

# Simple GBACW Rules Manual

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# 1.0 Introduction

The *Great Battles of the American Civil War (GBACW)* series allows players to simulate American Civil War battles in great detail at a regimental level. These SIMPLE VERSION rules allow players to play the battles in a less complex, and therefore quicker and more accessible, manner.

**IMPORTANT:** These rules replace the GBACW Series Rules. Do not assume that anything originally in GBACW is in this version.

# 2.0 Components and Terminology

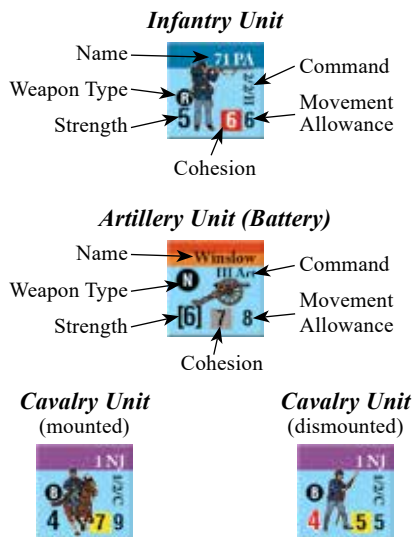
## 2.1 Components

SIMPLE VERSION GBACW uses the original GBACW maps and counters, with a few supplemental SIMPLE VERSION counters. Separate SIMPLE VERSION Battle Books and Player Aid Cards replace the Series Rules Battle Books, Terrain Effects Charts, and Combat Tables found in each game.

## 2.2 Counters

**2.21** There are three types of counters in the game: combat units, leaders, and informational markers. *Simple GBACW* uses all the unit and leader counters from the original game, and many of the informational markers.

**2.22** Combat Units are infantry, cavalry, or artillery. In addition, cavalry may have two types of counters: mounted and dismounted. Dismounted cavalry is treated as infantry. Each combat unit is rated for Weapon Type and, reading across the bottom of the counter, Strength Points (SPs), Cohesion Rating, and Movement Allowance (MA). Artillery SPs are bracketed as a reminder that they cannot advance after combat [7.4]. Horse Artillery MA is printed in yellow with a black outline as a reminder of its increased MA.



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

All combat units are back-printed with their Disordered status on the reverse, indicated by a Disordered (D) icon. The values and ratings for Disordered units are lower, except for strength and artillery movement allowance, which remain the same. Disordered artillery units retain their strength, despite it not appearing on the reverse side of the counter.

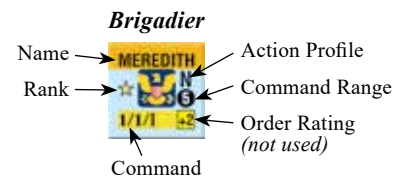
Some artillery batteries consist of more than one gun type and thus more than one counter. Each counter is designated with an “a”, “b”, etc. and are referred to as sections. Multi-section batteries are treated as a single unit (i.e. all sections must stack, move, and fire together).

Simple GBACW provides optional single gun type counters for multi-section batteries. These counters are designated by their weapon type being in a green circle. Players may use either the single gun type counter or the multi-section counters for each battery.



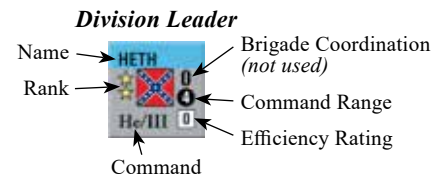
**2.23 Leaders.** There are four levels of command in most GBACW games: brigade, division, corps, and army represented by brigadiers, division leaders, corps commanders and army commanders, as defined by the number of stars on their counter.

**1-Star Brigadiers** command the combat units of their brigade. They are subordinate to their division leader. They have the following ratings:



- **Action Profile.** A rating of each brigadier’s tendency to close with the enemy. See 12.32.
- **Command Range.** See 4.22.

**2-Star Division Leaders** command all brigadiers in their division. They are subordinate to their corps commander. They have the following ratings:



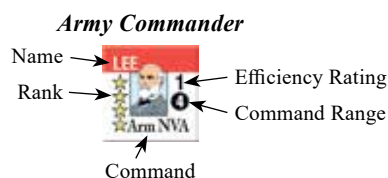
- **Efficiency Rating.** A modifier (e.g., +1) used to adjust the number of AMs that his division receives [4.42].
- **Command Range.** See 4.22.

**3-Star Corps Commanders** command all the division leaders in their corps. They are subordinated to their army commander. They have the following ratings:



- **Efficiency Rating.** A modifier (e.g., +1) used to adjust the number of AMs that a formation under his command receives [4.42].
- **Command Range.** See 4.22.

**4-Star Army Commanders** have the following ratings:

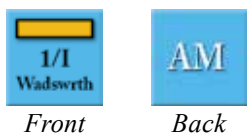


- **Efficiency Rating.** This is a DRM used when determining Initiative [4.11] and/or a modifier (e.g., +1) used to adjust the number of AMs that a formation under his command receives [4.42].
- **Command Range.** See 4.22.

Leaders have a MA of 10. This is not printed on the counter. Brigadiers move when their brigade is activated during the Movement & Rally Phase. Division leaders move once any time during the Movement & Rally Phase. Corps and army commanders move only in the Commander Movement Phase [3.0 IIIa].

The reverse side of a leader counter is his “Replacement side”, showing the leader who will replace him if he becomes a casualty [7.74].

**2.24 Activation Markers (AMs)** are used to determine which formation activates (see 4.43).



**2.25 Informational markers** are used to record the changes in status of units and leaders. Examples include corps Efficiency Markers (EMs), March and Reserve Orders markers, SP markers, Rally markers, and Extended Line markers. Use of markers is explained throughout the rules.



## 2.3 Game Scale

**2.31 Unit Scale.** Most infantry units are regiments, but some units called battalions are included. Cavalry units are also usually regiments, although many larger cavalry regiments are divided into two or even three battalions. Each infantry or cavalry combat SP represents 50 men.

Artillery units are mostly batteries (usually of four to six guns each), although some games feature smaller sections (see 2.22 Combat Units). Each artillery SP is one gun.

**2.32 Map Scale.** See the individual game’s Simple Battle Book.



**2.33 Time Scale.** Each turn encompasses one hour of real time.

## 2.4 The Die

This game uses a ten-sided die (0-9). The zero is a 0, not a 10.

## 2.5 Rounding

Always round up when halving a number.

## 2.6 Terminology

The following terms are used throughout the rules:

**Activation:** The mechanic that allows the player to perform Actions with units and leaders of a formation. See 3.0 II.

**AM (Activation Marker):** A chit placed in the cup, that when drawn, activates a formation. Each formation receives from 1 to 3 AMs each turn.

**Charge:** A special form of Fire Combat when a phasing stack moves adjacent to and fires at an enemy stack.

**Cohesion Check:** A test of a unit’s Cohesion Rating required to determine the outcome of many situations [7.1].

**Cohesion Rating:** A measure of training, lower-level leadership, experience, esprit de corps, etc., all related to the ability of the unit to survive the rigors of combat.

**Command:** Units and leaders may be In Command or Out of Command (Ooc). Command status is determined during the Command Phase [3.0 Ib] for leaders and at the beginning of the Movement & Rally Phase [3.0 IIa] for units. The effects of being OoC vary [4.25]. In Command units have no restrictions.

**Cup:** A physical, opaque container to randomize the EM and AM draws.

**Disorder:** A temporary lowering of a unit’s cohesion from a setback on the battlefield.

**DRM (Die Roll Modifier):** A numerical adjustment to a die roll.

**Efficiency:** The game mechanic to determine how many AMs each formation will receive each turn [4.4].

**EM (Efficiency Marker):** A chit (numbered one, two, or three) used to determine corps Efficiency [4.4].

**Fire Combat:** Encompasses the use of small arms and cannons firing at distant targets as well as close quarters shock with bayonets, clubbed muskets, and sabers.

**Formation:** A group of units that Activates together using the same AM. Most formations are divisions; the terms are used interchangeably.

**LOS (Line of Sight):** An imaginary line from the center of one hex to the center of another hex that is free of blocking terrain [6.22].

