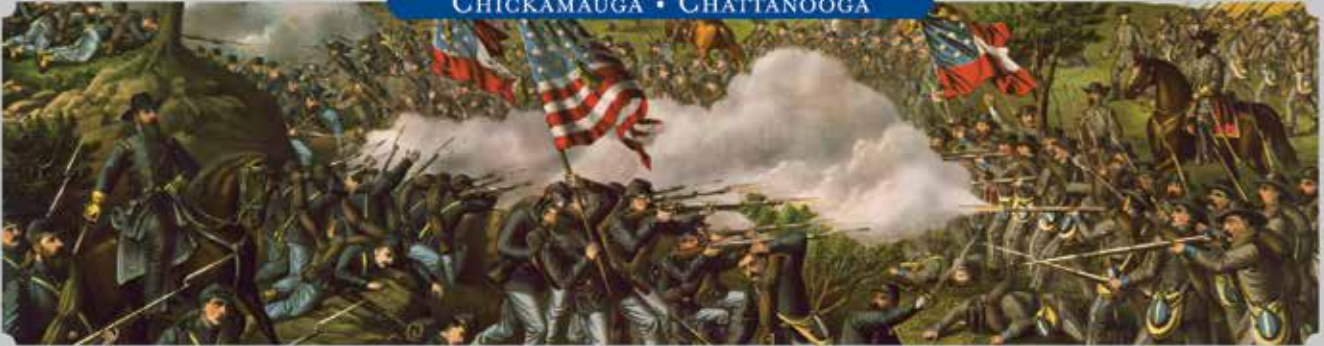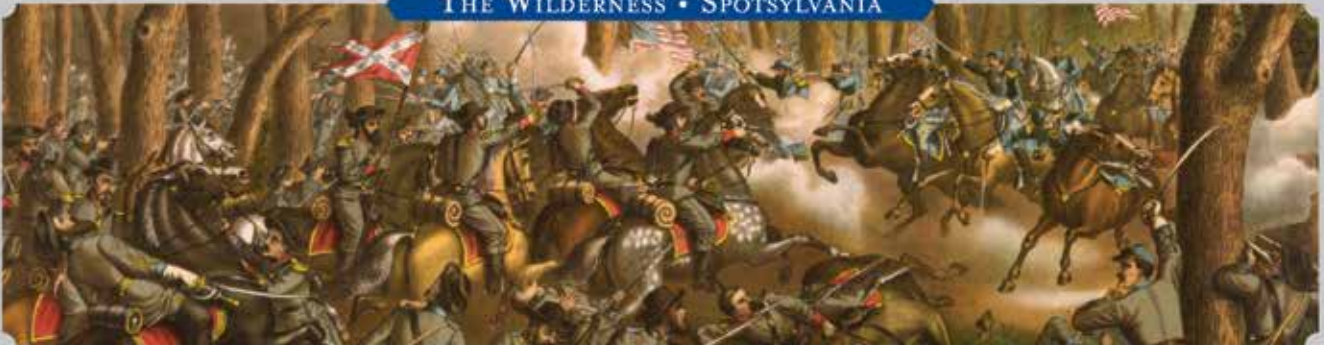# REBEL FURY

BATTLES OF THE AMERICAN CIVIL WAR

FREDERICKSBURG • CHANCELLORSVILLE

CHICKAMAUGA • CHATTANOOGA

THE WILDERNESS • SPOTSYLVANIA

RULES OF PLAY

Campaigns of the American Civil War Volume 1:
Chickamauga, Chattanooga, Chancellorsville, Fredericksburg, Spotsylvania, and The Wilderness

Game Design: Mark Herman

REBEL FURY

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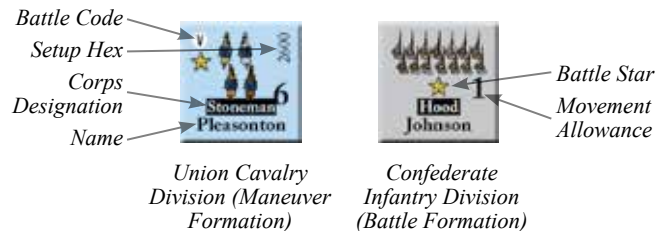1 special six-sided die

Sleeping Sentry

1.0 Introduction

Rebel Fury is a low-to-moderate complexity wargame focusing on the campaigns of the American Civil War. Volume 1 in the series focuses on four 1863 campaigns (Fredericksburg, Chancellorsville, Chickamauga, and Chattanooga) and the opening of Grant's 1864 drive toward Richmond (The Wilderness and Spotsylvania Courthouse).
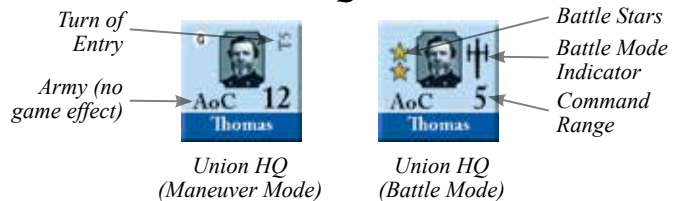
1.1 Set Up

After deciding which scenario to play and who will play each side, the players refer to the historical setup found in the Playbook that indicates the turn a unit is set up and in which numbered hexagonal map spaces (hexes) units are set up. The counters have the setup information on them and a code to denote which battle they are for, but players should check the setups in the Playbook for additional information on scenario specific rules and whether the units are in Field Works or Forts as such information could not be included on the counters.

Divisions

Battle Code
Setup Hex
Corps Designation
Name

Battle Star
Movement Allowance

Union Cavalry Division (Maneuver Formation)

Confederate Infantry Division (Battle Formation)

HQs

Turn of Entry
Army (no game effect)

Battle Stars
Battle Mode Indicator
Command Range

Union HQ (Maneuver Mode)

Union HQ (Battle Mode)

Detachments

Union Infantry Detachment

Confederate Cavalry Detachment

Infantry/Cavalry Detachments behave identically: the difference is shown for historical flavor.

Heavy Artillery

Heavy Artillery Concentration

Heavy Artillery Target marker

1.2 Scale

Map hexes are half a mile per hex. Units are primarily Divisions (large counters) with large Divisions represented by multiple counters. Detachments are typically brigade or regimental formations (small counters). Each game turn is half a day, making every two turns one day of historical time.

# 2.0 Key Concepts & Definitions

2.1 Key Concept 1

There are two different sized units in *Rebel Fury*, Divisions (large counter) and Detachments (small counter).

Detachments have a traditional Zone of Control (hereafter ZOC) that consists of all adjacent hexes unless interrupted by terrain (e.g., Major Rivers).
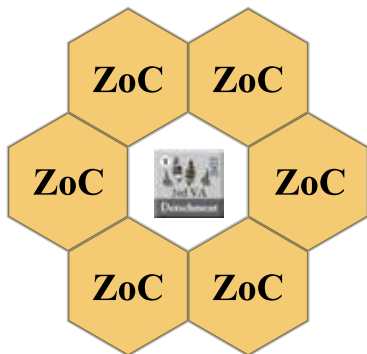
ZoC hexes of a Detachment

A Division has both a ZOC *and* a Zone of Influence (hereafter ZOI). A Division's ZOI consists of all hexes that are adjacent to that unit's ZOC hexes unless interrupted by terrain.
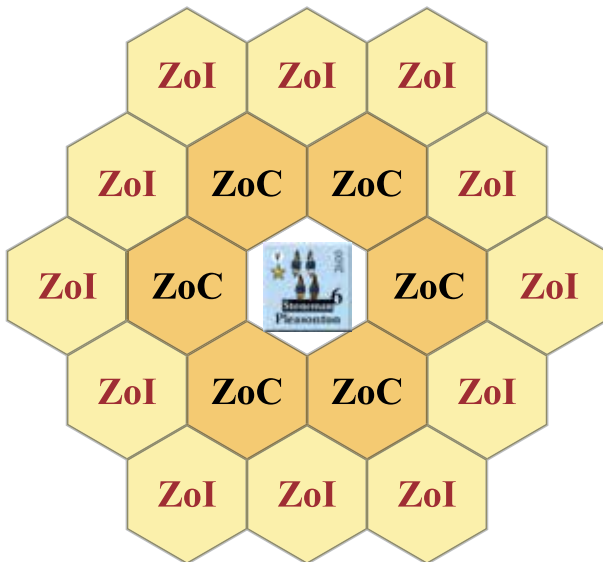
ZoC and ZoI hexes of a Division

2.2 Key Concept 2

Rebel Fury does not use traditional movement points but uses hexes of movement. Divisions can be in one of two Formations: Maneuver or Battle.

Battle Formation   **Maneuver Formation**

Any Division: *move 1 hex*   **Infantry Division:** *move 4 hexes, Extended March along roads 8 hexes*

Cavalry Division: *move 6 hexes, Extended March along roads 12 hexes*

When a Division in Maneuver Formation leaves a road to enter/cross most terrain types or enters an enemy ZOI, it must immediately cease its move and enter Battle Formation (by flipping the counter over). Players should consult the Terrain Effects Chart (hereafter TEC) on the back side of the player aid for the effects of various types of terrain on movement and battle.

Divisions cannot change from Battle Formation to Maneuver Formation during a Movement Phase but can do so during the following game turn's Organization Phase, if not in an enemy ZOC/ZOI.

2.3 Key Concept 3

The only units that move across the hex grid in *Rebel Fury* are Division (Infantry or Cavalry) units represented by the larger-sized counters. Detachments (smaller counters) cannot move but are placed during the Command Phase.

The Movement Phase is conducted as a series of alternating moves whereby each player moves one Division. A Division in an enemy ZOC cannot move. Divisions not in an enemy ZOC can move once, or multiple times in any order; there are no restrictions beyond moving within or toward your HQ's Command Range. Once one side decides that they do not wish to move any further, they pass with their opponent receiving a variable number of additional moves based on a modified die roll.

2.4 Key Concept 4

Only Divisions that are in an enemy ZOC can attack (sometimes referred to as combat for readability). Attack is usually voluntary although there are a few Mandatory Attack situations discussed later (e.g., Entrenchments, Forts, and Pontoon Bridges). A Division can attack multiple times, even sequentially, only restricted by surviving the combat results.

Detachments can never attack but can be attacked. A unit (Divisions and Detachments) can be attacked multiple times in any sequence—again only affected by combat outcomes.

While Command Range affects movement, it does not inhibit the ability of a Division to attack, retreat, or pursue.

2.5 Definitions

Artillery: All Infantry Divisions have organic artillery factored into their capabilities. During combat, each player will have an opportunity to enhance the Battle Rating of their attacking or defending Division with Corps/Army artillery by expending one of their finite Artillery Support Points.

Attack: The acting player designates one Division to attack an adjacent enemy unit. Dice are rolled and modified, resulting in a combat outcome (see Combat Results Procedure). Some attacks are mandatory; all other attacks are voluntary.

Battle Formation: Battle Formation represents the Division formed for attack or defense, depending on the circumstances. When a Division (Infantry or Cavalry) enters certain types of terrain, an enemy ZOI, or has an enemy Division enter its ZOC, it must change to Battle Formation (flipping the counter to its Battle Formation side). A Division in Battle Formation cannot change back into Maneuver Formation until the next game turn's Organization Phase.

