BATTLES OF THE
AMERICAN REVOLUTION
SERIES RULEBOOK

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1. INTRODUCTION

This Series Rulebook provides the baseline rule set that applies to all volumes in GMT's Battles of the American Revolution series. Individual volumes contain Exclusive Rules applicable to that volume only. In cases where a volume's Exclusive Rules conflict with the Series Rules, the Exclusive Rules take precedence.

2. COMPONENTS

See each volume's specific rules for the list of components included in each game.

2.1 Counters

Unit Color Codes: Units from different nationalities each have their own unique color for easy identification. In some volumes units have shaded stripes across the top to denote which type of unit they are, or their Movement Allowance may be highlighted to identify belonging to a specific formation or that specific rules apply to those units.

2.2 Units and Leaders

Some units are "two-step" units. The front side is their full strength side; the reverse (reduced) side generally has a lower strength point and unit morale value. Units that only have one side are "one-step" units and are eliminated if they suffer a step loss.

The full strength side of all units contains their unit name, setup hex or turn of entry, unit morale, strength points, and movement allowance.

All leader counters list the leader name, setup hex or turn of entry, rank, close combat DRM, leadership DRM, and movement allowance.
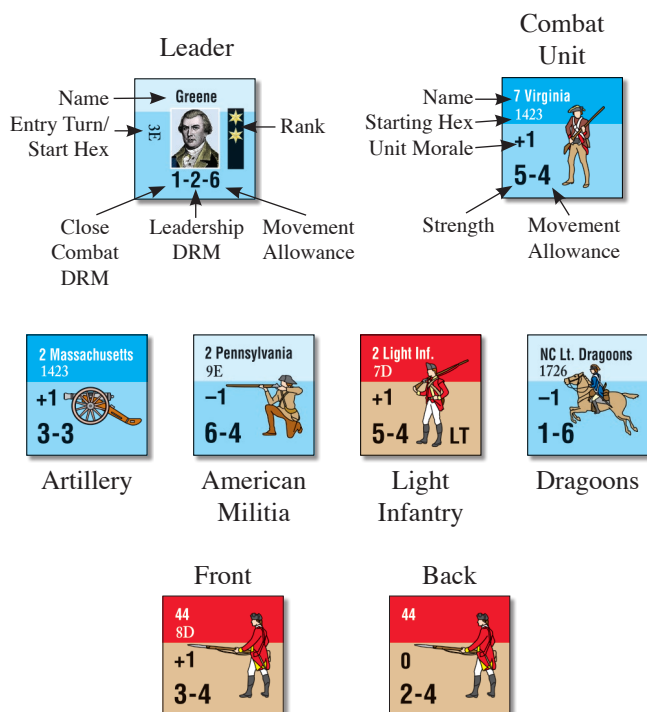
2.3 The Die

Games include 10-sided dice that are used to resolve certain game functions. The 0 is treated as a 0 (not a 10).

2.4 Game Scale

Unit Scale: Each strength point of troops equals approximately 100 men. Each artillery strength point equals two cannon. See Exclusive Rules for exceptions.

Map Scale: Each hex is approximately 200 yards from hexside to hexside.

Time Scale: Each turn represents approximately one hour. For volumes with "strategic" turns, those represent one or more days each.

3. TERMINOLOGY

3.1 Key Terms

Combat Unit: Any type of infantry, cavalry, or artillery unit. Leaders and markers are not combat units.

First Fire Marker: Indicates rifle units that have not yet performed their first Fire Combat.

Die Roll Modifier (DRM): An event or situation which causes a die roll to be adjusted.

Highest Ranking Leader: The Leader that must be in command if two or more leaders are present during close combat. Leader seniority is listed in all Exclusive Rules. *NOTE: If more than one leader is present*, any *leader may be selected by the owning player to satisfy a casualty requirement*.

Into Fieldworks: An attack across a fieldworks hexside from outside the hex which contains the fieldworks symbol (see Terrain Keys in volumes and battles with fieldworks).

Light Infantry: Light Infantry units are designated by the symbol 'LT' on the counter.

Line of Sight (LOS): The ability of combat units to see each other across intervening hexes.

Militia: Militia is often (but not always) a lower quality unit consisting of volunteers without proper military training. The identification of Militia counters is specified in each game's Exclusive Rules.