**MA (Movement Allowance):** The capacity of a unit or leader to move when activated, measured in Movement Points (MPs). Changing stacking order, changing facing [5.34], retreat [7.3] and advance [7.4] are not movement and do not use MPs. Non-phasing units may move in Reaction [5.5].

**Phasing:** The units and leaders of the activated formation are considered the phasing units (and the controlling player is considered the phasing player), while the other player's units and leaders are all non-phasing.

**Range:** A distance counted in hexes when firing at a target, or counted in Leader Movement Points to determine whether units are In Command.

**SP (Strength Point):** Each infantry or cavalry combat Strength Point represents 50 men, and each artillery Strength Point is one gun.

**Stack:** One or more units, including part of an Extended Line [12.4], together with any leaders in a single hex.

**Turn:** The Sequence of Play covers one turn, which represents one hour of real time.

**VP (Victory Point):** How ultimate victory is measured in a scenario.

## 2.7 Questions?

The GBACW design team responds to queries posted to the Simple GBACW Consimworld folder, BoardGameGeek, and the GBACW Facebook Group.

# 3.0 Sequence of Play

## I. Beginning of Turn Segment

- a) **Initiative Phase.** Determine who has Initiative [4.1].
- b) **Command Phase.**
  1. Attach artillery to brigades [9.22].
  2. Assign and/or remove March or Reserve Orders [4.3].
  3. Place an Out of Command marker on any leaders which are not In Command [4.2].
  4. Place Breastworks Construction markers [10.13].
- c) **Efficiency Phase.** Each player picks EMs to determine the Efficiency of each of his corps. He then modifies this Efficiency to see how many AMs the divisions of that corps receive that turn [4.4].
- d) **AM Pool Phase.** Place all AMs, as determined in the Efficiency Phase [3.0 Ic] (including March AMs [4.33] or other AMs required by the scenario, if needed) in the cup, except for the AM chosen by the player with Initiative [4.12].

*PLAY NOTE: Phases in both the Beginning and End of Turn Segments can normally be done by both players simultaneously, but if it matters, the Initiative Player goes first. If neither player has Initiative, the player who last had Initiative goes first.*

## II. Activation Segment

The formation selected by the player with Initiative (if applicable) activates first. Otherwise, either player draws an AM from the cup and that formation is activated. Complete each of the steps below for the activated formation:

- a) **Movement & Rally Phase.** Starting with any brigade of the activated formation, first determine if any units of the brigade are Out of Command [4.2]. Then each unit of the brigade may Move [5.1], change facing [5.34], Rally [8.1] or do nothing. Before any unit of the brigade moves, the player decides whether or not the brigade adopts Attack Posture (see 5.14). Units that Move (unless using Attack Movement) or Rally cannot fire in the upcoming Fire Phase. Repeat for each brigade of the activated formation.

*PLAY NOTE: Non-phasing units may React [5.5] to certain phasing movement (in the Movement & Rally Phase) and advances (in the Fire Phase).*

- b) **Approach Fire Phase.** Each Good Order non-phasing artillery unit may fire at one charging stack in either of its frontal hexes [9.25].
- c) **Fire Phase.** The phasing player designates (using the Target markers and the arrows on the Charge markers) which eligible phasing stacks will fire at which enemy stacks. Charging stacks [6.15] must fire at an adjacent enemy stack (if any), while other stacks that did not Move (excepting Attack Movement) or Rally may fire (facing, range, and LOS permitting). Resolve Phasing Fire [6.14] and Return Fire [6.16] using the Fire Sequence [6.17], either left-to-right or right-to-left down the line of targets. Remove any Charge and Target markers at the conclusion of each combat.

*PLAY NOTE: The non-phasing player determines the order in which the fire is resolved if there is any reasonable ambiguity as to the appropriate order.*

- d) **Attrition Phase.** After all fire combat is resolved, the phasing player, followed by the non-phasing player, conducts brigade attrition [7.54]. Determine if any brigades or divisions become Combat Ineffective [7.6].

After the completion of a formation's activation, either player draws an AM from the cup, and the appropriate formation is activated by completing each of the above steps. When no AMs remain in the cup, proceed to 3.0 III End of Turn Segment.

## III. End of Turn Segment

- a) **Commander Movement Phase.** Move army and corps commanders [2.23].
- b) **Recovery Phase.**
  1. Replace leader casualties [7.74].
  2. Flip Disordered units in Reserve to Good Order [4.34].
  3. Recover Routed units [8.2].
  4. Determine if Combat Ineffective Brigades and Divisions regain effectiveness [7.63].

**c) End Phase.**

1. Adjust Abandoned Guns [9.34].
2. Continue or complete Breastworks construction [10.13].
3. Advance the Turn marker.

Repeat the Sequence of Play until the end of the scenario.

## 4.0 Initiative, Activation & Command

### 4.1 Initiative

**4.11** To determine who has Initiative, each player rolls a die, adding the army commander's Efficiency rating to the die roll. In addition, the player who had the Initiative the previous turn adds one to the die roll. If the army commander is not on the map or he used Extended Movement in the previous turn [2.23], his Efficiency Rating is not added [4.42]. The player with the higher total has the initiative. In case of a tie, neither player has Initiative and no AM is withheld from the cup.

**4.12** The player with Initiative chooses one of his formations to activate first in the turn. One of that formation's AMs is not placed in the cup.

### 4.2 Command

**4.21** Command for leaders is only traced during the Command Phase [3.0 Ib]. Command for units is traced when their formation's AM is drawn, although they may also have to trace Command during the Command Phase to determine if the brigade is eligible to be assigned Orders [4.3]. Units and leaders only need to be In Command from their immediate superior to be considered In Command; an Out of Command leader can still place his subordinates In Command.

**4.22** Command Range is the range, counted in leader MPs, over which the Leader may place his immediate subordinates In Command. Command Range is always counted from the superior to the subordinate, including the latter's hex but not the former's. Command Range may not be traced into/through terrain impassable for Leaders, including off-map, but may be traced through hexes adjacent to enemy units.

**4.23** Any unit or leader that is adjacent to its immediate superior is automatically In Command.

**4.24** A combat unit is In Command if it is adjacent to another unit of the same brigade that is In Command. So, adjacent units from the same brigades are all In Command if at least one of them is within the Command Range of their brigadier.



**4.25 Out of Command.** Leaders and units that are not In Command are Out of Command (OoC). Being OoC has the following effects:

- OoC Corps commanders may not "pass on" an army commander's Efficiency Rating to a subordinate division leader [4.42].
- OoC Division leaders have one fewer AM placed in the AM Pool [4.42].

- OoC Brigadiers and their brigades activate one fewer times than their division, with a minimum of one activation. OoC Brigades under March or Reserve Orders [4.3] suffer no penalty for being OoC.
- OoC units cannot Rally [8.1] or use Attack Movement [5.14], but are subject to movement restrictions when their brigade is in Attack Posture. Additionally, a brigade may not be assigned Orders [4.3] if any unit of that brigade is OoC during the Command Phase [3.0 Ib]. OoC units in a Combat Ineffective division [7.62] may not use Phasing Fire [6.14].

*PLAY NOTE: Corps commanders and division leaders do not need to be marked Out of Command, as the effects of being OoC are taken into account during the Efficiency Phase [3.0 Ic]. OoC markers placed on brigadiers are removed during any of their division's activations during which their brigade does nothing. OoC markers on units are removed at the end of each activation.*

**4.26 Independent Formations.** Some battles include independent formations that are not in the typical command structure. Such formations typically use their own AMs and are activated normally in the Sequence of Play [3.0 II]. See the game's Simple Battle Book for more information.

### 4.3 Orders

**4.31** March and Reserve Orders may be assigned to or removed from brigades during the Command Phase [3.0 Ib]. No orders can be assigned to a brigade if any subordinate units are within 3 hexes of an enemy unit or OoC [4.25]. Place a March or Reserve marker with the brigadier to designate assigned units.

**Exception:** If units of a brigade arrive as reinforcements while there are units of that brigade already on-map, the reinforcements may be assigned March Orders separate from the other units of the brigade.

**4.32** Units assigned March or Reserve Orders cannot use Non-Phasing Reaction [5.5] or Return Fire [6.16] at range of four hexes or greater.



**4.33 March Orders.** If any of a player's units are under March Orders, place three March AMs of the appropriate side in the AM Pool [4.43] in addition to the command's AMs.