Blown: This can occur to a Division during an attack or the Disengagement Step. The Division is placed on the Game Turn track two turns later. If there are less than two turns remaining, the Division is Eliminated. Each game turn, each player can return up to two Blown units to the map.

Cavalry Divisions: Both sides field Cavalry Divisions that are distinct from Infantry Divisions. Cavalry units can only declare an attack against another Cavalry Division or an Infantry or Cavalry Detachment, but they always defend from a Division attack (Infantry or Cavalry). Whether attacking or defending, Cavalry Divisions cannot choose to add Artillery Support (they must always select No Support) nor may they benefit from Heavy Artillery.

Command Range: Each side will have at least one (but often more) HQ in play every turn. An HQ has a range value (the HQ's Command Range) on the counter that varies whether it is in Maneuver or Battle Mode. Divisions move and resolve some steps of the Organization Phase differently depending on whether they are within this range from the HQ (counted in hexes).

Confederate: Confederate units, also referred to as CSA or Rebel forces, are controlled by the Confederate player.

Detachments: Regardless of whether a Detachment shows an Infantry or a Cavalry symbol, they behave identically in play. Detachments are special units on smaller counters which never move except by being withdrawn from the map and subsequently being placed in a new location during the Detachment Placement Step and Detachment Recall Step of the Command Phase. Detachments have a ZOC (but no ZOI) and are useful for screening, holding flanks, or as the rearguard when on the strategic retreat. Detachments, like a Cavalry Division, can never benefit from Artillery Support.

Dice: *Rebel Fury* uses a 10-sided die (d10) where zero is zero, not ten. Each player is supplied with their own die (blue or gray). Die rolls may be modified by adding or subtracting values in some situations. The Die Roll Modifier (hereafter DRM) is ap-

plied before checking the final result against listed outcomes. There is also a special six-sided die that is used exclusively for retreat situations in certain terrain types (e.g., Woods).

Division: Divisions are the *only* type of unit that can move during the Movement Phase. For ease of identification and discussion, all large counter units are referred to as Divisions.

Empty Hex: An empty hex has no units or HQ markers in it. Heavy Artillery Concentrations, Entrenchments, Forts, and Pontoon Bridges are terrain markers that do not affect a hex's empty status.

Entrenchments: Entrenchments are significant defensive earthworks (distinct from Field Works which are constructed during play). The rear hexsides of Entrenchments are marked on the map with X's, and all other hexsides of an Entrenchment hex are frontal hexsides. In *Rebel Fury*, Entrenchments cannot be built during play; their locations are printed on the map. The included Entrenchment markers are for use in future scenarios.

Extended March: Extended March allows Divisions moving entirely on a road or finished railroad to double the number of hexes they may move, as long as they do *not* enter an enemy ZOC or ZOI. Some terrain types will force a unit that uses Extended March to cease movement and enter Battle Formation (e.g., Switchback hexsides).

Field Works: Field Works have two sides, one side for a Construct Field Works, and one for a completed Field Works. Only Infantry Divisions can construct Field Works. A Field Works is placed during setup or constructed over the course of a Movement Phase and the following Organization Phase. If the last friendly unit in a hex with a Field Works or Construct Field Works is ever moved or removed from that hex, the Field Works or Construct Field Works is immediately removed. If a unit with a Field Works or Construct Field Works marker on it attacks or supports an attack, the marker is removed. If an enemy unit enters the ZOC of a Division with a Construct Field Works, the Field Works is immediately removed.

Formation: Divisions can be in one of two Formations, shown on each side of a Division counter: Maneuver or Battle. A Division in Battle Formation can move one hex. An Infantry Division in Maneuver Formation can move up to 4 hexes (or 8 in Extended March along roads) whereas a Cavalry Division can move up to 6 hexes (or 12 in Extended March along roads). During each Organization Phase, units determine their starting Formation for the turn depending on their proximity to enemy units.

> **Play Note:** Entry into most non-clear terrain hexes will force a unit in Maneuver Formation to change into Battle Formation (see the TEC).

Headquarters (HQs): Each side will have one or more HQ markers. HQs have a Maneuver and Battle Mode. Each side of an HQ has that mode's Command Range as measured in hexes and, when in Battle Mode, its attack benefit as measured by the number of Stars on the counter. When the rules say Mode, they are always referring to an HQ and not the similar Division

Maneuver and Battle Formation terms. HQs never move but are placed during the HQ Placement Step of the Command Phase. HQs cannot be Eliminated. Some scenarios skip the initial HQ Placement Phase with the HQ set up in a predetermined location for Turn 1. Some scenarios depict a Turning Movement and an HQ in this circumstance may remain in the same location for the first two turns of a scenario, see scenario instructions.

> **Design Note:** HQs do not represent the location of the named generals and their command staff but are an abstract representation of each army's center of operations for the game turn. You cannot interfere with an HQ marker or displace it during play in any manner. HQs have a single value representing their range of command and, when in Battle Mode, one or more stars.

Heavy Artillery: Some scenarios give one side (almost always the Union) immobile Heavy Artillery Concentrations that have a set up location. The associated Heavy Artillery Target marker is used to show where it is firing and shows an explosion with the range of 5 hexes from the Heavy Artillery Concentration.

Infantry Divisions: Both sides field Infantry Divisions that are distinct from Cavalry Divisions. Infantry Divisions can declare an attack against any type of Division or Detachment. Infantry Divisions are the only types of units that can receive Artillery Support in combat.

Mandatory Attack: A Division must make a Mandatory Attack in several situations, usually by being in the ZOC of an enemy unit in a Fort or Entrenchment. Detachments that would have to make Mandatory Attacks are instead Eliminated. All Mandatory Attacks must be conducted before voluntary (non-mandatory) attacks, in the order of the player's choosing.

Maneuver Formation: Most Divisions move around the map in Maneuver Formation until they enter certain dense terrain, an enemy ZOI, or a unit enters its ZOI, when Divisions must change to Battle Formation (flipping the counter over).

Map-Entry Spaces/Hexes: As indicated in scenarios and on maps. The Chancellorsville/Fredericksburg map has an associated Off-Map Display with several Off-Map Spaces. An Off-Map Space is either connected to other Off-Map Spaces, or a Map-Entry Space which shows its associated Map Entry hex. Divisions which move from the Off-Map Display to the Game Map can no longer return to the Off-Map Display.

Markers: *Rebel Fury* includes several markers that are placed on the map. Entrenchments, Forts, Field Works, and Pontoon Bridges are terrain markers used on the map. HQ markers denote a side's center of gravity. Take note these are markers not units and rules that refer to units do not refer to these markers. There are several administrative markers, such as the Game Turn marker used on the Game Turn track. Each side has an Artil-

lery Decision marker (Artillery Support/No Support), in some scenarios a Heavy Artillery Concentration and Target marker, and an Artillery Ammunition Remaining marker that is used on the Artillery Support track. There is also a Moves/Attacks Remaining mnemonic marker for use after one side passes.

Movement: During the Movement Phase, players alternate choosing a Division (not Detachment) to move. The chosen Division moves a number of hexes up to its current Formation's printed value on the counter; however, see Extended March.

Pass: During the Movement and Attack Phases, the players alternate choosing a Division to move or attack. When a player cannot or chooses not to designate a Division, they must pass. After a side passes, they may no longer designate Divisions for the remainder of that Phase to either move or attack. The side that did not pass may receive a variable number of additional moves or attacks. The Remaining Moves/Attack mnemonic marker is used to track remaining moves or attacks.

Pontoon Bridge: A Pontoon Bridge terrain marker that is placed during setup or can be erected during a scenario to facilitate crossing a river.

Road Movement: A Division in Maneuver Formation that moves along connected contiguous roads or finished railroads can ignore the other terrain in the hex and remain in Maneuver Formation. Road Movement is akin to Extended March but allows a Division to mix Road and non-Road Movement plus enter enemy ZOI up to its printed movement in hexes. Similarly, an HQ in Maneuver (not Battle) Mode that traces its Command Range entirely along roads or finished railroads uninterrupted by enemy units, ZOCs, or ZOIs, may double its placement range, for placing Detachments only. Note that regardless of how the path is traced the final Detachment placement hex must still be in range of the placing HQ.

Stacking: Each hex can contain up to one Division, one Detachment, one HQ, one Pontoon Bridge (per hexside), and one terrain marker (Entrenchment, Fort, or Field Works). Divisions can never stack, move, retreat, or pursue through each other at any time during a turn. Friendly Divisions can enter, move through, and/or remain in the same hex as a friendly Detachment or any HQ (friendly or enemy). Divisions on an Off-Map Display have no stacking limit while on the display. Some scenario setups have entry hexes with stacks of Divisions. Once those Divisions have entered the map, the entry hex returns to a one Division stacking limit.

Terrain: Terrain is printed on the Game Map. Each time a Division in Maneuver Formation enters a hex, it expends one hex of movement. All hexes on the map cost one hex of movement. When a Division enters non-clear terrain (e.g., Woods), it will cease movement and change to Battle Formation. See the TEC for the effects of terrain on Formation changes and attack resolution.

Union: Union units, also referred to as USA or Union forces, are controlled by the Union player.

Units: Units are divided into Divisions (Infantry and Cavalry) using larger counters and Detachments using smaller counters. All references to units include Divisions and Detachments. HQs and Heavy Artillery Concentrations are not units but markers, so references to units never includes HQs or other markers.

Zone of Control (ZOC): The six hexes adjacent to a unit are its Zone of Control. Divisions and Detachments have a ZOC which restricts enemy movement and enemy Detachment placement. A unit in an enemy ZOC must be in Battle Formation and cannot move for the remainder of the Movement Phase. A Division that is in an enemy ZOC, whether moving or stationary, must flip to Battle Formation if not already in that Formation. Some types of terrain block ZOC; see TEC. There is no additional effect for a hex having more than one ZOC projected into it.

Zone of Influence (ZOI): All hexes within two hexes of a Division, not Detachments, constitute the unit's Zone of Influence. ZOI restrict enemy movement and enemy Detachment placement. ZOI extend through and beyond enemy units but are blocked by some terrain types; see TEC. There is no additional effect for a hex having more than one ZOI projected into it.

> **Design Note:** Zones of Influence include the sound of battle and information from skirmishers that impact a commander's decision to deploy out of Maneuver Formation into Battle Formation.

3.0 Sequence of Play

The Sequence of Play is divided into five phases. A phase may be composed of several steps. Each step must be fully completed before the next phase/step in the sequence can begin.

> **Command Phase**
>   *Initiative Step*
>   *HQ Redeployment Check Step*
>   *HQ Redeployment Placement Step*
>   *Detachment Placement Step*
>   *Detachment Recall Step*
>   *Off-Map Movement Step*
> **Organization Phase**
>   *Formation Determination Step*
>   *Blown Division Return Step*
>   *Disengagement Step*
>   *Field Works Construction Step*
> **Movement Phase**
> **Attack Phase**
> **End Phase**

> **Play Note:** Questions of timing are usually caused by taking short cuts and not following the Sequence of Play. If you have a timing question, make sure that you are conducting the game's procedures in the correct order.

4.0 Command Phase

For each step below, both sides complete the step fully before moving on to the next.

4.1. Initiative Step

Each scenario designates which side is the first player on Turn 1. Some scenarios begin with a Turning Movement (e.g., Chancellorsville), and the side executing the Turning Movement is automatically the first player for the first two turns of the scenario.