Movement Points (MPs): Used to regulate how far a unit can move in one game turn.

Out of Fieldworks: An attack or ZOC which crosses a fieldworks hexside from the hex which contains the fieldworks symbol (see Terrain Keys in volumes and battles with fieldworks).

Parade Order: A combat unit is in Parade Order if it is not disrupted or shattered.

Phasing Player: The player whose player turn it is, and is therefore moving units or assigning Close Combats. The other player is considered the non-phasing player.

Rally on Me Marker: These markers are placed on stacks containing both Disrupted/Shattered and Parade Order combat units as a reminder to make morale checks in the Rally Phase.
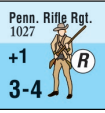
Rifle Unit: A light infantry or infantry unit which is armed with rifles. *(Design Note: Rifles permitted units to fire over greater distances than units solely armed with muskets.)* There are two types of rifle units:

1. Those designated by a white "R" in a black circle. These units afford their opponent a DRM if they participate in close combat (this is a benefit to the opponent).

2. Those designated by a black "R" in a white circle. These units do not afford their opponent a DRM if they participate in close combat (i.e., there is no benefit to the opponent).
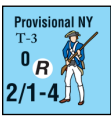
Musket/Rifle Unit: These units represent mixed musket/rifle formations. These units do not afford their opponent a DRM if they participate in combat (i.e., there is no benefit to the opponent). The SP values on the counter are read as Close Combat/Rifle Fire, with each value applied in the corresponding turn phase. *Example: The values on the unit shown are read as a Combat Factor of 2 and Fire Combat value of 1, and four movement points.*

Strength Points (SPs): The combat strength of a unit. Used for stacking, artillery/rifle fire and close combat.

Surrounded: When enemy units or their ZOC occupies all six hexes adjacent to a unit. *Important:* For this rule only, friendly units negate enemy ZOC in their hex.

Up Slope: Attack across a slope hexside into the hex which contains the solid line portion of the slope symbol. Movement is affected in both directions across a slope hexside (See Terrain Keys and Player Aid Cards for each volume).

Victory Points (VPs): Used to determine which side has won the battle. VPs are gained by eliminating and capturing enemy steps, units and leaders, by capturing and/or holding terrain objectives, and by choosing to influence certain game actions.

Zone of Control (ZOC): The ability of a unit to exert influence over an adjacent hex.

4. HOW TO WIN

There are three victory levels: Decisive, Substantial, and Marginal.

Decisive Victory: Conditions for Decisive victory are described in each volume's Exclusive Rules.

Substantial Victory: Baseline conditions for Substantial victories are described in rule 16.3, however some Exclusive Rules modify the threshold for Substantial victories.

Marginal Victory: Conditions for Marginal victories are described in Exclusive Rules. **NOTE:** in some volumes one or both sides may not be able to score a Marginal victory.

VP Clarifications:
- A 2-step unit that is eliminated is worth 2 VPs whereas a 2-step unit that is captured is worth only 1 VP. In other words, captured units are worth 1 VP regardless of whether they have one or two steps. Eliminating a unit will destroy its organizational staffing which means more effort than providing the replacements which must be expended to return the unit to fighting capacity.
- 2-step units that begin the game on their reduced side only count as 1 VP if eliminated.
- Shattered units on the board at the end of the game end are worth ½ VP.

5. SEQUENCE OF PLAY OUTLINE

Each game turn consists of two player turns. During the initiative segment, players determine which player executes their player turn first. Each player turn consists of several phases that must be executed in sequence. A more detailed version can be found In the Expanded Sequence of Play on the back page.

A. Initiative Segment
Determine which player has the Initiative this turn.

B. Initiative Player Turn
1. Flip the game turn marker to indicate the correct player turn
2. Movement phase
3. Rally phase
4. Defensive Artillery Fire phase
5. Rifle Fire phase (simultaneous)
6. Close Combat phase
7. Move the game turn marker to the bottom half of the game turn and flip it over

C. Second Player Turn
1. Movement phase
2. Rally phase
3. Defensive Artillery Fire phase
4. Rifle Fire phase (simultaneous)
5. Close Combat phase

D. End-of-Turn Segment
1. Check for Automatic Victory
2. If it is the last game turn of the scenario, determine a winner
3. If additional game turns remain, advance the game turn marker to the top half of the next turn.