Brigades under March Orders do not activate with their division's AMs; all such brigades may activate successively each time a March AM is drawn. Units under March Orders pay ½ MP when moving along Roads and Pikes [5.16], but cannot move (or start moving) within three hexes of an enemy combat unit, regardless of LOS. When activated, they cannot fire or rally.

*PLAY NOTE: It is possible that part of a brigade is entering as reinforcements under March Orders while another part is already on-map.*



**4.34 Reserve Orders.** Brigades in Reserve do not activate during the Activation Segment [3.0 II].

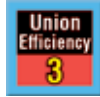
During the Recovery Phase, Disordered units under Reserve Orders are flipped to their Good Order side (even units belonging to Combat Ineffective Brigades [7.61]). The brigade may then attempt to recover Routed units [8.2] if it is a Dusk, Night, or Dawn turn [11.0].

**4.35 Order Removal.** March and Reserve Orders are removed:

**Voluntarily:** At the beginning of any turn, in the Command Phase [3.0 Ib].

**Involuntarily:** If any unit in the brigade is designated as a target of fire at a range of three hexes or less, all units of the brigade under March or Reserve Orders immediately suffer a Cohesion Hit. Combat is then conducted normally. The brigade may activate when its division AMs are drawn (if any remain), but may not activate more than three times total that turn (or fewer, if reinforcements are restricted by 5.45).

## 4.4 Efficiency



**4.41** In the Efficiency Determination Phase [3.0 Ic], each player, in turn, places the EMs designated by the scenario (the Efficiency Pool) into the cup, then randomly draws an Efficiency Marker for each corps which has any units on the map or entering that turn as Reinforcements. The drawing player must announce which corps he is drawing for and assign the Efficiency Marker to that corps on the Efficiency/Activation Chart.

*PLAYNOTE: On the game map or on a separate display, there is a series of boxes for each corps commander (the Efficiency/Activation Charts), so that the drawn Efficiency Marker may be placed in it, face down, in case “A Matter of Honor” arises.*

**4.42** Each division in a corps uses its parent corps’ Efficiency (regardless of where it is on the map) to determine the number of Activations it may undertake that turn. That corps’ Efficiency [4.41] may be adjusted, in the following order, for each division:

1. The division’s leader, corps commander, or army commander may each increase that division’s AMs by one [2.23]. A leader can only so influence a number of divisions equal to his Efficiency Rating. In order for the corps commander to do so, the division leader must be In Command. In order for the army commander to do so, both the division leader and corps commander must be In Command. The division cannot be adjusted to receive more than 3 AMs.
2. Then, subtract one AM for each of the following:
  - The division leader’s corps commander has a –1 Efficiency Rating [2.23].
  - The division leader has a –1 Efficiency Rating [2.23].
  - The division leader is OoC [4.25].
3. If the number of AMs is modified to less than one, the division receives one AM.

**4.43** In the AM Pool Phase [3.0 Id], each player places the correct number (as determined in 4.42) of AMs for each formation in the cup to form the AM Pool, in addition to March AMs

[4.33], if applicable. The player with Initiative [4.1] withholds one of his AMs from the AM Pool, to be activated first [3.0 II].

**4.44** The number of AMs a division has may be specified in the Simple Battle Book, which supersedes the above process.

## 5.0 Movement, Stacking & Facing

### 5.1 Movement

**5.11** Each unit and leader pays a cost in MPs, from their MA, to enter a given hex. The costs to do so are listed on the Terrain Effects Charts and are cumulative. Units move from one hex into an adjacent frontal hex. They do not have to use all their MPs, but they may not save or transfer MPs in any way. Each unit, leader, or stack must complete its move before another unit, leader, or stack begins movement. A unit or leader may not:

- enter a hex for which it does not have sufficient MPs remaining (unless moving one hex, see below), or
- voluntarily leave the map, or
- enter an enemy occupied hex.

A unit may always move one hex (even when its MA is halved), as long as it would have been able to enter that hex using its full, Good Order MA and the unit does not enter or cross any prohibited terrain. Units cannot move adjacent to enemy units unless they are using Attack Movement [5.14].



**5.12 Commander Extended Movement.** Corps and army commanders may use Extended Movement to increase their MA to 30 MPs. However, if he does so, the following turn his Command Range is reduced to zero (i.e., he may only place subordinates In Command if they are stacked together) and army commanders may not use their Efficiency Rating to influence the Initiative Roll.

**5.13 Withdrawal.** Units that start adjacent to an enemy unit have their MA halved for that Activation. They may not move adjacent to any enemy units. Units that start in an enemy unit’s Frontal Hex must conduct a Cohesion Check [7.1] before they move. All stacked units and leaders that withdraw must do so together.

**Exception:** If any units remain in the hex, only those units conduct a Cohesion Check, not the units that withdraw.

**5.14 Attack Movement.** Brigades may adopt Attack Posture during the Movement & Rally Phase. All In Command infantry and cavalry units of such a brigade must use Attack Movement. Such units (only) may both move and fire in the same activation. All infantry and cavalry units belonging to a brigade in Attack Posture:

- have their MA halved (not cumulative with Withdrawal).
- cannot use Pike/Road/Trails costs [5.16], although they may move into a hex that is both across a bridge spanning an impassable river and adjacent to an enemy unit.
- cannot move through friendly units [5.25].
- that Withdraw [5.13] may neither move adjacent to enemy units nor fire.

Only Good Order infantry and cavalry units using Attack Movement may move adjacent to enemy units. Such units may not move any further that activation (even if all adjacent enemy units move away in Reaction [5.5]). Mark such units with a Charge marker [6.15], unless the hex is already occupied by other friendly units. Units that move into a hex containing Charging units are also considered to be Charging.

*PLAY NOTE: The Charge marker has an arrow used to designate the stack's target at the beginning of the Fire Phase. Face the arrow towards a hex vertex or to the rear until the player is ready to designate a target.*

**5.15** Artillery units cannot use Attack Movement. Artillery may never move to within three hexes of enemy combat units. If starting within three hexes of enemy units, artillery may not move closer to those units, although they may change facing.

*PLAY NOTE: Since artillery cannot use Attack Movement, artillery may not move and fire in the same Activation.*

**5.16 Pikes/Roads/Trails.** Units moving along Pikes and Roads pay 1 MP per hex, unless using March Orders, in which case they pay ½ MP per hex, regardless of the terrain and elevation. Units using Trails pay half the MPs they would otherwise pay to enter a hex, minimum of 1 MP. Units using Pikes, Roads, and Trails ignore the effects of Disordering Terrain [5.17]. Infantry and cavalry units of a brigade in Attack Posture [5.14] may not use Pike/Road/Trail costs; they must use the cost of the actual terrain in the hex.

**5.17 Disordering Terrain.** Certain terrain, as shown with a 'D' on the Terrain Effects Chart, have additional effects on movement. Units entering or crossing Disordering Terrain (even in reaction [5.5]) must immediately stop movement. Additionally, Good Order units entering or crossing such terrain (even when advancing [7.4]) disorder.

## 5.2 Stacking

**5.21** The number of friendly units that may occupy the same hex at the end of the Movement & Rally Phase or a stack's advance or retreat is as follows:

- Infantry may stack to a maximum of 15 SPs from the same brigade, or one unit of any size. One artillery battery or up to six artillery SPs from any number of batteries may also stack with infantry. The artillery need not be part of the infantry's brigade.
- Mounted Cavalry may stack to a maximum of 7 SPs from the same brigade, or one unit of any size. One artillery battery or up to six artillery SPs from any number of batteries may stack with cavalry. The artillery need not be part of the cavalry's brigade.
- Artillery may stack to a maximum of 12 artillery SPs from any number of batteries or two batteries of any size. If stacked with infantry or cavalry, artillery is limited to one battery per hex, or 6 artillery SPs from any number of batteries.

Artillery units must be stacked on top of all of the non-artillery units when they are stacked together. Otherwise, stacking order has no effect.

*PLAY NOTE: Mounted cavalry may not stack with infantry. Artillery may stack with units of other brigades.*

*PLAY NOTE: Stacking limits are not in force during the Movement & Rally Phase. Units may end their movement in violation of the above stacking limits (including having infantry or cavalry units of different brigades stacked together), as long as it is corrected by the end of the Movement & Rally Phase.*

**5.22** Information markers do not count against stacking limits.

**5.23** More than one Leader may stack in any one hex, but Leaders only provide a Cohesion Check DRM [7.14] to units in their chain of command.