Starting on Turn 2, or Turn 3 in a Turning Movement scenario, each side totals the number of Battle Stars on their HQs which are on the map. The side with the greater number of Battle Stars is the first player for this game turn. In case of ties, such as zero, each player rolls one die until one player has rolled higher than the other. They are the first player.

> **Play Note:** As this step precedes the HQ Placement Step, initiative is based on the situation at the end of the last turn or the scenario setup.

4.2. HQ Redeployment Check Step

Starting with the first player, each player must check all their HQs to see if they must be removed or they remain on the map. Check the HQs in order based on their mode as given below.

1. **HQs in Maneuver Mode are removed from the map.**

   Notable Exception: If a side is executing a Turning Movement, its HQ(s) are not removed on Turns 1 and 2 and remain in the same hex in Maneuver Mode.

   > **Play Note:** In some scenarios, the Turning Movement HQ is set up in an enemy-occupied hex. This is not a mistake and constitutes a general exception to the HQ placement rules.

2. **HQs in Battle Mode with a Battle Mode Auto marker on it.**
   The HQ is removed from the map.

3. **HQs in Battle Mode with a Battle Mode +2 marker on it.**
   The HQ *must* make a removal die roll. Roll 1d10. Add the number of Battle Stars on the HQ and add 2. Look up the modified result on the following Removal Check Table.

4. **HQs in Battle Mode without a Battle Mode marker on it.**
   The HQ *must* make a removal die roll. Roll 1d10. Add the number of Battle Stars on the HQ. Look up the modified result on the following HQ Removal Check Table.

Federal officer's sword

HQ Removal Check Table	
4 or less	HQ *must* remain in Battle Mode in the same hex for this game turn. If the HQ has a Battle Mode +2 marker, flip it to its Auto side. Otherwise, place a Battle Mode +2 marker on the HQ.
5 or greater	HQ is removed from the map. Remove the Battle Mode marker if present.

Example: An HQ with one Battle Star and no Battle Mode marker rolls the die and gets a 5. Since 5 plus 1 = 6, it is removed from the map. If it had rolled 3 or less, it would have remained in the hex and have received a Battle Mode +2 marker.

4.3. HQ Redeployment Placement Step

Starting with the first player, each player must place all HQs that were removed in the step above, or are arriving as reinforcements, on the map. Each HQ may be placed in either Maneuver or Battle Mode. The placement hex must follow these limitations:

- cannot be placed in a hex containing an enemy ZOC, ZOI, or unit.
- cannot be placed in a hex with a HQ.
- must be placed within 3 hexes of a friendly unit (Division or Detachment). It may be placed in a hex with a friendly unit.
- must be placed closer (not the same distance) to a friendly unit than it is to any enemy units.

In the unlikely event a HQ has no associated units on the map, place the HQ in any empty hex on the map within 3 hexes of a friendly Entry Hex, even in an enemy ZOC or ZOI.

> **Play Note:** This marker represents your command intent. It is not meant to represent a physical presence. Once placed, you cannot interfere with an enemy's HQs in any tangible manner.

4.4. Detachment Placement Step

Starting with the first player, each HQ *may* place one Detachment on the map within its Command Range. The placement hex must follow these limitations:

- cannot be placed in hex containing an enemy ZOC, ZOI, or unit.
- cannot be placed in a hex with a Detachment.
- cannot be placed in an enemy entry hex.
- may be placed in a hex with a friendly HQ and/or Division
- may be placed in an unoccupied Entrenchment or Fort if not in an enemy ZOC or ZOI.

The HQ must trace a path from its hex to the Detachment's placement hex. The path cannot be traced through an enemy ZOC, ZOI, or unit. The path can be no longer than the HQ's Command Range.

Exception: If the HQ is in Maneuver mode and the path is traced entirely by road or finished railroad, the path can be up to double the HQ's Command Range. Note that regardless of how the path is traced the final Detachment placement hex must still be in range of the placing HQ.

> **Play Note:** Remember there is no difference between an Infantry or a Cavalry Detachment. It's just there for historical aesthetics.

4.5. Detachment Recall Step

Starting with the first player, each player may remove all, some, or none of their Detachments from the map. A Detachment can be removed even if placed in the previous step. Detachments can be removed from any location. This includes in an enemy ZOC or surrounded. Removed Detachments are available for placement on any following turn.

4.6. Off-Map Movement Step (some scenarios)

Starting with the first player, each player resolves Off-Map movement. Each Division or stack of Divisions that are in an Off-Map space can move from one space to an adjacent connected space. Each Off-Map space may hold an unlimited number of Divisions. Divisions transfer from the Off-Map Display to the map during the Movement Phase. Only the Union may use Off-Map movement in Volume 1.

5.0 Organization Phase

For each step below, both sides complete the step fully before moving on to the next.

5.1 Formation Determination Step

Starting with the first player, each Division that is in Battle Formation and not in an enemy ZOC or ZOI can be flipped to Maneuver Formation. This is the only time during a turn that a Division can change from Battle Formation to Maneuver Formation.

As the players are checking each Division, they should ensure each Division in an enemy ZOC is set to Battle Formation. This should have occurred previously, but it never hurts to check!

> **Play Note:** If a Division in Battle Formation does not change into Maneuver Formation during this step, then it is going to remain in Battle Formation for the remainder of the game turn.

5.2 Blown Division Return Step

Starting with the first player, each player can return to the map up to two Blown Divisions. Divisions removed due to receiving a Blown combat result or the inability to retreat count toward this two Division maximum. Divisions designated to return to play at this time cannot be delayed for any reason. If more than two Divisions are available to return, the player's opponent chooses which two Divisions return and the remainder are Eliminated from play. They will count as Eliminated units for victory point purposes. Place the returning Divisions in empty hexes adjacent to, not stacked with, a friendly HQ. The hex may not be in an enemy ZOC or ZOI. The returning Divisions are placed in Battle Formation. If for any reason a Division cannot be returned to play, it is Eliminated.

Play Note: It is assumed that the enemy player will pick in-ferior units to return to play, but it is their choice. Remember, you cannot delay a unit's re-entry for any reason!

5.3 Disengagement Step
Starting with the first player, players conduct voluntary retreats. Alternate choosing a friendly Division in an enemy ZOC and have it conduct a retreat. Once a player passes, they cannot re-treat any further Divisions, and their opponent may then retreat up to three more Divisions before ending this step. Retreats in this step follow all the rules for a Retreat combat result. Divisions that are surrounded by enemy Divisions can be removed by applying a Blown result.

Play Note: This is how a surrounded Division can extricate itself, but it is not a 'free lunch.'

5.4 Field Works Construction Step
Flip any Field Works or Entrenchments markers on their Construct side to their completed side if it is in the same space as an Infantry Division that is not in an enemy ZOC (but it *may* be in an enemy ZOI).

6.0 Movement Phase

Starting with the first player, players alternate choosing a Division to activate. Each time it is a player's chance to choose, they *must* either activate a Division or pass. A Division in an enemy ZOC may not be chosen to activate. Detachments and HQ are never activated; they are only placed and removed during the Command Phase. The same Division may be activated multiple times (and even sequentially) during a given Movement Phase. When a Division is activated, it will generally move and may change to Battle Formation. Units in an Off-Map Entry Space may be activated, placed into their associated Map Entry hex, and then conduct a full movement. Instead of moving, an activated Division may construct Field Works or place a Pontoon Bridge.

Play Note: Unlike most games, the same Division can move multiple times in a row and a player's Divisions can collectively move in any sequence until both players pass.

When a player no longer wishes to activate any Divisions, or cannot, they pass. The passing player may no longer activate any Divisions for the remainder of the Movement Phase. The non-passing player must pick one HQ to be the Active HQ. The non-passing player rolls 1d10 and adds one to the die roll for each Battle Star showing on the Active HQ and one for each friendly Division not in an enemy ZOI or ZOC that is within Command Range of the Active HQ. In addition, if there are no non-passing player Divisions in any opponent's ZOCs anywhere on the map, then add 10 to the die roll. The modified die roll is the number of additional activations the non-passing player may make. Mark this number with the Moves Remaining marker. Regardless of the result, the non-passing player can never have more than 19 additional activations.

Play Note: If your opponent tries to use 'cute' tactics and immediately pass to slow down the game, the +10 DRM is intended to thwart this tactic. You can forgo rolling the die once the modifiers are +19 as that is the maximum.

Off-Map units may enter the map as one of the non-passing player's activations. Reduce the Moves Remaining marker by 1 as each Division is activated. The non-passing player must pass when the Moves remaining reaches 0 or all their units are in enemy ZOC. The non-passing player may pass at any time.

Once both players have passed, the Movement Phase is concluded.

6.1 Command Check
When a Division is activated, it must designate an Active HQ. In most scenarios, a side only has one HQ so there is no decision. Otherwise, the player may select any friendly HQ to be the Active HQ. Generally, a Division may select a different HQ each time it is activated.

However, if one player has passed, the non-passing player must select the Active HQ used when determining their Moves Remaining.

Before the Division moves, check to see if the Division is within the Active HQ's Command Range. Command Range is measured in hexes. Do not count the hex where the Active HQ is located but count the hex where the Division is or the hex the Division is trying to enter. The Command Range can be traced through enemy ZOI and ZOC, enemy and friendly units, and all terrain. The activated Division may move, or it may instead construct Field Works or place a Pontoon Bridge (see Field Works and Pontoon Bridges later in these rules for details on their placement).

Design Note: Command represents the army's center of gravity. Each Division is under corps leadership that is factored into the ability for Divisions to conduct local operations.

6.2 Movement
If the Division starts its move within Command Range, the Division cannot enter a hex during its movement outside the Active HQ's Command Range. If the Division starts its move outside of Command Range, the Division must move closer to its Active HQ until it is within the Active HQ's Command Range, and thereafter it may not voluntarily move beyond the HQ's range (see Notable Exception under Road Movement below). Closer means less distance, not the same distance.

The chosen Division moves from hex to adjacent hex, in any combination of directions, up to the movement allowance of its current Formation. Each hex on the map costs 1 hex of movement. A Division is never required to use its full movement allowance. A Division may never enter a hex containing another Division, friendly or enemy, an enemy Detachment, nor an enemy entry hex. In addition, a Division may never move in such a way as to bring an enemy entry hex into their ZOC or ZOI. A Division may move through or remain in a hex with a friendly Detachment, friendly HQ, or enemy HQ. A Division entering

a hex containing an enemy HQ has no impact on its movement or the enemy HQ. Note that some scenarios begin with an HQ and an enemy unit stacked with each other.

> **Important:** *Rebel Fury* has two absolute rules of movement. First, a Division may never enter a hex containing a friendly or enemy Division or enemy Detachment. Second, a Division may never move such that an enemy entry hex is in its ZOI or ZOC. There are no exceptions.

A Division in Maneuver Formation cannot cross a River, Creek, or Run hexside. Only Divisions in Battle Formation can cross these hexsides. Some terrain types (e.g., Woods) will force a Division to change from Maneuver to Battle Formation (see the TEC for specifics). A Division moving in Maneuver Formation may voluntarily change to Battle Formation, regardless of whether it has already moved any hexes. Any time a Division changes from Maneuver to Battle Formation, for any reason, it ends the Division's current movement.

> **Play Note:** One reason to do this would be to cross a River, Run, or Creek hexside. Remember any time a Division changes from Maneuver to Battle Formation it ceases its current move.