6. INITIATIVE

6.1 General Rule
Initiative for a turn is determined by each player rolling a die and adding their Army Morale Initiative DRM (found on the Army Morale Track). The higher modified roll wins the initiative for that game turn.

6.2 Ties
If the modified die rolls result in a tie, both players roll again using the same modifiers (including any modifiers if momentum chits were used).

NOTE: See Exclusive Rules for exceptions.

6.3 Momentum
Momentum chits may be used to modify the initiative die roll. The player who had initiative on the previous game turn must decide how many Momentum Chits to spend first (see 12.62).

7. STACKING

7.1 Stacking Limit
Each hex may contain up to six friendly SPs of combat units other than artillery PLUS one friendly artillery unit (regardless of its SPs). Leaders and markers do not count for stacking purposes. Exclusive Rules may contain further restrictions and/or exceptions to stacking.

7.2 Stacking during Movement and Retreat
Stacking limits apply at all times, including during movement and retreat. A unit may never move or retreat through a hex in excess of stacking limits (for an exception, see 13.23).

7.3 Overstacking Penalty
If units are found to be overstacked at any time the owning player must immediately eliminate enough steps to meet the stacking limit. IMPORTANT: All step losses taken impact Army Morale and Victory Points as if they were lost in combat.

7.4 Intelligence
7.41 General: Both sides may examine all stacks of friendly and enemy units at all times.

7.42 Limited Intelligence: Some Exclusive Rules limit one or both players from freely examining enemy stacks. In those cases, use the rules below unless additionally modified by the Exclusive Rules.

A player under Limited Intelligence restrictions may not examine enemy stacks until either:

1) During fire combat, in which case the player can examine a specific stack to choose a target. **NOTE:** the player must commit to conducting Fire Combat against a specific hex and only then can they examine the units therein to determine which will be the target. The player *must* fire on the selected hex once the stack has been examined.

2) During the Close Combat Phase a stack can be examined to determine combat odds, however once a stack is examined that hex *must* be attacked. **NOTE:** the enemy stack can only be examined *after* it has been designated for Close Combat attack.

7.43 Limited Intelligence Penalty
Each time a player examines an enemy stack except in the situations noted in 7.42 above, they suffer an immediate -1 AM adjustment.

8. ZONES OF CONTROL

8.1 General Rules
All Parade Order combat units exert a ZOC into all six adjacent hexes. A unit loses its ZOC while it is disrupted or shattered. The ZOC is restored if the unit rallies to Parade Order. Note that ZOCs do extend across Ford and non-Ford Creek hexsides.
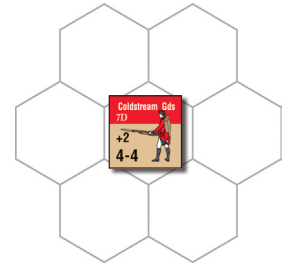
Exception: A ZOC extends out of, but not into, light forest/orchard, heavy forest, and fieldworks hexsides. See exclusive rules for additional exceptions.

8.2 Negating ZOCs
A combat unit negates an enemy ZOC in its hex for the purpose of the surrounded Close Combat modifier (12.7). It does not negate an enemy ZOC in its hex for retreat purposes (13.22).

8.3 Effects of ZOC on Movement
8.31 A unit that enters a hex in an enemy ZOC must stop and end all movement for the turn. In addition, it costs +1 MP to enter or exit an enemy rifle unit's ZOC.

8.32 A unit which begins in an enemy ZOC may move directly into another enemy ZOC but may move no further. If the first hex entered does not contain an enemy ZOC, the unit may continue moving up to its full movement allowance unless it again enters an enemy ZOC, which ends its movement.
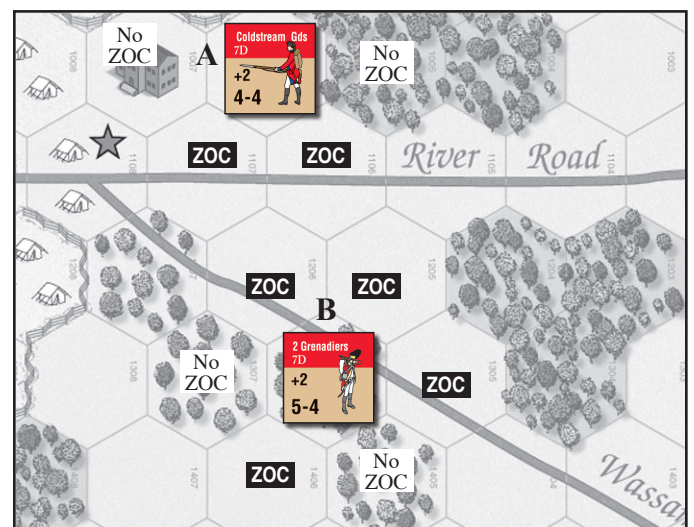
EXAMPLE: Unit A's ZOC does not extend into the Plantation House or the Heavy Woods. Unit B's ZOC extends out of, but not into the Lt Woods hexes.