**5.24** Units in the same brigade may, but are not required to, move as stacks.

**5.25** Units moving through one or more friendly units in a hex pays +1 MP. Units of a brigade in Attack Posture [5.14] may not move through friendly units.

**Exception:** Units moving along Pikes, Roads, and Trails [5.16] may move through friendly units in such a hex, paying only the movement cost for the Pike, Road, or Trail.

*PLAY NOTE: See 7.36 regarding retreating through units.*

## 5.3 Facing

**5.31** All combat units must be faced towards a vertex (joint) of the hex it is in, not a hexside. At the end of movement, advance, or retreat, all units in a hex must face in the same direction.

**5.32** Facing determines which adjacent hexes, and which of the unit's hexsides, are Front, which are Flank, and which are Rear, depending on unit type. All units have two Frontal, two Flank and two Rear hexes.



**5.33** A unit may move only into its front hexes and fire only in its fire arc [6.12], although non-phasing units may Return Fire [6.16] into any adjacent hex.

**5.34** Units of the active formation may freely change facing any time during the Movement & Rally Phase [3.0 IIa] when they are activated, including as part of movement or when adjacent to enemy units. Solely changing facing is not movement (i.e., units may, without using Attack Movement [5.14], change facing and fire, or they may change facing and Rally [8.1]). A unit may also change facing in reaction [5.5], after a Retreat [7.3], or after an Advance [7.4].

*PLAY NOTE: Units may freely change facing when adjacent to enemy units [5.34].*

## 5.4 Reinforcements

**5.41** All reinforcements enter via movement through the map edge hexes listed in the scenario. If during a single Activation, more than one stack enters through the same hex, the first stack pays the cost of the entrance hex, the second its cost plus the first stack's entry cost, and so on.

*EXAMPLE: A brigade under March orders consisting of four stacks enters via a road. The first pays ½ MP to move into the entry hex, the 2nd pays 1 MP, the 3rd, 1½ MPs, and the last pays 2 MPs.*

**5.42** Arriving units that cannot make it onto the map because they lack sufficient MPs [5.41] enter during that formation's next activation.

**5.43** No unit may enter an enemy entry hex until no more reinforcements are scheduled to enter through that hex.

**5.44** Off-map reinforcements are considered In Command [4.22].

**5.45** Some scenarios may restrict the number of Activations for some reinforcements.

**5.46** Some reinforcements have priority numbers, indicating the order in which they must arrive.

## 5.5 Non-Phasing Reaction

**5.51** Non-phasing units may react to certain enemy movement and advances [7.4] by moving away from the enemy stack, changing facing, or both.

**5.52** Cavalry and artillery units may react immediately after any enemy stack ends movement or an advance within three hexes of it. Good Order infantry may only react immediately after any enemy stack ends movement or an advance adjacent to it. Units that are already in the frontal hex of another enemy stack, units under March or Reserve Orders, and Disordered infantry units may not react.

**5.53** The reacting units conduct a Cohesion Check [7.1], immediately suffering Cohesion Hit [7.2] if they fail (though they may still complete the Reaction). A stack then may simply change facing (in which case all units must react) or some or all of the units may move out of the hex (using up to half of their MA), or a combination of both.

**5.54** Units may only move out of their hex in reaction one time per Movement Phase. They may solely change facing as many times as the stack qualifies in both the Movement Phase and the Fire Phase.

**5.55** If two or more reacting units in a stack move out of their hex, they must move as a stack. They may move into one hex that is not further from the phasing, active stack; otherwise, every hex entered must be further away. Reacting units may not move adjacent to any enemy units.

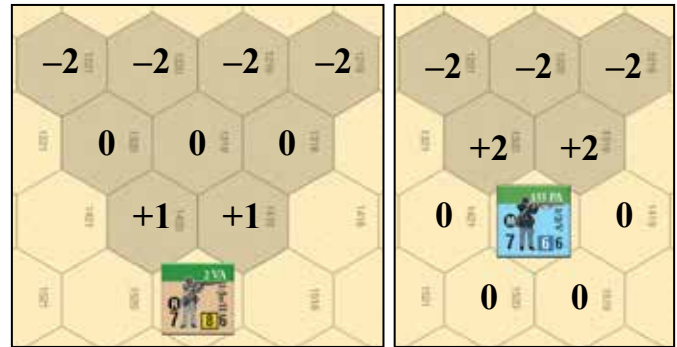
## 6.0 Combat

### 6.1 Fire Combat and Charges

**6.11** An eligible stack, whether phasing or non-phasing, may only fire once (targeting one enemy stack) in a phase. The target must be within the range of at least one of the weapon types (as shown on the Simple Range Effects Chart) of a firing unit in the stack and within the stack's LOS [6.2]. The range is the number of hexes from the firing stack to the target, counting the target stack's hex but not the firing stack's hex.

*Exception:* If not stacked with infantry or cavalry, individual batteries in the same hex may each target a different hex. All stacked batteries that target the same hex must fire together.

**6.12 Frontal Fire Arc.** Generally, stacks may only fire at a target within their Frontal Fire Arc, as depicted below. However, non-phasing stacks targeted from a flank or rear hex [6.36] may Return Fire [6.16] against any adjacent hex.



*EXAMPLE: When phasing, units may only fire into their Frontal Fire Arc (as shown on the left). If armed with rifled muskets ("R"), they have a maximum range of three. Units with muskets ("M") have a maximum range of two. Non-phasing units can Return Fire against any phasing stack in their Frontal Fire Arc or, if targeted, any adjacent hex (as shown on the right). Weapon DRMs at different ranges are shown.*

**6.13 Combined Fire.** Multiple stacks that target the same enemy stack in the same phase fire separately but simultaneously. All stacks Combining Fire complete each step in the Fire Sequence [6.17] before moving to the next step (i.e. all stacks declare their target, then non-phasing units may declare Return Fire, etc.). SP Losses from the Fire Table are cumulative but Cohesion Hits (including from failed Cohesion Checks) are not.

*EXAMPLE: Two stacks combine fire at a target. One stack rolls a modified 5 and the target fails its Cohesion Check. The other stack rolls a modified 9 but the target passes its Cohesion Check. Since no stack achieved more than 1 Cohesion Hit and Cohesion Hits are not cumulative, the target only suffers 1 Cohesion Hit.*

**6.14 Phasing Fire.** During the Fire Phase [3.0 IIc], units of the active formation that did not move, or units that used Attack Movement [5.14], may (and sometimes must if they are Charging [6.15]) fire. Units in a stack that fires may not be voluntarily withheld from the fire combat, but some units may be ineligible to fire if they have moved previously or are part of a different formation.



**PLAY NOTE:** Brigadiers whose brigades used Attack Movement and units which did not move may be marked with an Attack marker as a reminder that those units may use Phasing Fire.



**6.15 Charge.** Charging stacks (see 5.14) must fire at an adjacent enemy stack, if any remain. Fire is optional if the charging stack is protected by a Breastworks hexside [10.23]. Charging stacks that are not adjacent to any enemy stacks may either advance [7.43] or fire (facing, range, and LOS permitting). During Phasing Fire declaration in the Fire Phase [3.0 IIc], if a charging stack does not have an enemy stack in either of its frontal hexes but is adjacent to one or more enemy stacks, change the charging stack's facing so that at least one enemy stack is in one of its frontal hexes. Charging units must advance after combat, if eligible [7.46]. See also Charge DRM [6.35].

**6.16 Return Fire.** Non-phasing stacks may fire back at a phasing stack (facing and range permitting) if the phasing stack targets it. No units of a non-phasing stack may be voluntarily withheld from the fire combat. Non-phasing stacks targeted from a flank or rear hex [6.36] may return fire against any adjacent hex, regardless of facing, but may not use a Weapon DRM [6.32] greater than 0.

Besides the targeted non-phasing stack, one additional non-phasing stack may also Return Fire. The additional stack cannot be designated as a target of another fire attack unless it cannot Return Fire at the stack that is targeting it (due to facing or range). Infantry and cavalry must be adjacent to the target stack, the phasing stack, or both to use this additional Return Fire, while artillery must be within three hexes of the target stack, the phasing stack, or both to do so.