When a Division enters a hex in an enemy ZOI or ZOC, it must end its movement and change to Battle Formation. When a moving Division enters the ZOC of an enemy Division in Maneuver Formation, the enemy Division immediately changes into Battle Formation. ZOCs and ZOIs do not extend across some types of terrain hexsides (e.g., Major rivers; see the TEC for specifics).

> **Play Note:** An enemy Division entering a friendly Division's ZOI does not force the latter to change Formation. This is how it is possible for that Division to move away at its higher movement rate.

A Division in Maneuver Formation that begins its movement in an enemy ZOI whose first hex of movement is a hex without an enemy ZOC, ZOI, or Battle Formation terrain effect remains in Maneuver Formation.

Entrenchment Entry Restriction: A Division that is not in an Entrenchment may not enter an Entrenchment hex that is in the ZOC of an enemy Division in an adjacent Entrenchment hex. Any such Entrenchment hex is considered occupied during movement but can be entered due to a successful attack during the Attack Phase (see Entrenchments for details).

> **Play Note:** Entrenchments have some directional nuances that are covered in detail in that section and in Volume 1 only affect Fredericksburg and Chancellorsville. You will see them again in future Vicksburg and Petersburg scenarios.

6.3 Road Movement and Extended March

When a Division in Maneuver Formation moves from hex to hex along a road or finished railroad, it may use Road Movement and ignore the effect of other terrain in the hex unless the terrain explicitly affects Road Movement (e.g., Switchbacks). A Division may combine Road Movement and non-Road Movement in the same activation, up to its movement allowance. Divisions using Road Movement can enter enemy ZOIs, but must stop movement and change into Battle Formation. Divisions in Battle Formation cannot use Road Movement (this is moot as they may only move 1 hex).

Extended March: Divisions in Maneuver Formation that use Road Movement for their entire move and never enter an enemy ZOC or ZOI may move twice their printed movement allowance.

Notable Exception: If a Division in Maneuver Formation that starts its move outside of the Active HQ's Command Range uses Road Movement exclusively, the moving Division can temporarily be further from its HQ, ***if and only if***

a. *the Division does not enter an enemy ZOC/ZOI.*

b. *at the conclusion of its movement, it is closer (not the same distance) to the HQ than it was when it began its movement.*

This does not allow a Division that starts within the Active HQ's Command Range to move outside of that range during its move.

> **Design Note on Notable Exception:** The intent here is that sometimes the historic road network is arrayed in a manner that makes moving closer to a friendly HQ impossible without doing silly things to conform with the Command Range restrictions. A Division ordered to close on the army would follow the road network for its entire march. Please do not torture the wording of this exception to achieve some perceived match advantage.

6.4 Entering Off-Map Units

Some scenarios have units that begin on the Off-Map Display or arrive as reinforcements on a specific turn.

Divisions on an Off-Map Display may remain there for all or part of the scenario. During a Movement Phase, if the associated entry hex is empty, an Off-Map Division may make a full movement by being transferred to the associated Map Entry hex and conduct a full movement from that location. If the associated Map Entry hex is occupied by a friendly Division, then the Off-Map Division may not be transferred from the Off-Map Display. Divisions that have entered the Game Map may not move back to the Off-Map Display.

Divisions that arrive on a specific turn are stacked in their entry hex at the beginning of the Movement Phase of their arrival turn (marked on the counter and in the scenario rules). These Divisions are activated one at a time, in any order. Once the entry hex is empty of these initial units, it may never again contain more than one Division. Divisions in an entry-hex do have a ZOC and ZOI. All other movement rules apply.
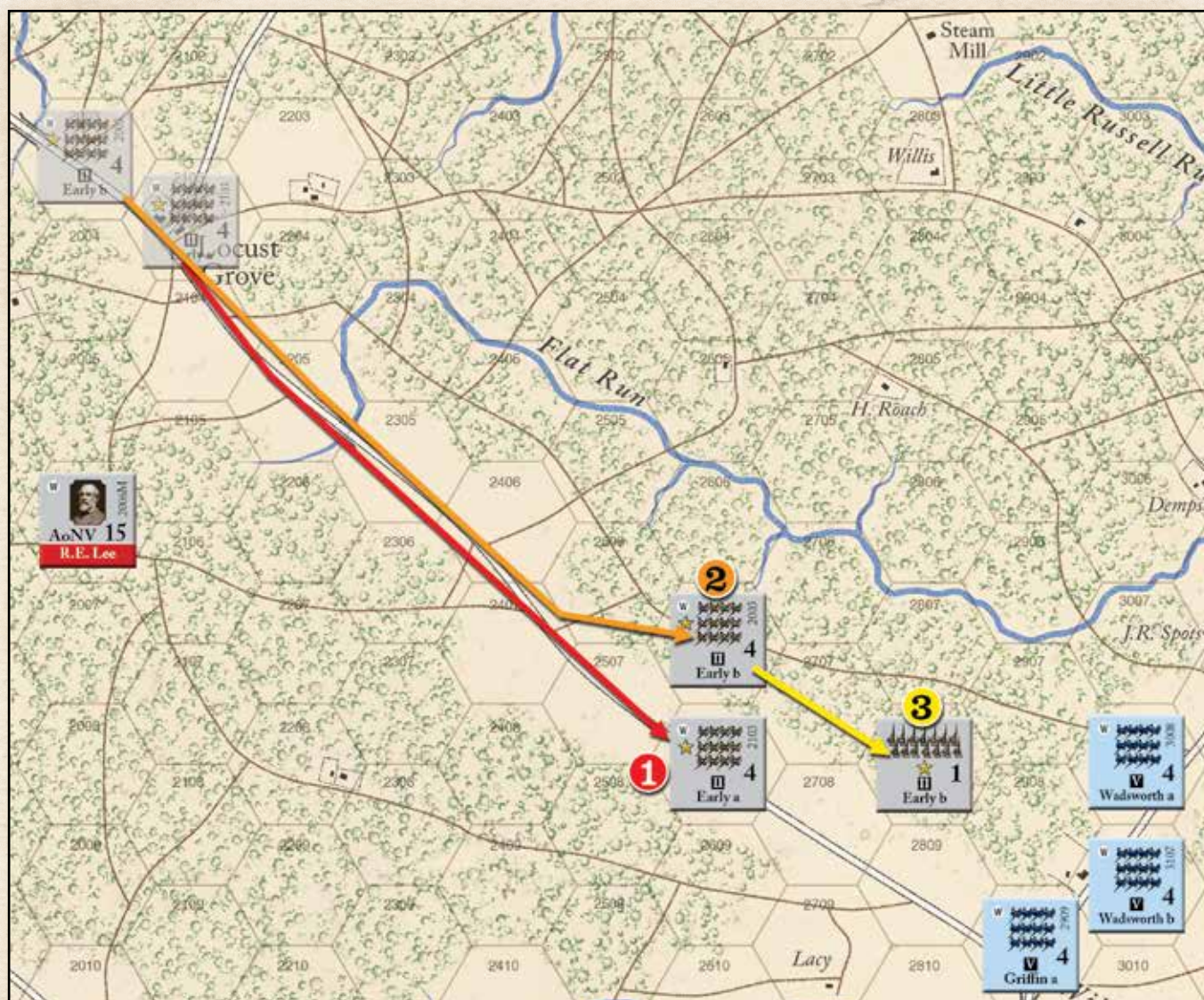
Extended Movement Example: *It is the beginning of the Battle of the Wilderness Scenario. The CSA player takes the first six activations, which we will use to illustrate various movement principles. This example does not attempt to show what "good" play looks like! You will have to experiment for yourself to discover what a good opening looks like for the Confederates. Remember that the only units that cannot be chosen for activation are units in an enemy Zone of Control (ZOC). Units in an enemy Zone of Influence (ZOI) can still be activated!*

For their first activation, the CSA player activates the Early a *Division in hex 2103, and checks if it is in the Command Range of an HQ. The only CSA HQ on the map is* R.E. Lee *in hex 2006 which is only three hexes away, easily within its Command Range of 15. Whatever* Early a *does, it must stay within that 15 hex Command Range. Because* Early a *is in Maneuver Formation it can move up to four hexes, or if it moves entirely along a road and does not enter an enemy ZOC or ZOI, it may move up to eight hexes. The CSA player moves* Early a *seven hexes along Orange Turnpike to hex 2608. Because it is using Extended March,* Early a *cannot move to*

hex 2708 (red arrow) because it would enter the ZOI of Griffin a*, and must remain on the road for the entire movement.*

For their second activation, the CSA player activates Early b *in hex 2003. Like* Early a*,* Early b *will have no trouble staying inside the* R.E. Lee *HQ's Command Range for this activation.* Early b *moves along Orange Turnpike and the small road in hexes 2506 to end its movement in hex 2607 (orange arrow). Note that the smaller roads work the same as larger finished roads like the Orange Turnpike, and units may use Extended March to move across both types of road.*

Next, the CSA player activates Early b *again. You can activate your units in any order, and activate the same unit multiple times in a row (or activate other units and then come back and activate a unit again!). They move* Early b *two hexes, to hex 2808 (yellow arrow), and flip* Early b *to its Battle Formation side. There are actually two reasons* Early b *has to enter Battle Formation. First, because* Early b *entered an enemy ZOI, and secondly because* Early b *entered terrain that flips an entering Division to its Battle Formation side.*
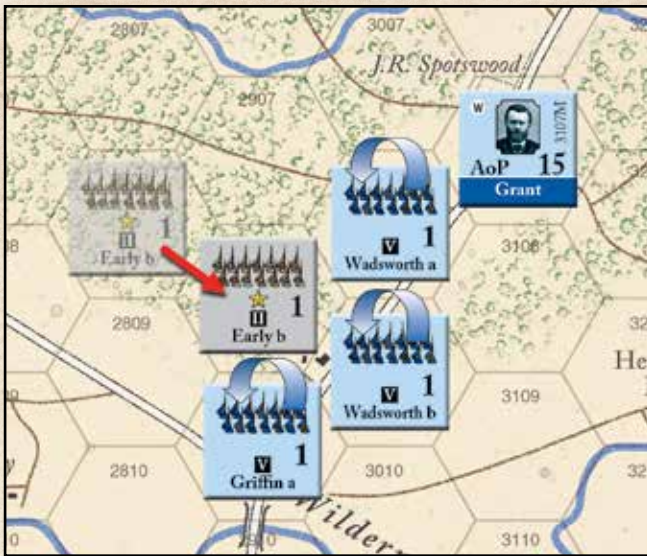
Having used half their starting activations, the CSA player decides to pin Griffin in place and activates Early b one more time. Early b is still only nine hexes away from the R.E. Lee HQ, well within its Command Range (remember, a Division cannot leave the Command Range of the active HQ). The CSA player moves Early b to hex 2908, and all three of the adjacent Union Divisions are flipped to their Battle Formation sides, because an enemy unit entered their ZOC (not ZOI!). Because Early b is in the ZOC of a Union unit, it may not be activated any more—but neither may the Union Divisions. At some point during this Movement Phase, the CSA should probably bring more units up to support Early b! But not now.

Instead, the CSA player activates the W.H.F. Lee Cavalry Division in hex 1012. This Division is 11 hexes from the R.E.

Lee HQ, so the Confederate player will have to ensure they do not move the Cavalry Division out of the Active HQ's Command Range (as a reminder, it is 15 hexes). They move the Cavalry along Catharpin Road to hex 1317, but cannot move into hex 1318, because it would be outside of the Active HQ's Command Range. So, they stop moving there, using only seven hexes of the Extended March.