9. MOVEMENT

9.1 Reinforcements

9.11 Placement: At the beginning of their side's Movement Phase on the game turn of arrival, reinforcements are placed according to the entry hex printed on the unit or turn track, or as specified in the Exclusive Rules.

Reinforcements may be placed in their entry hex in excess of stacking limits; however they must conform to stacking limits by the end of the movement phase.

Reinforcements may always be voluntarily delayed until a later game turn unless the Exclusive Rules for that game prohibit it.

9.12 Movement: Placement on the unit's entry hex costs no MPs. Reinforcements may move their full movement allowance and use strategic movement during their turn of entry unless prohibited by Exclusive Rules.

9.2 General Rules

During the movement phase the phasing player may move all, some, or none of their units. Units expend Movement Points (MPs) to enter adjacent (contiguous) hexes up to the Movement Allowance printed on the unit's counter.

Units pay MPs for each hex entered based on the terrain in that hex (See the Terrain Effects Chart for each individual volume in the series).

Because stacking rules are in force at all times (see 7.2) each individual unit must complete its movement before another unit may move. Units are never required to move (Exception: see 13.3).

MPs cannot be saved from one turn to another nor transferred to another unit. A unit may never expend more MPs than its movement allowance.

NOTE: A unit may always move one hex as long as no movement restrictions (e.g., prohibited terrain) or Exclusive Rules are broken. See 13.4 and Exclusive Rules for exceptions.

9.3 Movement Restrictions

The following movement restrictions apply:

- Shattered units may not move (see 13.4).
- Disrupted units may only move 1 hex per turn. If adjacent to enemy units they must attempt to move away from as many as possible (see 13.3).
- Pinned units may move only if they do not end the movement phase adjacent to any enemy units and the phasing player reduces his Army Morale (see 9.6 & 13.1, Pin).
- A unit may never enter an enemy occupied hex or prohibited terrain.
- A unit may never move through a hex in excess of stacking limits (see 7.2).

9.4 Effects of Terrain on Movement

The MP cost of entering hexes and crossing hexsides are cumulative. Exceptions: Up Slope/Creek and Down Slope/Creek hexsides are each treated as a distinct combined terrain type as indicated on Volume specific Terrain Effects Charts, which may contain additional terrain anomalies.

NOTE: Roads nullify terrain costs for movement purposes only. Other terrain in a road hex still impact combat, ZOC, etc. normally, unless otherwise indicated in the Exclusive Rules.

9.5 Strategic Movement

Units using Strategic Movement may move up to twice their printed Movement Allowance as long as they start in and remain on terrain types which allow for Strategic Movement. See Exclusive Rules and Player Aid Cards for which terrain types qualify for strategic movement.

9.51 Units using strategic movement may not begin adjacent or move adjacent to enemy units at any point during their move.

9.6 Removing Pin Markers

After all movement is complete, remove pinned markers from all units on both sides which are not adjacent to enemy units (see 13.1, Pin). The phasing player must reduce his Army Morale by one for each pinned combat that is broken.

10. RIFLE FIRE

10.1 General Rules

During the Rifle Fire Phase, both players may fire their rifle unit(s). Rifle Fire is voluntary. No unit is ever required to fire. No unit may fire more than once per phase.

10.2 Selecting a Target

The phasing player must select his target unit(s) before the non-phasing player selects his. If a unit chooses to fire, it must select an adjacent target combat unit. No unit may be the target of more than one Rifle Fire per phase. If more than one rifle unit fires at a target unit, the number of SPs firing is combined.