**Exception:** If the phasing units are Combining Fire [6.13] or are solely artillery batteries firing at range four hexes or greater, the total number of non-phasing stacks Returning Fire is only limited to the number of phasing stacks firing.

**EXAMPLE:** If three stacks Combine Fire, up to three stacks may Return Fire. If one artillery stack fires at a target four hexes or more away, only one stack may Return Fire.



**6.17 Fire Sequence.** Having designated which Phasing stacks will fire at what targets, as described in 3.0 IIb & IIc, each fire combat is resolved (conducting all of the steps listed below) before proceeding to the next:

- 1. Target Determination:** Determine the next target hex and identify the phasing stack(s) targeting it.
- 2. Return Fire Declaration:** The non-phasing player declares which hexes eligible non-phasing units will target with Return Fire [6.16].
- 3. Fire:** Each firing player rolls two differently colored dice for each firing stack: a Fire Die and a die for the target stack's Cohesion Check. Apply applicable DRMs [6.3] to each Fire Die and consult the appropriate row of the Fire Table to determine the results.

**4. Fire Results:** Starting with the phasing units, apply any Cohesion Hit or Cohesion Check results to each unit in the target hex(es) [6.18]. Apply SP Losses to the stack [7.5]. Lastly, check for leader casualties [7.72], if applicable.

**5. Advance:** Eligible phasing stacks advance [7.4].

**6. Cavalry Post-Charge Disorder:** Determine if Good Order cavalry units that charged or counter-charged suffer a Cohesion Hit [12.53].

**PLAY NOTE:** The non-phasing player initiates Approach Fire [9.25]. The phasing player may not return fire.

**6.18 Fire Results.** Apply combat results in the order they appear on the Fire Table. Do not conduct any Retreats until all Cohesion Hits and Cohesion Checks have been applied; all retreating units must retreat as a stack. Units retreat a maximum of one time per Fire Combat. Artillery units never Retreat but may become Abandoned [9.31]. If the target of a Charge does not inflict a Cohesion Check or Cohesion Hit result (i.e., a modified 2+), it must retreat if its SP DRM [6.31] is smaller than the SP DRM of a stack that charged it..

## 6.2 Line of Sight

**6.21** Units must have a clear Line of Sight (LOS) to targets two or more hexes away. LOS is traced from the center of the firing hex to the center of the target hex. For phasing units, determine LOS at the beginning of the Fire Phase [3.0 IIc] when all Phasing Fire is declared. Non-phasing units determine LOS in the Return Fire Declaration step of the Fire Sequence [6.18].

**6.22 Blocking Terrain.** Certain terrain hexes, hexsides, or combat units may block LOS (see the Simple Terrain Effects Chart, Intervening Elevations [6.23], Slopes [6.24], Woods and Towns [6.25], and Combat Units [6.26]). Blocking terrain hexes can always be fired into but never through.

**6.23 Intervening Elevations.** LOS is blocked by any intervening terrain of an elevation higher than both the firing and target units.

If units are on different elevation levels, LOS is blocked by intervening terrain of the same elevation as the higher unit and closer to the lower unit than the higher (halfway is not closer).



**EXAMPLE:** LOS between A and B is blocked because hex 1910 is the same elevation as A (the higher hex) and is closer to B. LOS between A and C is not blocked because hex 1910 is not closer to C than A.

**6.24 Slopes.** An intervening Non-Gradual Slope Hexside (i.e., a hexside with no hatching slope graphic or a hexside with two or more contour lines) will block LOS if:

- the firing unit is on a different level than the target, and
- the slope hexside is closer to the lower unit than the higher unit (halfway is not closer).

**Special Case:** Any elevation that is lower than the lower unit is considered the same elevation as the lower unit when determining if a slope blocks LOS.



*EXAMPLE:* LOS between A and B is blocked by the Non-Gradual Slope hexside between hexes 2133 and 2101, which is not adjacent to A, and is closer to B (the lower hex). LOS is not blocked between A and C, due to the Special Case (in effect, the Non-Gradual Slope is considered a Gradual Slope with a single contour line).

**6.25 Woods and Towns.** Woods and Towns are treated as being one level higher than the hex they are in. However, combat units are always considered to be at their hex's base elevation. Treat the hexside between a Wood or Town hex and a non-Wood or -Town hex as a Non-Gradual Slope, unless the non-Wood or -Town hex is higher.

**6.26 Combat Units.** Intervening combat units block LOS for artillery fire at ranges of 1-3 hexes and for all infantry fire.

**Exceptions:**

- 1) The intervening unit's hex has a base elevation lower than that of both the firing and target units.
- 2) No intervening units are friendly to the firing unit, and terrain blocks the firing unit's LOS to all intervening enemy units.

Friendly combat units block LOS for artillery firing at a range of four or more hexes regardless of elevation, if such units are in the line of fire and within two hexes of the target, including the two hexes past the target.

**6.27 LOS Along Hexsides.** If the LOS runs along the hexside of blocking terrain or blocking combat units, the LOS is blocked.

**6.28** When the LOS follows a hexside and then enters a target hex at a vertex between a hexside that benefits the target unit and one that does not, the target unit receives the benefit.

## 6.3 Combat DRMs

**6.31 Strength Points.** Determine the Strength Points DRM from the SP DRM Chart, depending on the number of SPs firing.

A stack consisting of solely mounted cavalry or artillery can always fire all the SPs in the stack. A stack is limited to firing 7 SPs of Infantry, unless the stack is Charging [5.14], in which case there is no limit.

*EXAMPLE:* A 4 SP battery stacked on top of an 11 SP infantry unit could only fire the 4 artillery SPs and 7 infantry SPs.

**6.32 Weapon DRM.** Using the appropriate Simple Range Effects Chart, look up the Weapon DRM at the appropriate range for each weapon type that is firing. Determine which DRM the biggest share of the SPs use (player's choice in case of ties). This base Weapon DRM is adjusted by +/- 1 for every two SPs with a Weapon DRM that is at least 2 higher/lower than the Weapon DRM. Apply each adjustment sequentially, starting with the Weapon DRMs closest to the base DRM. Stacks returning fire [6.16] against a flank or rear attack may not use a Weapon DRM greater than 0.

**Exception:** If 8 or more SPs are firing, the base Weapon DRM is adjusted +/-1 for every four, not two, SPs with a Weapon DRM that is at least 2 higher/lower than the base Weapon DRM.

*EXAMPLE:* 3 SPs armed with Colt Repeating Rifles (+3 DRM) are stacked with 2 SPs armed with Breechload Carbines (+2 DRM) and an artillery section of 2 SPs of Napoleons (+5 DRM). The stack's base DRM is +3 as there are more SPs with a +3 DRM than anything else. This is then modified to a +4 DRM because there are 2 SPs with a DRM at least two greater than +3. It is then modified back to a +3 because there are 2 SPs with a DRM at least two less than +4.

*PLAY NOTE:* The adjustments to the Weapon DRM approximate a weighted average of all the SPs' Weapons DRM. Players may find it easier to calculate and use the weighted average (found by multiplying the number of SPs by each Weapon DRM by their Weapon DRM, summing all those values together, dividing by the total number of SPs, then rounding to the nearest whole number).

**6.33 Terrain.** Use the appropriate Fire DRM per the Simple Terrain Effects Chart and Simple Battle Book for each battle. Terrain effects are cumulative.

**6.34 Disorder.** If more than half of the firing SPs are Disordered, the stack incurs a -1 Fire DRM.

*DESIGN NOTE:* Unlike the GBACW Series Rules, the only penalty to Disordered artillery is the -1 Fire DRM.

**6.35 Charge.** The following stacks receive a +1 Charge DRM:

- Charging infantry and cavalry when firing at a target in their frontal hex. See also Skulking Brigadier [12.31].
- Non-phasing infantry firing at a charging stack in their frontal hex. If stacked with artillery, there must be more infantry SPs than artillery SPs in the hex to receive the Charge DRM.
- Non-phasing cavalry Counter-Charging [12.52].