Finally, the CSA player activates the F. Lee Cavalry Division in hex 3025. This Division is already more than 15 hexes from the R.E. Lee HQ, so normally it must move closer to the HQ with each hex of its movement. However, if the Division moves only on roads and doesn't enter any enemy ZOI or ZOC, and ends its movement closer to the Active HQ than it started (not the same number of hexes away!), it can enter hexes during its movement that are equidistant or farther from the Active HQ as the hex they are moving from.
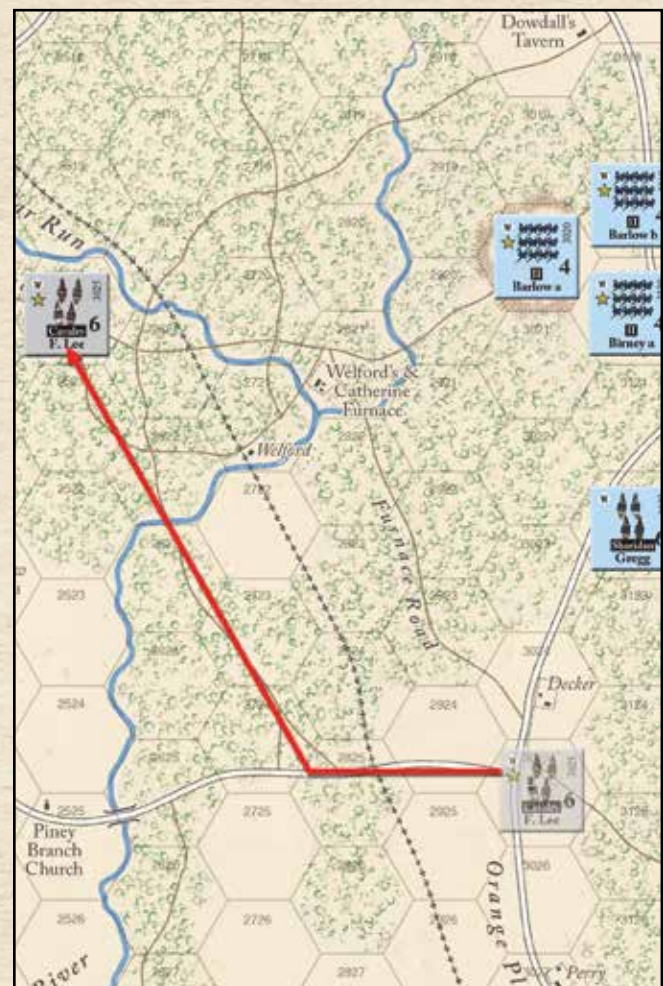
F. Lee starts 24 hexes away and does not want to enter hex 3024, because it would have to stop moving when entering an enemy ZOI. Instead, it moves to hex 2825, then along the small roads until it reaches Furnace Road in hex 2520. Even though the move from hex 2924 to 2825 did not bring the Division closer to the Active HQ, it is allowed to make this move because of the conditions mentioned in the previous paragraph.

A player with units in an Entry Hex may not pass during the Movement Phase if it is possible to move Divisions out of an Entry Hex. After one player passes, the non-passing player must activate a unit in an Entry Hex and move it out of the Entry Hex if possible before moving units already on the map.

Play Note: Remember, never place a Detachment nor move a Division such that it projects a ZOC/ZOI into an enemy entry hex. Therefore, there is no situation that would cause a Division in a friendly entry hex to have to attack to enter the map or be attacked in an entry hex.

Design Note: Gamers love to try to interdict enemy reinforcements at the map edges. Simply stated, you cannot, and I have written these rules to reflect this intent. In addition, if possible, you must move all reinforcements that are on an entry hex out onto the map and, again, attempts to do something else are illegal behavior.

6.5 Optional Analysis-Paralysis Stalemate Rule

If each player makes 20 consecutive moves (40 moves in total) without a Division from either side entering a ZOC, then end the Movement Phase immediately. Use the Moves Remaining counter to keep track if desired.

Design Note: This rule should never come into effect and hence it's optional. It is basically a variant of a Chess rule. On two rare occasions I have seen players adamant that they were not going to pass. Both players just pushed the same unit back and forth in a classic "I am not going to blink" standoff. While I found it amusing, this rule is added to maintain the pace of play.

Frying hardtack

7.0 Attack Phase

Starting with the first player, players alternate choosing a Division to attack an enemy unit in their ZOC. The same Division may attack multiple times in the same Attack Phase including attacks against the same target. Each time it is a player's chance to choose, they must either attack with a Division or pass.

Most attacks are voluntary and a player can pass at any time unless they have remaining Mandatory Attacks. Some attacks involving Entrenchments, Forts, and Pontoon Bridge placement are mandatory and must all be resolved before a player may pass. As a reminder, mark Mandatory Attacks with Must Attack markers.

Play Note: The same Division can be the attacker in a series of attacks until it either suffers an adverse result or is victorious. Any unit (Division or Detachment) can be the target of a series of consecutive attacks until it either suffers an adverse result or prevails.

When a player passes, they may no longer initiate attacks for the remainder of the Attack Phase. The non-passing player rolls a 1d10 and receives additional attacks equal to the die roll plus 3. Mark this on the record track with the Attacks Remaining marker. Reduce the marker by one for each attack conducted.

The non-passing player must use the additional attacks first to make all Mandatory Attacks. If the Attacks Remaining marker is on zero and there are still Mandatory Attacks to be made, the player must continue to conduct the Mandatory Attacks until all have been conducted and then the Attack Phase ends. If after conducting all Mandatory Attacks, the player has Attacks remaining, they may conduct voluntary attacks. The non-passing player may pass at any time after they have conducted all Mandatory Attacks. They do not need to conduct all additional attacks they receive.

7.1 Mandatory Attacks

There are three situations where units must make Mandatory Attacks (see the Entrenchments, Forts, and Pontoon Bridge sections for additional details).

1. All units that are not in an Entrenchment and are in the ZOC of an enemy unit across a frontal hexside of an Entrenchment must make an attack against that Entrenchment hex.
2. All units in the ZOC of a unit in a Fort must make a Mandatory Attack against the Fort.
3. A unit that placed a Pontoon Bridge during the previous Movement Phase must attack any enemy unit(s) in its ZOC across the Pontoon Bridge.

If a Division must make more than one Mandatory attack, the owning player decides the order of execution. If any set of combat results create a circumstance in which an unstacked Detachment would have to make a Mandatory attack, the Detachment is immediately Eliminated. Field Works do not require a Mandatory Attack.

Play Note: Remember during the Attack Phase you cannot pass if you have any remaining Mandatory Attacks. All Mandatory Attacks must be resolved, even if you do not have remaining attacks after an opponent's pass.

7.2 Heavy Artillery Concentration

If the scenario has a Heavy Artillery Concentration, before any attacks are declared by either player, the owning player (usually Union) may place their Heavy Artillery Target marker. Place the Heavy Artillery Target marker on any hex (occupied or unoccupied) that is within five hexes of the Heavy Artillery Concentration. This marker is removed at the conclusion of the Attack Phase.

7.3 Stacked Detachments in Combat

A Detachment stacked with a Division has no effect on combat and cannot be the target of an attack. In all situations where a non-pursuing Division involuntarily vacates the hex the Detachment is Eliminated.

7.4 Attack Resolution

The side declaring the attack is the Attacker and the opposing side is the Defender. Each attack consists of one attacking Division versus one defending Division or Detachment. The Attacker can potentially have another Division provide support to the attack. A Division does not have to be in Command Range of an HQ to attack. Cavalry Divisions can only declare an attack against an enemy Cavalry Division or a Detachment. Detachments can never declare an attack. A Detachment stacked with an attacking or defending Division has no effect on the attack but suffers any result.

Play Note: As distinct from Movement, Attack, Retreat and Pursuit occur both within and outside of an HQ's Command Range.

To resolve each attack, conduct the following steps:

Step 1: Each side secretly determines Artillery Support then both simultaneously reveal.

Step 2: Each side determines their Battle Rating.

Step 3: Each side determines their Tactical Position using their Battle Rating (and potential Leader Casualty).

Step 4: Resolve the Attack Result

Step 5: Conduct possible Pursuit

Step 1: Determine Artillery Support

Each side secretly determines Artillery Support using their Artillery Decision marker, then both simultaneously reveal. Only attacking or defending Infantry Divisions may use Artillery Support, never Cavalry Divisions nor Detachments. Players with 0 Ammunition Points must bid No Support. If a side reveals Artillery Support, they must spend an Ammunition Point. A maximum of one Ammunition Point can be spent in each attack and even if the same attack is repeated another Ammunition Point must be expended.

Step 2A: Attacker Battle Rating

The Attacker begins with a Battle Rating of 1. All modifiers to the Battle Rating given below are cumulative.

Troop Quality: Add the attacking Division's Battle Stars to their Attacker Battle Rating.

Artillery Support: Add 3 to the Attacker Battle Rating if the player has Artillery Support. Cavalry and Detachments cannot receive Artillery Support.

Heavy Artillery: Add 3 to the Attacker Battle Rating if a Heavy Artillery Target marker is on or adjacent to the attacking Infantry Division. Cavalry cannot benefit from Heavy Artillery. The use of Heavy Artillery is independent of Artillery Support and does not require the expenditure of an Ammunition Point.

Leadership: If the attacking Division (not the defender's hex), is in Command Range of a friendly HQ in Battle Mode, the HQ's Battle Stars may be added to the Attacker Battle Rating. This use is optional since the HQ will be subject to Leader Casualty if the attack die roll is a 0 or 9. Only one HQ from each side can affect a given attack.

Corps/Division Integrity: Add 1 to the Attacker Battle Rating if one or more friendly unit(s) is adjacent to the Attacker (does not have to be adjacent to the Defender) which has the same Corps designation or has the same Division name with a different lower case letter.

Example: Anderson a and Anderson b would provide Division Integrity to the other.

Attack Support: Add 2 to the Attacker Battle Rating if a friendly Division (not Detachment), is simultaneously in both the Attacker's and Defender's ZOC. This can be the same unit used for Corps/Division Integrity.

Unstacked Defending Detachment: Add 4 to Attacker Battle Rating if the Defender is a lone Detachment.

Play Note: Remember Detachments stacked with a Division have no effect on the attack, but are Eliminated if a combat result causes the Division to vacate the hex.

Design Note: Historically, attacks came from a single vector. They could not coordinate multi-vector attacks due to command control and doctrine (friendly fire). In a nutshell, you cannot gain support from a unit that is not adjacent to both the primary Attacker and Defender.

Design Note: My dear friend Richard Berg in his epic *Terrible Swift Sword* acquainted the gaming community with the idea of coherent command structure where units that did not operate with their Formation suffered command penalties. Unfortunately, while this type of command system is pleasing and well understood, the historical participants rarely felt so constrained. In most of the battles in the Civil War, there are so many exceptions that I am imposing no penalties for mixing Formations. Instead, you get a benefit if you are adjacent to one of your associated units when attacking, even if it is not adjacent to the enemy.

Step 2B: Defender Battle Rating

The Defender begins with a Battle Rating of 1. All modifiers to the Battle Rating given below are cumulative.

Troop Quality: Add the defending unit's Battle Stars to the Defender Battle Rating.