10.3 Procedure

STEP 1: The firing player cross-references his firing SPs on the 'adjacent' column of the Ranged Fire To Hit Table to determine the 'To Hit' number.

STEP 2: The player rolls a die. The result is modified by all applicable DRMs given in the Ranged Fire Combat DRM Table. The modified die roll is compared to the 'To Hit' number. If it is equal to or greater than the 'To Hit' number, a hit is scored.

NOTE: This table may have different titles from Volume to Volume (e.g., Rifle/Artillery Fire Table, Artillery Fire Table, etc.).

STEP 3: If a hit is scored, a second (unmodified) die roll is made on the Rifle Fire Damage Table to determine the result. Only the target combat unit will be affected by the result. Ignore any reference to other units in the hex (Exception: 13.1, Leader Casualty). After applying the results, make any Army Morale adjustments that are required.

EXAMPLE: The two American units conduct Rifle Fire on the British Guards unit. The SPs of the two rifle units must be combined. Assuming no terrain modifiers, the 'To Hit' number is ≥ 6 with one die, but the two rifle units have not yet fired this game and so receive a +1 DRM First Fire Bonus. The American player rolls a 5 which scores a hit. He then consults the Fire Damage Table and rolls again. He rolls a '4' which results in an R (Retreat) for the Guards unit.
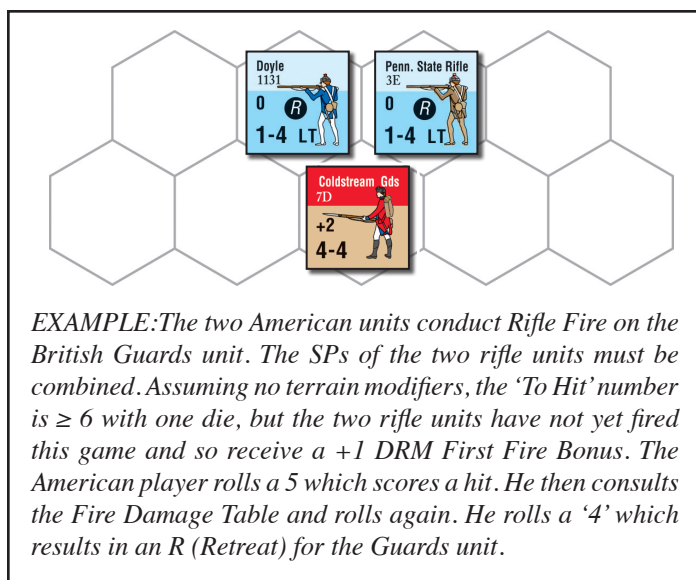
10.4 Simultaneous Fire

Rifle Fire is considered simultaneous. Results, including Army Morale adjustments, are applied at the same time after both sides have fired. The non-phasing player must execute any retreats before the phasing player.

10.5 First Fire Bonus

Rifle units firing for the first time receive a +1 "First Fire" DRM on the To-Hit Table. They do not get the first fire bonus if they are combining fire with other units that have already conducted their first fire. In either case, indicate the units that have fired by removing their "First Fire" markers.

If multiple units are firing together and none have fired previously the first fire bonus is only +1; the first fire bonus is not cumulative.

All firing units lose their first fire bonus for future fire combats even if their fire has no effect.

IMPORTANT NOTE: A rifle unit also loses its first fire bonus if it participates in Close Combat in any Game Turn before conducting fire combat.

10.6 First Fire Markers

First Fire Markers should be placed on top of or below Rifle units at game or scenario start (players should agree on which method to use to prevent confusion), and are removed after the unit's first fire combat.

NOTE: If players choose not to use First Fire markers they should track which units have fired on paper or electronically.

10.7 German Jaeger Rifles

The German Jaegers may make two die rolls against their 'To Hit' number if *both* of these conditions exist:

• They are in Covered Terrain, which is defined as heavy woods, light woods or orchard.

• There is an open flank as defined in the Turn Flank requirements (see 12.53).
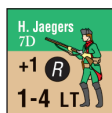
Both die rolls must be against the same target and only one hit will result in a damage die roll. If both die rolls hit, ignore the second hit.