*DESIGN NOTE: The initial clash between opposing units tended to be the deadliest minutes of combat because the units' fire was the most controlled at this point and the initial charge was when hand-to-hand combat was most likely to occur.*

**6.36 Flank or Rear.** Stacks gain a +2 DRM if firing from a target's flank or rear, as depicted by the shaded hexes in the following illustration:



**6.37 Artillery on High Ground.** Artillery gain a +1 DRM when firing at a target on a level lower than the firing guns that is at ranges of four hexes or greater. This DRM is not cumulative with +1 DRMs for downhill fire listed in the TECs.

**6.38 Mounted Cavalry.** A stack gains a +1 Fire DRM if firing at a target containing mounted cavalry.

**6.39 Horse-holders.** A stack containing at least two SPs of dismounted cavalry that fire receives a -1 DRM.

*DESIGN NOTE: This accounts for the fellows holding the horses.*

## 7.0 Combat Results

### 7.1 Cohesion Check

**7.11** Cohesion Checks are required when stacks Withdraw [5.13], React [5.5], are fired upon [6.1], have units Retreat Through it [7.36], Rally [8.1], or when units Recover from Rout [8.2] Cohesion Checks may also be required when stacks are targeted by Fire Combat [6.1].

**7.12** When a stack is required to conduct a Cohesion Check, the player rolls one die (only), modifies the result by leader DRMs [7.14], and compares the modified result to each unit's Cohesion Rating. A Good Order unit uses its printed Good Order Cohesion Rating. Disordered units use their printed Disordered Cohesion Rating. A unit fails a Cohesion Check if a natural '9' is rolled or the modified result is greater than the unit's Cohesion Rating.

**7.13** A unit failing a Cohesion Check suffers different penalties depending on the reason for the Cohesion Check. A unit failing a Cohesion Check due to:

- Fire Combat, Withdrawal, Reaction, or a Retreat Through suffers a Cohesion Hit.
- Rally remains Disordered.
- Recovery from Rout is Eliminated.

**7.14** Units benefit from a -1 DRM to all Cohesion Checks for each leader that is stacked with the unit and part of the unit's chain of command.

### 7.2 Cohesion Hits & Disordered Units

**7.21** Cohesion Hits are incurred from Fire Combat [6.18], Involuntary Order Removal [4.35], Cavalry Post-Charge Disorder [12.53], or a failed Cohesion Check due to Withdrawal [5.13], Reaction [5.5], or Retreat Through [7.36].

**7.22** When a unit in Good Order suffers a Cohesion Hit, it is flipped to its Disordered side (retaining its facing).

**7.23** Disordered units that suffer a Cohesion Hit remain Disordered and accrue 1 SP Loss [7.5], in addition to other combat results, if any. Additionally, if the Cohesion Hit was from Fire Combat, the Disordered units suffering a Cohesion Hit retreat [7.3]. If multiple Disordered units suffer a Cohesion Hit in the same stack, the stack accrues only 1 SP Loss.

**7.24** Disordered units may not move adjacent to any enemy units.

### 7.3 Retreat

**7.31** Infantry and cavalry units retreat when a Disordered unit suffers a Cohesion Hit [7.23] or when a stack targeted by charging units gets a No Results on the Fire Table. Artillery units never retreat but may become Abandoned [9.31]. Units incurring multiple retreats from the same combat only retreat once [6.13].

**7.32** Stacked units that retreat must retreat as a stack. If all units in a stack retreat, any stacked leaders must also retreat; otherwise, leaders may not retreat.

**7.33 Retreat Procedure.** The owning player retreats the units one or two hexes. If possible, the retreating unit must end its retreat further from the closest enemy units and not adjacent to any other enemy unit. If only a two-hex retreat will allow the retreating unit to comply with these requirements, it must retreat two hexes. The retreating unit may change facing after a retreat, although it must conform to the facing of any units it is stacked with at the end of its retreat.

**7.34** A unit may never retreat into a hex that it could not move into [5.11].

**7.35** A stack may never retreat into or through an enemy-occupied hex or an enemy Frontal hex.

**7.36 Retreat Through.** A stack may retreat through another friendly stack, but the stationary stack must conduct a Cohesion Check.

**7.37** A retreating stack cannot end its retreat in a hex occupied by friendly units with which it cannot stack for any reason [5.21 & 12.43]. It continues its retreat through the stack until it reaches a hex in which it can legally stop. This could result in a stack retreating more than two hexes or, if there is no legal destination, heading for the hills [7.38].

**7.38 Head for the Hills.** If there is no legal hex for infantry or cavalry units to retreat to, place them, with any desired facing, in the nearest vacant hex. The hex must be closer to another friendly stack than to any enemy stack (halfway is not closer). Measure the path in MPs, though ignoring enemy units, to determine the nearest vacant hex. The stack's brigade accrues two SP Losses [7.5] in addition to the combat results.

## 7.4 Advance

**7.41** If the target hex of phasing fire [6.14] is vacated for any reason (or contains only Abandoned Guns), attacking units adjacent to the target hex may [7.45] (and sometimes must [7.46]) advance into the vacated hex.

**Exception:** Artillery units may never Advance.

**7.42** Stacked units must advance as a stack, unless they advance into a hex occupied by friendly units. In such a case, units from the stack may advance into that hex only, up to the legal stacking limits. Advancing units may change facing after an advance.

**7.43** Charging stacks that do not have any enemy units in their Frontal Hexes (due to enemy movement in Reaction [5.5]) and which did not fire may advance into either of their Frontal Hexes, provided they can legally stack in the hex. Such an advance is conducted in sequence with the left-to-right or right-to-left combat resolution.

**7.44** Units may not advance across terrain that it could not move into [5.11].

**7.45** Units may advance if the phasing units start the activation adjacent to the hex targeted by fire.

**7.46** One charging stack must advance if the target was charged [6.15], provided the terrain does not prohibit an advance [7.44].

**7.47** If Combining Fire [6.13], the first stack to advance must advance into the target hex, but subsequent stacks may advance into either frontal hex, if desired.

## 7.5 Strength Point Losses & Rout

**1** **7.51** Strength Point (SP) Losses are tracked at the brigade level for infantry and cavalry [7.53] and by battery for artillery [7.55]. SP Losses accrue from the Fire Table, Disordered units suffering Cohesion Hits [7.23], and infantry and cavalry units heading for the hills [7.38].

*DESIGN NOTE: Infantry and cavalry units' strength rating is never adjusted. Artillery may lose individual gun SPs [7.55].*

**7.52** If a stack contains both non-artillery and artillery units and the stack accrues one or more SP Losses, apply the SP Losses to the artillery first (if not Abandoned [9.3]).

**Exception:** If such a stack accrues an SP Loss due to a Disordered unit suffering a Cohesion Hit but the artillery was not Disordered, apply the SP Loss to the brigade.

**7.53 Brigade Attrition.** Place a numbered SP marker underneath the brigadier to track the brigade's current SP Losses.

**7.54** During the Attrition Phase [3.0 IId], if any brigade has 7 or more SP Losses, the owning player selects infantry and/or cavalry units of the brigade to Rout [7.57] so that the brigade has fewer than 7 SP Losses. For every unit routed, reduce the number of SP Losses by the strength of the unit.

**Exceptions:**

- 1) If the number of SP Losses is less than the strength of the smallest, on-map, non-artillery unit of the brigade, do not select any units of the brigade to Rout in the current Attrition Phase.
- 2) If a brigade's SP Losses exceed the total number of non-artillery SPs the brigade has remaining on the map, all on-map, non-artillery units Rout.

*EXAMPLE: A brigade has 11 SP Losses. During the Attrition Phase, the player selects a 4 SP unit and a 3 SP unit to rout. The brigade's SP Losses is reduced to 4.*


**7.55 Artillery Attrition.** To indicate SP Losses for artillery, place a numbered SP marker beneath the counter to keep track of its present strength. Artillery units that become Abandoned do not accrue SP Losses. When a battery has taken SP Losses equal to its original strength, it is eliminated.

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

**7.56** Randomly determine the gun type losing an SP when a stack of batteries containing different gun types suffers an SP Loss.

**7.57 Rout.** Place Routed infantry and cavalry units in the Routed Units Box for their formation. Replace dismounted cavalry with their mounted counters. Routed units may later be Recovered [8.2] and returned to play.