Artillery Support: Add 4 to the Defender Battle Rating if the player has Artillery Support. Defending Cavalry and Detachments cannot receive Artillery Support.

Defender Terrain Modifier: Not cumulative; use the highest addition that applies:

• Add 5 to the Defender Battle Rating if the attack is made across the frontal hexside of an Entrenchment.

• Add 5 to the Defender Battle Rating if in a hex with a Fort marker.

• Add 3 to the Defender Battle Rating if in a Defensible Terrain hex (see TEC).

• Add 3 to the Defender Battle Rating if in a hex with a Field Works marker.

> **Play Note:** Detachments do benefit from Terrain modifiers. Field Works in Defensible Terrain are factored into the Defensible Terrain modifier, so building a Field Works in Defensible Terrain adds no additional benefit.

Leadership: If the defending Division (not Detachment) is in Command Range of a friendly HQ in Battle Mode, the HQ's Battle Stars may be added to the Defender Battle Rating. This use is optional since the HQ will be subject to Leader Casualty if the attack die roll is a 0 or 9. Only one HQ from each side can affect a given attack.

Corps/Division Integrity: Add 1 to the Defender Battle Rating if one or more friendly Division(s) is adjacent (does not have to be adjacent to the attacker) which has the same Corps designation or has the same Division name with a different lower-case letter.

Example: Anderson a and Anderson b would provide Division Integrity to the other.

> **Play Note:** There is no defender support beyond Corps/Division Integrity.
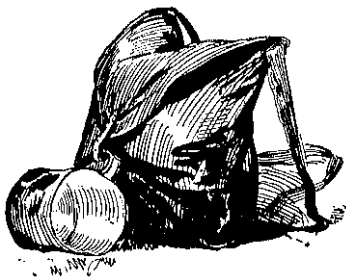
Soldier's haversack & tin cup

Step 3: Tactical Position Determination and Possible Leader Casualty

Each side rolls 1d10 and cross references the die roll with their Battle Rating on the Tactical Position Determination Table. The result is used in Step 4.

If a side used the Leadership modifier for their Battle Rating and their Tactical Position die roll is a 0 or 9, they suffer a possible Leader Casualty. The player immediately rolls 1d10 and adds 1 to the die roll for each Battle Star on the HQ. If the modified die roll result is equal to or greater than 9, the HQ is immediately flipped over to its Maneuver Mode and cannot enter Battle Mode for the remainder of the battle. Place a Leader Casualty marker on the HQ as a reminder. A Leader Casualty has no effect on the current attack. The Tactical Position does not change due to this casualty.

> **Play Note:** HQs that are in Maneuver Mode can never receive a casualty result as they do not add Battle Stars to an attack. An HQ with 3 stars (Jackson) has a 30% greater chance of becoming a casualty, so make sure that you do not frivolously use an aggressive HQ.

> **Design Note:** While the HQ marker does not represent the exact location of the General and his staff, they are somewhere in the vicinity of their troops. A leader casualty does not necessarily mean that the named personage such as Lee himself becomes wounded, but that the hostile fire has damaged the HQ's ability to conduct aggressive operations due to the loss of some key subordinates. A critical example occurred at Chancellorsville where Jackson and Hill were both wounded with Rodes taking command. In the same battle, Hooker was wounded but continued to maintain command at a reduced capacity.

Step 4: Resolve Attack Result

Cross reference the Defender's Tactical Position in the left column with the Attacker's Tactical Position across the top of the Attack Results Table to determine the result and implement it immediately (see Combat Result Explanations below). If a Defender in Defensible Terrain or a Field Works receives a Defender Retreats result, or an Attacker attacking Defensible Terrain, an Entrenchment, a Field Works, or a Fort receives an Attacker Retreats result, roll the special six-sided die to see if the unit retreats or is Blown (see the Attack Results Table on the Player Aid Card). Defenders in an Entrenchment or a Fort which receive a Defender Retreats result are instead Eliminated. A Detachment stacked with an attacking or defending Division that receives a result that has the Division vacate the hex eliminates the Detachment.

> **Play Note:** If the Defender is in a Field Works or Defensible Terrain, I suggest that you roll the special six-sided die with the attack dice to save time.

Combat Result Explanations

The Combat Results below apply to Divisions; Detachments that receive any combat result that causes them to vacate their hex are Eliminated. A Counterattack result removes the Detachment for potential future placement. If a Detachment is stacked with a Division that receives a combat result that causes the Division to vacate the hex, the Detachment is Eliminated.

Blown:

>**Division Defender in Entrenchment or Fort is Blown:** Blown result is treated as Eliminated.

>**Attacker versus a Detachment Defender:** Defender Blown result is treated as Eliminated.

>**All other Blown Result to either Attacker or Defender:** Blown Division is removed from the map and placed on the Game Turn track two turns ahead of the current turn (i.e., 24 hours later). If there are less than two turns remaining, the Division is Eliminated.

Breakthrough: The defending Division is Eliminated. One defending player's Division that was in the defending units ZOC (if more than one, Attacker's choice) must retreat (see Retreat). If the only adjacent unit is a Detachment, it is Eliminated. If the Defender used Artillery Support, the Defender loses one Ammunition Point for exploding caissons. If there are no Ammunition Points left, there is no additional effect.

Disaster: The attacking Division is Eliminated (see Eliminated). If Attack Support was used, the supporting Division is Blown (see Blown). If the Attacker used Artillery Support, the Attacker loses one Ammunition Point for exploding caissons. If there are no Ammunition Points left, there is no additional effect.

Eliminated: Eliminated unit is removed from play for the remainder of the game.

Retreat: Division Defender in Entrenchment or Fort Retreat: Retreat result is treated as Eliminated.

All Other Division Retreat Situations: A Division must retreat by moving two to three hexes away from the victorious enemy unit considering the following restrictions:

a. Each hex of retreat must be further from the victorious enemy unit regardless of friendly HQ range.

b. A Division cannot enter a hex containing a Division, whether friendly or enemy. Retreating into and through an HQ or friendly Detachment is allowed.

c. A Division must retreat three hexes unless the second hex entered is Defensible Terrain, where the retreat may stop or be continued to the third hex at the retreating player's choice.

d. If a Division retreats through a hex in an enemy ZOC, it is immediately removed from the map and placed on the Game Turn track two turns ahead of the current turn (i.e., one day later).

If a retreating Division cannot meet each of these restrictions, it is treated as a Blown result; it is immediately removed from the map and placed on the Game Turn track two turns ahead of the current turn (i.e., one day later). Units removed due to an inability to meet all retreat conditions return in the same manner as Blown units. They must return on the designated turn; their return cannot be delayed and they count toward the two 'Blown' unit return limit.

Counterattack: The defending Division must perform an immediate counterattack. The original Defender is now the Counter Attacker and the original Attacker is Counter Attacked. The Counter Attacking Division is eligible for Pursuit (see Step 5 below).

a. The original Attacker retains its originally calculated Battle Rating, no changes.

b. The Counter Attacker uses their original Battle Rating and adds 3.

c. Per Step 3 of the Attack Procedure, each side rolls 1d10 die to determine a new Tactical Position on the Tactical Position Table.

d. Per Step 4 of the Attack Procedure, the Counter Attacker now using the Attacker column with the Counter Attacked unit using the Defender row determines the counterattack result.

e. Resolve the result of the Counterattack. If the result is a second Counterattack, the Counter Attacker (original Defender) Retreats. Apply all Blown or Retreat results using the original Defender's Terrain, regardless of which side was Blown or Retreating.

Step 5: Pursuit

If the defending unit (not Attacker) is Blown, Eliminated, or Retreats and the attacking Division is not in the ZOC of any other enemy unit, the attacking Division must move into the vacated hex. A pursuing Division can enter a hex beyond the Command Range of its HQ.

If a Detachment is stacked with a Division that pursues, the Detachment remains in the hex.

If the pursuing Division after this one-hex move is in Command Range of a friendly HQ in Battle Mode with two or more Battle Stars and is not in the ZOC of any enemy unit, the Division may move one additional hex.

Play Note 1: The attacking Division may continue attacking in subsequent attack opportunities, so long as there is at least one enemy unit in its own ZOC and is otherwise eligible.

Play Note 2: A Detachment stacked with a Division that must pursue into the now vacated enemy hex is *not* eliminated.

8.0 End Phase

After both players have passed in the Attack Phase, the turn is over. Remove the Heavy Artillery Target marker if present. If this was the last turn, determine the winner; otherwise, advance the Game Turn marker and begin a new turn.

Extended Attack Example: *It is the Attack Phase of the first turn of the Fredericksburg scenario. The Union player is the first player and declares the first attack. They have a number of Mandatory Attacks to resolve, along with some voluntary attacks they would like to make. These attacks will be used to show how the combat procedure works, but should not be taken as sound strategic advice. Before reading this example, you should familiarize yourself with the scenario rules, especially the "Union Grand Division" rule, which slightly modifies how Corps/Division Integrity works in this scenario.*

First, the Union player must place the Heavy Artillery Target marker within five hexes of the Heavy Artillery Concentration in 3635. They place it in hex 3238, which is exactly 5 hexes away. Note that it's placed in a hex that contains a Union unit; it could also have been placed in a hex with a CSA unit, or an empty hex. It does not matter what else is in the hex. This Heavy Artillery Target marker will convey an advantage to some upcoming attacks.

Next, the Union chooses to resolve a Mandatory Attack. There are several on the map, including an attack by the Union Getty Division against the CSA D.H. Hill b Division in the Entrenchment adjacent to the Heavy Artillery Target marker. We will resolve that attack first. Note that attacks may be made by Divisions outside the Command Range of a friendly HQ. To attack, we will carefully follow each of the five steps of the Attack Procedure:

Step 1: Determine Artillery Support. *The Union and CSA player each take their Artillery Support marker and secretly choose whether they will add Artillery Support to this combat. In this case, both the Union and CSA player choose Artillery Support and expend an Ammunition Point. The benefit of Artillery Support is resolved in Step 2.*

Step 2A: Determine Attacker Battle Rating. *The Union Division begins with a Battle Rating of 1 and each modifier will add to it (never subtract):*

Troop Quality: The Getty Division has no Battle Stars, so no modifier.

Artillery Support: The Union has Artillery Support, so +3 Battle Rating (now totaling 4).

Heavy Artillery: The defending D.H. Hill b Division is in or adjacent to a hex with a Heavy Artillery Target marker, so +3 Battle Rating (now totaling 7).

Leadership: The Getty Division is not within the Command Range of a friendly HQ in Battle Mode, so no modifier.

Corps/Division Integrity: There is an adjacent Division with the same Corps designation (Sturgis), so +1 Battle Rating (now totaling 8). Technically only the Grand Division designation of "R" matters for this scenario.

Attack Support: There is not a Union Division in both the Attacker and Defender's ZOC, so no modifier.

Unstacked Defending Detachment: The Defender is not an unstacked Detachment, so no modifier.

The final attacker Battle Rating is 8.

Step 2B: Determine Defender Battle Rating. *The CSA Division also starts with a Battle Rating of 1 and each modifier will add to it (never subtract):*

Troop Quality: The D.H. Hill b Division has one Battle Star, so we add it to the Battle Rating (now totaling 2).

Artillery Support: The CSA has Artillery Support, so +4 Battle Rating (now totaling 6).