DESIGN NOTE: The Jaeger companies performed a tactic known as Strassefeuer ("street fire") in which groups of up to 25 men would advance in open order on the exposed flank of an enemy, in five files of five men each. The first man in each file would fire and countermarch to the left to gain the rear of his file and reload. The next man in each file would then fire and countermarch in like fashion. This would continue while the formation was steadily advancing, thus each volley would be delivered several paces closer to the enemy than the previous one. The effect could be devastating, particularly when directed at point-blank range.

11. DEFENSIVE ARTILLERY FIRE

11.1 General Rules

During the Defensive Artillery Fire phase, the non-phasing player may fire any of his artillery. Defensive Artillery Fire is voluntary-no unit is ever required to fire. No unit may fire more than once per phase.

11.2 Selecting a Target

If an artillery unit chooses to fire, it must target a combat unit that is within range and Line of Sight (LOS). See Exclusive Rules for exceptions as some volumes contain artillery types that do not need LOS to fire.

No unit may be the target of more than one defensive artillery fire per phase. Multiple artillery units can combine their SPs to fire at a target. The number of SPs is totaled and the range of the unit farthest from the target is used to determine the "To Hit" number.

The range for artillery units is three hexes (see Exclusive Rules for exceptions). Calculate range from the firing unit to the target, counting the target's hex but not the firing unit's hex.

DESIGN NOTE: Although extreme ranges were possible for field artillery (3 and 6 pounders), it was the standard practice of the day to fire at 600-800 yards, and often much closer. All artillery of this period was smooth bore and, like the musket, inaccurate at anything but comparatively short distances.

11.3 Procedure

STEP 1: The firing player cross-references the number of SPs firing with the range to target on the Ranged Fire To Hit Table to determine the "To Hit" number.

STEP 2: The player rolls a die, which is modified by all applicable DRMs on the Ranged Fire To Hit Table. The modified roll is compared to the "To Hit" number. If it is equal or greater than the "To Hit" number, a hit is scored.

STEP 3: If a hit is scored, a second die roll is made on the Artillery Fire Damage Table to determine the result. Only the target combat unit will be affected by the result. Ignore any reference to other units in the hex. (Exception: 13.1 Leader Casualty) After applying the results, make any Army Morale adjustments that are required.

11.4 Line of Sight

11.41 For artillery units to fire beyond an adjacent hex, they must be able to see it. In game terms, the artillery unit must be able to trace a clear Line of Sight to the target unit. LOS is always clear when firing at an adjacent unit. LOS is traced from the center of the firing hex to the center of the target hex. For purposes of LOS, slope and slope/run hexsides are considered to be exactly the same, and are referred to solely as slope hexsides.

11.42 BLOCKING TERRAIN: Forest, light forest, and slope/hill hexes are always blocking terrain. See Exclusive Rules for specific terrain types that may affect LOS in various volumes.

Any hex that contains combat units, whether friendly or enemy, also blocks LOS (See Exclusive Rules for exceptions).

LOS can always be traced into blocking terrain or hexes containing combat units, but never through it (Exception: 11.43, Case C).

11.43 UP SLOPE: Determination of LOS depends upon whether or not both the firing unit and the target unit are in 'up slope' positions to each other. A unit is in an 'up slope' position if the LOS traced from the other unit crosses an up slope hexside as it enters the target hex.

NOTE: The direction of the slope graphic is normally "down" in the direction of the uneven lines pointing outward—these point "down". The higher level side of the graphic is the side that is flush.