## 7.6 Combat Effectiveness

 **7.61 Combat Ineffective Brigade.** If during the Attrition Phase [3.0 IId] at least half of the infantry or cavalry units in a brigade are Routed or Eliminated [see 8.22], place a Combat Ineffective (CI) Brigade marker with the brigadier. Non-artillery units of a CI Brigade may not Rally [8.1]. Additionally, infantry and cavalry units of a CI brigade incur double the SP Losses given on the Fire Table (only), unless stacked with artillery, in which case the artillery and the non-artillery each accrue the full, undoubled number of SP Losses.



**7.62 Combat Ineffective Division.** If during any Attrition Phase [3.0 IId] at least half of the brigades in a division are Combat Ineffective, place a Combat Ineffective Division marker with the division leader. Units of a CI division may not use Attack Movement [5.14]. If the units are OoC, they may not use Phasing Fire [6.14].

**7.63 Combat Effective.** If during the Command Phase [3.0 Ib] of any game turn, a CI brigade or division no longer meets the requirements of a Combat Ineffective Brigade or Division, remove the CI marker.

## 7.7 Leaders and Combat

**7.71 Leaders** may become casualties [7.72 & 7.73] and be removed from play. Leader casualties are replaced [7.74] during the Recovery Phase [3.0 IIIb].

**7.72 Leader Casualties.** If a leader is part of a stack that suffers one or more SP Losses from fire combat, roll another die after applying the fire results [6.17]. If the die roll is a 9, that leader has been killed; otherwise, there is no effect.

**7.73 Leaders and Enemy Units.** A leader may not end movement in a hex adjacent to an enemy unit, unless the hex is occupied by a friendly unit.

If under any circumstances a leader not stacked with friendly units finds himself adjacent to an enemy unit, the leader is immediately placed with the nearest friendly combat unit. Measure the path in leader MPs to determine the closest unit. The enemy unit may continue moving or advancing as if the leader hadn't been there. If there is no path to any friendly combat unit free of enemy units and impassable terrain (i.e., he is surrounded), the leader is captured (consider him killed for game purposes).

**7.74 Leader Replacement.** To replace a leader casualty, simply flip the dead leader to his replacement side and place him with any unit or leader under his command. Replacements that are killed are simply brought back as the same Replacement, although a subordinate leader may still need to be promoted [7.76].

**7.75** If a replacement leader has no units on the map but not all are eliminated, he stacks with his immediate superior, or, if his immediate superior is off-map, enters the map with him. If all his units are eliminated, do not replace the leader.

**7.76** Subordinate leaders must be promoted when army commanders, corps commanders, and division leaders are replaced [7.74].

- If a replacement leader is the same person as a subordinate leader, also replace the subordinate leader in the Replacement Phase.
- If a replacement leader has already been promoted or killed, replace the leader of the highest numbered, immediately subordinate command which retains its original leader. Thus, 1/III would be chosen before 2/III, etc. Where subordinate formations are not numbered, use the immediate subordinate with the highest Efficiency Rating. It is the player's choice in case of ties.

## 8.0 Rally & Recovery

### 8.1 Rally



**8.11** An activated unit that is not in the frontal hex of any enemy units may attempt to remove Disorder status in the Movement & Rally Phase [3.0 IIa] through a Rally Action. Mark units that attempt to Rally as a reminder that they cannot move or fire (although may change facing).

**8.12** All stacked units wishing to Rally must do so together, although not all units in a stack must Rally. Conduct a Cohesion Check [7.12] for all rallying units in the stack. Every Disordered unit that passes the Cohesion Check returns to Good Order. Otherwise, the unit remains Disordered (though it may still change facing).

**8.13** A leader may only affect the Rally Cohesion Check [7.14] at the conclusion of his movement.

### 8.2 Recovery

**8.21** During the Recovery Phase [3.0 IIIb] of a Dusk, Night, or Dawn turn [11.0], each brigade that has been in Reserve [4.34] for the entire Activation Segment [3.0 II] may attempt to recover up to 15 SPs of Routed units or one Routed unit of any size.

**8.22** To attempt Recovery, a Routed unit conducts a Cohesion Check using its printed Disordered Cohesion Rating. If it passes, place the Disordered unit on the map within one hex of its brigadier, but not within three hexes of any enemy unit. Otherwise, the unit is permanently eliminated. Place eliminated units in the off-map Eliminated box.

**8.23** Recovered cavalry is always replaced on the map mounted.

## 9.0 Special Units

### 9.1 Mounted & Dismounted Cavalry



**9.11** Most cavalry can operate either mounted or dismounted. If a cavalry unit does not have a corresponding dismounted version, it may not dismount. Dismounted cavalry is treated as infantry.

*PLAY NOTE: The weapon type of the dismounted unit may be different than the weapon type of the mounted unit.*

**9.12** A unit may mount or dismount only at the start of its movement. The unit must not be adjacent to an enemy unit. To indicate its status, simply change counters. Its MA for that activation (only) is one-half of the MA of its new status. Halve its MA again if it is also using Attack Movement [5.14].

## 9.2 Artillery

**9.21 Artillery AMs.** Many games contain an AM that activates all artillery brigades that are not part of or attached to another formation. Each artillery brigade activated by the Artillery AM is treated as a separate formation for purposes of activation (i.e., a brigade completes the Activation Sequence steps IIa-d before another brigade does the same). Each non-phasing unit is limited to one Return Fire [6.16] for the entire Artillery AM.

**9.22 Divisional Artillery.** All artillery batteries that are subordinate to a division leader, whether or not they have an artillery brigadier, activate as a separate brigade. Artillery batteries that are attached to the division also are treated as a separate brigade. Artillery batteries that are subordinate to or attached to a division may trace command to any leader of that division. See the Simple Battle Book of the individual game for further rules on attaching artillery.

**9.23 Non-Divisional Artillery.** When stacked artillery and non-artillery units activate using different AMs, any facing change by one unit in the stack determines the new facing for the entire stack, unless the active unit moves after the facing change.

**9.24 Bombardment.** Artillery batteries firing at range four hexes and greater cannot:

- Combine Fire [6.13] with artillery from another brigade, or
- Target units that have previously been fired upon by artillery during the same Activation, unless the units are stacked with other non-phasing units that have not been previously targeted.

*DESIGN NOTE: Civil War-era fire control was not advanced enough to mass fires of multiple artillery brigades on the same target. Consider smoke from the previous artillery fire to be obscuring the target.*

**9.25 Approach Fire.** During the Approach Fire Phase [3.0 IIb], each non-phasing artillery battery in Good Order may fire at an enemy stack marked with a Charge marker that is in either of its Frontal Hexes. The artillery may not have reacted [5.5] in the previous Movement & Rally Phase. Any phasing units that retreat due to Approach Fire cannot fire or advance in the upcoming Fire Phase; remove their Charge markers.

## 9.3 Abandoned Guns



**9.31** If a non-phasing artillery unit is required to retreat as a result of Fire Combat (whether from a failed Retreat Check [7.13] or when suffering a Cohesion Hit when Disordered [7.23]) and is adjacent to any of its attackers, place an “Abandoned 1” marker on it and place the battery at the bottom of the stack.

*DESIGN NOTE: Artillery is Abandoned due to a rapid or unexpected advance by the enemy (i.e., only when the enemy is Phasing).*

**9.32** Abandoned guns do not count as units. They always remain at the bottom of a stack, do not have facing, may not conduct any movement or combat and do not suffer any consequences

of fire. Abandoned guns do not block LOS. All units, friendly or enemy, may move without penalty through a hex containing only Abandoned Guns.

**9.33** Remove the Abandoned marker (leaving the guns Disordered) at the end of any activation during which a friendly unit occupies the hex, or moves or advances into or through the hex. The artillery remains at the bottom of the stack and assumes the facing of any friendly units in the hex. If no friendly units are in the hex, the artillery may choose its facing. Batteries may not be recreated in excess of stacking limits.

**9.34** During the End Phase [3.0 IIIc], eliminate all artillery with an Abandoned 2 marker. Then flip all Abandoned 1 markers to Abandoned 2.

## 10.0 Breastworks

### 10.1 Constructing Breastworks



**10.11** Breastworks may be constructed by any Good Order individual infantry or dismounted cavalry unit that is In Command during the Command Phase and is not under Orders [4.3]. Normal facing rules apply to units constructing Breastworks.