Defender Terrain Modifier: The D.H. Hill b Division is in an Entrenchment being attacked across a frontal hexside, so +5 Battle Rating (now totaling 11). Any further additions to the Battle Rating will still roll on the 10+ column of the Tactical Position Determination Table, so we could stop adding to the Battle Rating, but we will check the other two modifiers for completeness.

Leadership: D.H. Hill b is not in the Command Range of a friendly HQ in Battle Mode, so no modifier.

Corps/Division Integrity: D.H. Hill b can get this modifier two different ways. The adjacent Early a Division has the same Corps designation (II Corps), and the adjacent D.H. Hill a division can provide Division Integrity since they share the same Division name (D.H. Hill). Either way, this modifier can only be applied one time, so it doesn't matter which one they choose, +1 Battle Rating (now totaling 12).

Step 3: Determine Tactical Position. *Each side rolls 1d10 and checks the Tactical Position Determination Table to see their Tactical Position. The Union rolls a 4, and the CSA rolls a 1. With the Union Battle Rating of 8, they have "Advantage" as their Tactical Position. With the CSA Battle Rating of 12 (using the 10+ column of the table) their roll of 1 also gives a Tactical Position of "Advantage."*

Step 4: Determine Attack Result. *Now we can resolve the combat. We check the Attack Results Table and cross reference the Tactical Position of Attacker and Defender (both "Advantage" in this case) to see the result:* **Attacker Retreat.** *Because the Defender is in an Entrenchment, the Union must roll the special six-sided die to see if they apply this Retreat result, or are instead Blown. They roll and get a Retreat result. The Union Getty Division must retreat three hexes, and each hex it enters must be farther away from D.H. Hill b than the previous hex. They retreat to hex 3536.*
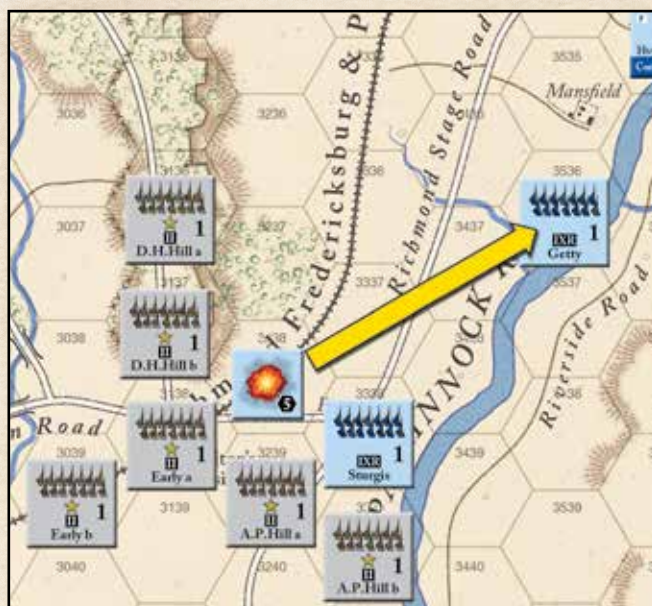
Step 5: Pursuit. *There is no pursuit because the defending unit was not Blown, Eliminated, or forced to Retreat. Defenders may never pursue.*

Now the CSA player may conduct an attack. They choose to attack the Union Sturgis Division in hex 3338 with their <u>A.P. Hill b</u> Division in 3339. This time, we will summarize the steps:

Each side again uses Artillery Support and expends an Ammunition Point. Note that because the Union is defending, the Heavy Artillery Target marker will have no effect on the combat. Now we determine the Attacker Battle Rating. Adding Troop Quality, Artillery Support, Division Integrity, and Attack Support, we come to a total of 8 (note that the same Division can provide both Corps/Division Integrity and Attack Support). The Defender only benefits from the modifier for Artillery Support for a Battle Rating of 5.

The CSA rolls an 8 and the Union rolls an 1. The CSA Tactical Position is "Significant Advantage," while the Union Tactical Position is "Disadvantage." The result of combat is Defender Blown. The Union <u>Sturgis</u> Division is removed from the map and placed on the Turn Track two spaces ahead of the current turn (Dec 13 PM). Because the defender was Blown, the attacker must move into the vacated hex (3338). If <u>A.P. Hill b</u> was in Command Range of a friendly HQ with two Battle Stars in Battle Mode, it would be able to move into an additional hex, but it is not.

Now the Union may declare another attack (our final example), and they still have Mandatory Attacks remaining: they declare an attack against the CSA <u>Ransom a</u> Division in Marye's Heights with their <u>Hancock</u> Division. Again, both sides add Artillery Support. The Union Battle Rating is 8 (Troop Quality, Artillery Support, Corps/Division Integrity, Attack Support). The CSA Battle Rating depends on whether they choose to add support from the <u>R.E. Lee</u> HQ that is in Battle Mode. Because <u>Ransom a</u> is within the HQ's Command Range, they could add the Leadership (Battle Stars) from the HQ to their Battle Rating. Even without the Leadership modifier, they will roll on the 10+ column

so it would be a foolish decision, but let's assume they decide to anyway so we can see what happens. That brings the CSA Battle Rating to 13 (Artillery Support, Entrenchment, Corps/Division Integrity, Leadership).

Now we roll dice to determine the Tactical Position for each side. The Union rolls a 1, and the CSA rolls a 0. Any time a side uses the Leadership modifier and they roll a 0 or 9 when determining their Tactical Position, they must check if they have a Leader Casualty. To do this, they roll 1d10 and add the number of Battle Stars on the HQ used for Leadership (in this case, there are two Battle Stars on <u>R.E. Lee</u>). If the total is 9 or greater, they suffer a Leader Casualty. The CSA rolls a 7 and adds 2 for Lee's Battle Stars. Oh no! Lee is flipped to its Maneuver Mode side and a Leader Casualty marker is placed on the HQ to remind the CSA player that it cannot be flipped back to the Battle Mode for the remainder of the Scenario. Leader Casualties can be disastrous.

But the combat isn't over; both sides have a Tactical Position of "Disadvantage" which gives a result of Counterattack. We resolve a Counterattack with the CSA <u>Ransom a</u> Division as the Attacker, and Union <u>Hancock</u> as the Defender. The Counterattack Steps are similar to (but not the same) as the combat steps, so we will follow them carefully:

Step a. *The Defender keeps their original Battle Rating.*

Step b. *The Attacker adds 3 to their original Battle Rating (it is not recalculated, just add 3). That means <u>Ransom a</u> has a Battle Rating of 16.*

Step c. *The Attacker and Defender roll for a new Tactical Position. <u>Ransom a</u> rolls an 8, which is Significant Advantage. <u>Hancock</u> rolls a 1 again, so they once again have Disadvantage.*

Step d. *The result is Defender Blown, but because this is a Counterattack, the Blown result is applied using the defender's Entrenchment Terrain. <u>Hancock</u> is Eliminated and removed from the game.*

Step e. *This step is skipped because the result was not another Counterattack, but if it had been, the CSA <u>Ransom a</u> Division would have had to Retreat.*

Because <u>Hancock</u> vacated the hex (due to being Eliminated), <u>Ransom a</u> must check for Pursuit, however, because <u>Ransom a</u> is in the ZOC of the Union <u>Howard</u> Division, <u>Ransom a</u> may not pursue. The attack is complete and the CSA may again choose to conduct an attack.

9.0 Additional Rules

9.1 Artillery

Each side has a set number of Ammunition Points they receive for the entire scenario. Each time a player uses Artillery Support in an attack, reduce their Ammunition Points by one. Heavy Artillery Concentrations do not expend an Ammunition Point when used. A player can never have a negative Ammunition Point value (no deficit spending). A player with no Ammunition Points places their Artillery Support marker on its No Support side for the remainder of the game.

Play Note: Ration your artillery ammunition. It is poor tactical management to run out of Artillery Support before the final attack. Remember the Breakthrough and Disaster combat results cause an Ammunition Point loss due to exploding caissons.

Design Note: An army fought with the amount of ammunition in its caissons and supply train. Based on available research, this amount would supply at most a three-day engagement.

9.2 Heavy Artillery Concentration (Union only)

Some scenarios give a player a stationary Heavy Artillery Concentration. At the beginning of the Attack Phase, the Union player may place the associated Heavy Artillery Target marker on any hex (occupied or unoccupied) that is within 5 hexes of the Heavy Artillery Concentration. Each Union Infantry attack that is against a Confederate unit that is stacked with or adjacent to the Heavy Artillery marker adds 3 to the Attacker Battle Rating. This increase can be in addition to Artillery Support. A Heavy Artillery Concentration can only be used during an attack, never a defense. If a Rebel unit enters the hex with the Heavy Artillery Concentration (not the Target marker), the Heavy Artillery Concentration is removed from play and does not return.

The Heavy Artillery Concentration is not a unit and may not move, attack, or defend from attack.

Falling in for morning Roll Call

Design Note: During several major battles, the Union had very heavy artillery in position to support an opening attack (e.g., Stafford Heights at Fredericksburg). These guns were not field artillery and were essentially immobile during the battles in which they participated. Thus, they could not be redeployed to support an advance after the initial bombardment. The removal of the Heavy Artillery Concentration represents aggressive counterbattery fire forcing the guns off the heights.

9.3 Entrenchments

Entrenchments are a graphic on the map or are placed as a marker at the beginning of the scenario and are never built or removed during play. Entrenchment hexes have frontal hexsides and rear hexsides. A rear hexside is either marked with X's on the map (see TEC) or it is designated in the scenario instructions when the Entrenchment markers are placed (see following Design Note, below). Any Entrenchment hexsides that are *not* rear hexsides and not separating two adjacent Entrenchment hexes are frontal hexsides.

If a Defender in an Entrenchment receives a Retreat or Blown result, the unit is Eliminated.

Example: In the diagram at left, a unit in hex 3034 has only one frontal hexside adjacent to hex 3133. Hexes 3033 and 3134 are adjacent Entrenchments and the three rear hexsides are marked with 'XXXX'. A unit in hex 3132 has two frontal hexsides adjacent to hex 3133 and 3233 with all other hexsides being adjacent Entrenchments or rear hexsides.

Any Division *not* in an Entrenchment hex during the Attack Phase must conduct Mandatory Attack(s) against all enemy units that are projecting their ZOC across an Entrenchment frontal hexside into their hex. Such Mandatory Attacks must continue until all such situations are resolved. A unit that is in an Entrenchment hex or in an enemy ZOC across the rear hexside of an Entrenchment hex may voluntarily attack; such an attack is not mandatory.

Example (continued): Assuming a CSA unit was in hex 3034 it would project its ZOC into hex 3133 across a frontal hexside, and any USA unit in hex 3133 must make Mandatory Attacks until it either advances into hex 3034, no unit is in 3034, or the USA unit is no longer in hex 3133. A USA unit in 3035 (rear hexside) or 3134 (USA is itself in an Entrenchment hex) can attack hex 3034 but it is voluntary, not mandatory.

Play Note: Remember that if your Division is in an Entrenchment hex or attacking an enemy unit across the rear hexside of an Entrenchment hex, attacking is voluntary. The only time an Entrenchment attack is mandatory is when you are frontally assaulting an enemy unit across the front of the Entrenchment.