A. Neither unit is 'up slope': The LOS is blocked if it passes through any blocking terrain hex. In addition, the LOS is blocked if it crosses any slope hexside which is not part of the firing or target unit's hexes.
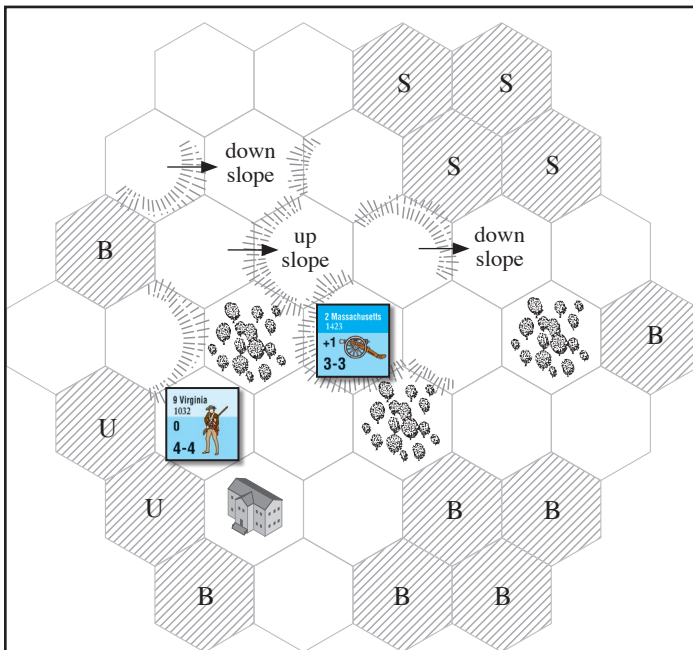
EXAMPLE: The artillery unit is about to conduct artillery fire. The shaded hexes indicate those hexes which are not in the artillery unit's Line of Sight. Hexes marked 'B' are blocked by blocking terrain, hexes marked 'S' are blocked by slopes, and hexes marked 'U' are blocked by a combat unit.

B. One unit is 'up slope': The LOS is blocked if it passes through any blocking terrain hex. With one unit 'up slope', a LOS may be traced through a slope hexside which is part of the 'up-slope' unit's hex. See the LOS visual example for other specific situations.

C. Both units are 'up slope': The LOS between these units is always clear. Ignore blocking terrain.

11.44 HEX SPINES: If a LOS runs exactly along a hexside, it is blocked only if both hexes adjacent to the hexside contain blocking terrain and/or combat units.

12. CLOSE COMBAT

12.1 General Rules

12.11 ATTACKER/DEFENDER: The phasing player is considered the Attacker, while the non-phasing player is the Defender.

12.12 WHO MUST ATTACK: Close Combat is mandatory for all friendly combat units (except artillery units) which are adjacent to enemy units. This includes any units which retreated from Fire Combat and are now adjacent to enemy units.

Exception: Rifle units are never required to attack. See Exclusive rules for additional exceptions.

12.13 WHO MUST BE ATTACKED: All enemy units which are adjacent to friendly units must be attacked.

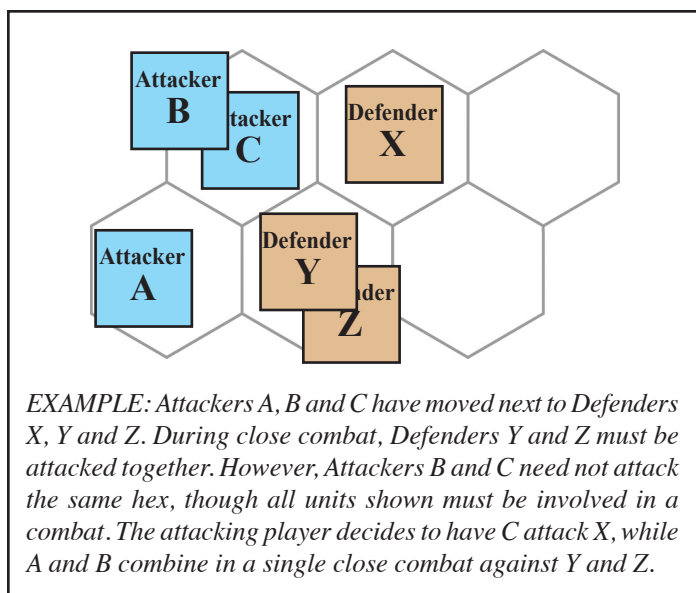*Exception:* See 12.14 Diversion.

12.14 DIVERSION: During each Close Combat phase, the phasing player may designate *one stack* of defending units as receiving a Diversion. The Attacker does not attack these defending units, but the Attacker's units that created the Diversion must attack some other enemy units. All attacking units which are adjacent to the defending units receiving the Diversion are penalized by having the odds in the Close Combat(s) in which they are involved shifted one column to the left (for example, 2-1 is reduced to 3-2).

12.15 MULTI-HEX COMBAT RESTRICTIONS:
- Each unit, attacking or defending, may only be involved in one Close Combat per player turn.
- Attacking units stacked in a single hex may combine in a single attack or attack different units.
- All defending units in a single hex must be attacked together in a single Close Combat.
- Each Close Combat must involve either one attacking hex or one defending hex only.