**10.12** With the exception of Town and Marsh hexes, Breastworks may be constructed in any hex that is within three hexes of a Woods, Orchard or Town hex or a hex with a Farmhouse/Building. No hex can contain more than two Breastworks. The hex of construction, the Woods, Orchard, Town, or Farmhouse/Building hex, and the hex path between them cannot be adjacent to an enemy unit when construction is started.

*PLAY NOTE: Two Breastworks markers in a hex only serve the purpose of protecting additional hexsides.*

**10.13** It takes two consecutive turns for the constructing unit to build Breastworks:

- 1) In the Command Phase [3.0 Ib], place a “Construction” marker on top of the unit assigned to new Breastworks Construction for the current turn. Face the unit towards the hexsides the Breastworks will cover.
- 2) At the end of the first turn of Breastworks Construction [3.0 IIIc], place a number ‘2’ marker on the Construction markers placed at the start of the turn.
- 3) At the end of the second turn of Breastworks Construction [3.0 IIIc], remove the number ‘2’ marker and flip the marker over to its Breastworks side. Place it so that the Breastworks design matches the unit’s facing. Once placed, Breastworks can never be re-oriented.

**10.14** If the constructing unit moves, fires, or is targeted at a range of three hexes or less, it suffers a Cohesion Hit and the construction marker is removed prior to movement or fire resolution. The construction marker is also removed if the constructing unit retreats for any reason or routs. The player may voluntarily remove the Construction marker with no penalty during the Recovery Phase [3.0 IIIb].

**10.15** Construction started by one unit must be completed by that unit. Additional units in the hex have no effect on construction.

**10.16** Breastworks may be removed by any combat unit that moves across a Breastworks hexside by expending one additional MP.

## 10.2 Effects of Breastworks



**10.21** Breastworks have a two-hexside facing, as indicated on the actual Breastworks counter. The Breastworks must be placed to conform to those hexsides.

**10.22** The cost to move through a Breastworks hexside is listed in the Terrain Effects Chart.

**10.23** The defensive benefits for Breastworks apply only to a unit being fired upon through a Breastworks hexside that is part of the hex the target unit is in. Units targeting units within Breastworks suffer a -1 Fire DRM.

**Exception:** Solely artillery firing at range four hexes and greater do not suffer the -1 Fire DRM.

## 11.0 From Dusk 'till Dawn

### 11.1 Dawn & Dusk Turns

All daylight rules are in effect except any fire at range greater than one hex incurs a -1 DRM. Routed units may attempt Recovery [8.2].

### 11.2 Night Turns

All daylight rules are in effect except:

- Command Ranges [4.22] are halved.
- Infantry may not fire at ranges greater than 1 hex.
- Units of a brigade in Attack posture [5.14] conduct a Cohesion Check at the conclusion of their movement.
- Cavalry may not move adjacent to enemy units.
- Artillery may not fire at ranges greater than 3 hexes.
- Artillery Fire at 2-3 hex range incurs a -2 DRM.
- Routed units may attempt Recovery [8.2].

## 12.0 Optional Rules

### 12.1 Refused Flanks

*PLAYNOTE: This rule is highly recommended. It smooths out the rigid constraints the map hex grid imposes.*

**12.11** A stack composed solely of infantry and/or artillery units may refuse one flank if a friendly stack is in its rear hex and oriented as below. A stack cannot refuse both flanks; neither flank is refused if both flanks qualify. A refused flank has no effect on the stack's Firing Arc [6.12].

**12.12** Stacks gain a favorable DRM if firing from a refused target's flank or rear, as depicted by the shaded hexes below, replacing the diagram in 6.36.



The lower unit in each image does not qualify for a Refused Flank and so uses the normal Flank or Rear hexes described in 6.36.

## 12.2 Green Units



Regiments that had not been in any combat before are Green; they are indicated with a "G" next to their Cohesion Rating. Green units remain Green the entire course of the game. Green units automatically suffer a Cohesion Hit when using Non-Phasing Reaction [5.5]; they do not conduct a Cohesion Check.

## 12.3 Brigade Command



**12.31 Skulking Brigadier.** Phasing stacks that are charging do not receive the +1 Charge DRM if at the end of the Movement & Rally Phase their brigadier is not stacked with a charging unit of his brigade.

### 12.32 Brigadier Action Profiles.

1. An Aggressive (A) brigadier, when phasing, provides an additional +1 Fire DRM to any charging units he is stacked with and, if stacked with a charging unit, optionally to any adjacent charging stacks of his brigade (eligibility for adjacent stacks is determined at the end of the Movement & Rally Phase). He checks for leader casualty [7.72] whenever a stack which received his +1 DRM for an Aggressive brigadier suffers an SP Loss.
2. A Normal (N) brigadier has no restrictions or bonuses.
3. An Unreliable (U) brigadier may not move adjacent to any enemy units unless he starts his movement either adjacent to an enemy unit or stacked with his division leader, corps commander, or army commander.
4. A Cautious (C) brigadier may not move adjacent to any enemy units.

## 12.4 Extended Lines



**12.41** An infantry unit with 8 or more SPs may extend into a second hex, if it is not adjacent to an enemy unit. Prior to moving, an Extended Line marker is placed in the same hex as the parent unit. Each part is then treated as a separate unit unless restricted by this section.

**12.42 Movement and Facing.** Both parts of an Extended Line move sequentially and consecutively. Both parts must end movement, advances, or retreats in adjacent flank hexes with the same facing, or in the same hex. If both the parent unit and the Extended Line marker end movement, advance, or retreat in the same hex, remove the Extended Line marker. Both parts may refuse [12.1].

**12.43 Stacking & SPs.** Neither part of an Extended Line may end movement, advance, or retreat stacked with another Extended Line. Other infantry and artillery units may stack with the Extended Line but the total number of other infantry SPs must be less than the strength of the Extended Line.

An Extended Line's SPs are divided so that both hexes have the same number of infantry SPs, with the parent stack receiving any odd SP.

*EXAMPLE: A 10 SP unit is Extended. Stacked with the Extended marker is a 5 SP unit. To make the two stacks' SPs as equal as possible, the parent unit has 8 SPs while the stack has 7 SPs (2 SPs from the Extended Line plus the 5 SP unit).*

**12.44 Cohesion Check.** Both parts of an Extended Line conduct Cohesion Checks as one unit and benefit from a leader stacked with either part [7.14]. Treat an Extended Line as a single unit when reacting [5.5] or Rallying [8.1].

**12.45 Phasing Fire.** Even when targeting different stacks, each part of an Extended Line fires separately but simultaneously (see Combined Fire [6.13]).

**12.46 Targeting an Extended Line.** Treat an Extended Line as one unit when being targeted (see Combined Fire [6.13]).

**12.47 Retreat.** If one part of an Extended Line retreats, the other part must also retreat.

**12.48 Advance.** Advance one part of the Extended Line normally [7.4]. The second part then advances one hex and/or changes facing to conform to facing and adjacency requirements [12.42]. If the Extended Line cannot conform to facing and adjacency requirements after one part advances, neither part may advance.

## 12.5 Infantry Charges

If one or more infantry units in a charging stack [5.14] suffers a Cohesion Hit and the stack inflicts a Cohesion Hit on one or more Good Order enemy units, the non-phasing stack retreats and the phasing stack suffers an additional SP Loss.

## 12.6 Cavalry Charges & Counter-Charges



**12.61 Cavalry Charge.** Charging [6.15] cavalry are flipped to their Disordered side at the conclusion of their movement if—within three hexes of an enemy unit—it either changed facing or entered a hex costing more than 1 MP. If no enemy units remain adjacent to the charging cavalry (due to enemy reactions [5.5]), the charging cavalry do not suffer a Cohesion Hit due to Post-Charge Disorder [12.53].

**12.62 Counter-Charge.** Non-phasing cavalry being charged do not receive the +1 Charge DRM [6.35] unless they declare a Counter-Charge. To be eligible to Counter-Charge, the non-phasing cavalry must have a phasing, charging unit in one of their frontal hexes and all the non-phasing cavalry units must be in Good Order.

**12.63 Post-Charge Disorder.** Any cavalry unit that charged or counter-charged and is in Good Order suffers a Cohesion Hit during the Post-Charge Disorder step [6.17] if they charged or counter-charged into an enemy stack's Frontal Hex.



*A fence rail bivouac*