Ghost Detachment: A unit *not* in an Entrenchment hex that attempts to enter an Entrenchment hex that is in the ZOC of an enemy Division in an Entrenchment hex may not enter the hex during movement. The empty hex can be voluntarily attacked during the Attack Phase, as if it contained an enemy Detachment that only exists on the map for the duration of the attack (use the optional ghost Detachment for a reminder or aesthetics). Regardless of the result, the 'ghost' Detachment is removed from the map and can be resurrected whenever another attack can benefit from its visual presence.

In an attack the ghost Detachment is treated as any defending Detachment and conforms to all Detachment combat rules. If a ghost Detachment receives any combat result it is removed and the attacker follows the normal pursuit rules to include the inability to pursue if it is in an enemy ZOC. The elimination of a ghost Detachment does not confer any VP bonus.

Play Note: A Division in an Entrenchment is spread out, so adjacent hexes are considered to be defended even if they are technically devoid of a physical counter.
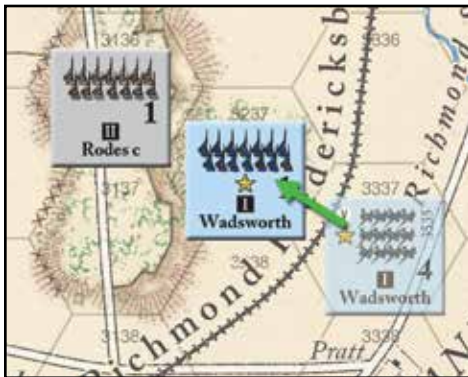
Example: In the Chancellorsville scenario, Rodes c Division sets up in hex 3136. The adjacent but empty Entrenchment hex 3137 is in the ZOC of Rodes c. If Wadsworth Division moves to the non-Entrenchment hex 3237 it is in the ZOC that Rodes c projects through an Entrenchment frontal hexside, triggering a Mandatory Attack.
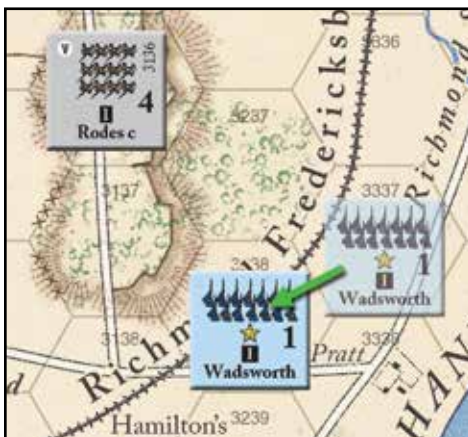
If Wadsworth instead moves to hex 3238 it is still not in an Entrenchment hex, but also not in the ZOC of Rodes c, so it need not conduct a Mandatory Attack. However, Wadsworth, who is not in an Entrenchment hex, cannot advance into hex 3137 due to the ZOC of Rodes c from an adjacent Entrenchment hex. During the ensuing Attack Phase Wadsworth wants to advance into hex 3137 by attacking. At this time a 'ghost' Detachment is placed in the hex for its visual impact, but it is not required. Wadsworth conducts an attack against a Detachment in an Entrenchment hex. Regardless of the outcome the 'ghost' Detachment is removed, whether the attack is successful or not. Wadsworth can continue to attack 3137 hex multiple times.

Design Note: In *Rebel Fury*, Entrenchments are used in the Fredericksburg and Chancellorsville scenarios. Note that Entrenchments cannot be constructed in Volume 1, but future scenarios, especially sieges, will allow construction, hence the construction side on the back of the marker.

9.4 Forts

Forts may be placed per a scenario's setup instructions. Forts cannot be built during a scenario. Forts add 5 to the Defender Battle Rating of a defending unit in hex with a Fort marker against an attack across any hexside instead of the terrain in the hex. A unit in a Fort *must* be attacked by an enemy unit in its ZOC during the Attack Phase as a Mandatory Attack. Forts are not removed if they are left vacant and therefore may be used by Defenders from either side.

If a Defender in a Fort receives a Retreat or Blown result, the unit is Eliminated.

9.5 Field Works

Field Works may be placed per a scenario's setup instructions. Field Works *can* be built during a scenario by activating a Divison and placing a Construct Field Works marker with the activated Division. A completed Field Works gives a defending Infantry Division (not Cavalry or Detachment) a +3 to its Battle Rating, which is used instead of the terrain in the hex. A Cavalry Division or Detachment in a Field Works still benefits from other terrain in the hex.

If a completed Field Works is ever alone in a hex it is immediately removed from play. If a Division in a hex with a Construct Field Works marker leaves the hex for any reason, even if stacked with a Detachment, the Construct Field Works marker is removed. If a Division with a Field Works or Construct Field Works marker on it attacks or supports an attack, the marker is removed.

Play Note: During Detachment placement you can, if other conditions are satisfied, stack a Detachment with a Division in a *completed* Field Works. If the Division subsequently vacates the Field Works the Detachment prevents the Field Works from being removed.

Confederate officer's sword

9.6 Pontoon Bridges

Pontoon Bridges may be placed per a scenario's setup instructions or built during the Movement Phase. Each side may be given a number of Pontoon Bridges they may deploy in a scenario's setup instructions. A Pontoon Bridge connects two hexes across a river hexside.

A side may only place one Pontoon Bridge per Movement Phase. A Pontoon Bridge may not be moved across during the Movement Phase in which it is placed. When activated, a Division in Battle Formation that is adjacent to a river may place a Pontoon Bridge on the river hexside between its hex and the adjacent hex instead of moving. Once a Pontoon Bridge is placed, ZOC and ZOI can be traced across the Pontoon Bridge. Movement across a hexside with a Pontoon Bridge ignores the River hexside terrain. If the opposite hex contains an enemy Division or Detachment, the enemy unit must change to Battle Formation. If the Division placing the Pontoon Bridge moves after placing it during the same Movement Phase, the bridge is immediately removed (the Division abandoned building the bridge).

Place a Must Attack marker on the Division placing the Pontoon Bridge. If at the beginning of the Attack Phase there is an enemy unit in the Division's ZOC across the Pontoon Bridge, it must conduct a Mandatory Attack against that unit. If the Mandatory Attack causes the enemy unit to vacate the hex, the attacker must pursue across the Pontoon Bridge into the now-vacated enemy hex, regardless of other enemy ZOC. If a single Mandatory Attack does not cause the enemy unit to vacate the hex, the pontoon bridge is removed and the ZOCs now do not extend across the river. If the Division with a Must Attack marker is not in an enemy ZOC, the Division during the Attack Phase *must* still declare an attack (which it automatically wins) and *must* advance across the bridge. In either situation the pursuing Division may now be in an enemy ZOC creating the conditions for further attacks.

Play Note: The Division placing the Pontoon Bridge must attack a unit on the opposite shore if present, even if the enemy unit was not present when the Pontoon Bridge was initially placed. Alternatively, if there is no enemy unit present, during the Attack Phase the Division must pursue across the bridge.

Once placed, a Pontoon Bridge can be voluntarily removed by any Division in Battle Formation that is adjacent to the Pontoon Bridge and not in an enemy ZOC (not ZOI) as its entire activation during a Movement Phase.

Design Note: You may find it curious that there are no attack modifiers for attacking across a Pontoon Bridge. The reason is that, historically, river defenses were held by small picket forces, sometimes with some rifle pits and Entrenchments for a regiment. The crossing force, always Union, would have Artillery Support and engineers that would or would not succeed, hence the single mandatory combat.

10.0 Victory Conditions (all scenarios)

After the last turn, players calculate their Victory Points (VP) as follows:

1. Each Eliminated Division scores 3VP for the opponent.
2. Each Eliminated Detachment scores 1VP for the opponent.
3. Each scenario has unique Strategic Victory conditions.

Compare the two sides' VP to determine the level of victory:

1. Generalship Victory: The side with the most VP wins. In case of a tie, the Confederate player wins the game.

*   **Tactical:** If VP difference is 7 or less.
*   **Operational:** If VP difference is 8 or more.

2. Strategic Victory: Each scenario has a geographic condition that, if met by the player who wins a Tactical victory, means the player wins a Strategic victory instead. If the player meeting the geographic condition does not also win a Tactical victory, then the player who wins the Strategic (geographic) victory wins.

Play Note: The incentive for the attacker is that if you successfully press the attack, losing more units than the defender will still give you victory. Basically, are you a McClellan or a Grant? Your choice. In many of these battles one side is trying to turn an army's flank. If you successfully turn an army's flank they have lost—even if the casualties favor them. My intent is to avoid 'turtling' tactics once one side gets a small VP advantage. In this context 'turtling' usually opens the way for a Strategic victory.

Important Geographic Victory Rule!

A geographic condition that traces from one entry hex to another *cannot* be blocked by an enemy unit, ZOC, or ZOI that is within 5 hexes counted from, but not including, an entry hex friendly to that unit. Remember there is already a prohibition against projecting a ZOC/ZOI into an opposing entry hex.

Play Note: As a continuation that I do not want you or your opponent to use the 'edge of the map' as some twilight zone special case to block reinforcements, you also cannot use it to 'steal' a victory that you did not earn. Therefore, you cannot form your army on or very close to an entry hex to block your opponent from tracing across the map to that location. If you want to stop your opponent you will have to accomplish your goal further from the map edge.
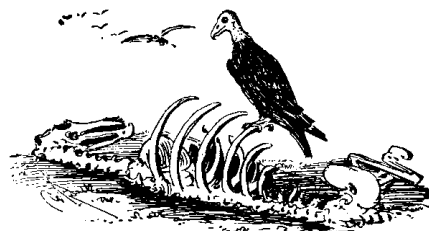
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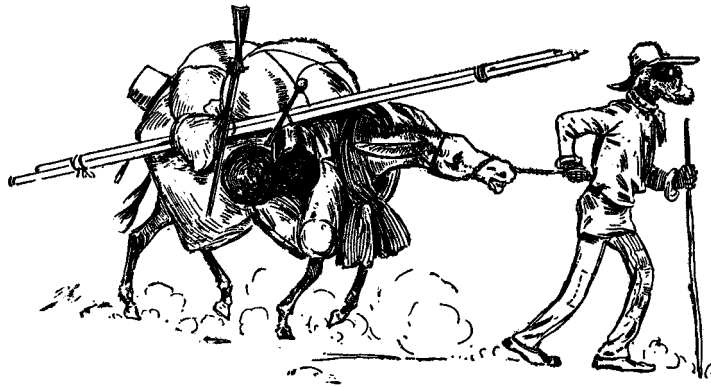
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Rearguard of the regiment

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(Bold text = main entry; S# = Step Number)

SEQUENCE OF PLAY

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   A. Initiative Step (4.1)
   B. HQ Redeployment Check Step (4.2)
   C. HQ Redeployment Placement Step (4.3)
   D. Detachment Placement Step (4.4)
   E. Detachment Recall Step (4.5)
   F. Off-Map Movement Step (4.6)

2. **Organization Phase (5.0)**
   A. Formation Determination Step (5.1)
   B. Blown Division Return Step (5.2)
   C. Disengagement Step (5.3)
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3. **Movement Phase (6.0)**

4. **Attack Phase (7.0)**

5. **End Phase (8.0)**

ATTACK RESOLUTION (7.4)

Step 1: Each side secretly determines Artillery Support then both simultaneously reveal.

Step 2: Each side determines their Battle Rating (see Player Aid).

Step 3: Each side determines their Tactical Position using their Battle Rating (see Player Aid).

Step 4: Resolve the Attack Result.

Step 5: Conduct possible Pursuit.