EXAMPLE: one attacking hex versus two or more defending hexes or two or more attacking hexes versus one defending hex are legal, but two or more attacking hexes versus two or more defending hexes in a single Close Combat is illegal.

EXAMPLE: Attackers A, B and C have moved next to Defenders X, Y and Z. During close combat, Defenders Y and Z must be attacked together. However, Attackers B and C need not attack the same hex, though all units shown must be involved in a combat. The attacking player decides to have C attack X, while A and B combine in a single close combat against Y and Z.

12.2 Procedure

12.21 DESIGNATE ATTACKS: The phasing player must announce all Close Combats before resolving any of them. The phasing player designates which friendly units are attacking and which enemy units are being attacked.

12.22 REMOVE PIN MARKERS: After the phasing player has announced all Close Combats, the players remove the 'Pin' markers from all units on the board (See 13.1, Pin).

12.23 COMBAT SEQUENCE: Each Close Combat is resolved separately in any order that the Attacker chooses. For each, follow the procedure given below:

STEP 1, DETERMINE ODDS RATIO: The players total the non-artillery SPs of all their units involved in this Close Combat. The Attacker compares his SP total to that of the Defender. The ratio of Attacking SPs to Defending SPs is rounded off in favor of the Defender to a set of odds given on the Close Combat Table.

EXAMPLE: 5 SPs attacking 4 SPs is 1:1, but 4 SPs attacking 5 SPs is 1:2.

See 12.3 if all defending units are artillery.

STEP 2, DETERMINE LEAD UNITS: Each side, starting with the Attacker, must choose one unit to be its lead unit. The lead unit must be a Parade Order unit if one is available in the hex. Artillery units may not be chosen as lead units. This unit's morale, as modified by Army Morale, will be used as a DRM for the Close Combat. Also, if there is an adverse combat result, the lead unit will be the first unit to absorb the result (Exception: See 13.1 regarding capture results).

NOTE: The Exclusive Rules for each game may specify other units that cannot be the lead unit in Close Combat.

LEAD UNITS AND PROHIBITED TERRAIN: Units cannot be chosen as lead units if they would be required to advance after combat into prohibited terrain. If all attacking units are doing so into prohibited terrain then one unit can be selected as the lead

unit, however it will not be allowed to advance after combat if the defending hex is vacated.

PRE-COMBAT WITHDRAWAL: *After* the attacker declares the lead unit the defender may declare a Cavalry or Indian Withdrawal (see 12.4).

NOTE: Step 2 above requires the attacker to declare the lead unit first, ensuring a combat unit is identified that will have to advance should the defender choose to withdraw.

STEP 3, DETERMINE DRMs: Before rolling the die, the players check the Close Combat DRM Chart to see what additional adjustments will be made to that die roll.

NOTE: Militia defending with non-militia artillery would not be considered an all-militia force even though the artillery does not participate in Close Combat nor serve as the lead unit.

DESIGN NOTE: Each close combat takes into account factors other than the sheer numbers involved. These factors are integrated as adjustments to the resolution die roll.

STEP 4, SELECT AND RESOLVE TACTICS:

Each side secretly chooses one of their available tactics by placing the tactics card or chit face down in front of them. The two tactics cards (or chits) are revealed simultaneously, and cross-referenced on the Tactics Card (or the Tactics matrix on the Player Aid Card), to determine if there is any DRM.

No Combat (NC): If one or both players chose the Withdraw tactic, and the result indicated on the Tactics Matrix is No Combat, the side playing the Withdraw tactic must retreat all units one hex. Withdrawing units do not have to retreat to the same hex. Exception: Artillery in the attacker's hex never retreats if the attacker played Withdraw. If both sides chose Withdraw, the defender retreats first. Skip to Step 9.

NOTE: See rule 12.53 for conditions that allow play of the Withdraw tactic.

STEP 5, RESOLVE CLOSE COMBAT: Close Combat is resolved by rolling a die, applying any DRMs, and cross-referencing it with the Odds Ratio on the Close Combat Table. The results to the left of the slash apply to the Attacker. The results to the right of the slash apply to the Defender.

STEP 6, MOMENTUM DECISION: The player holding the fewest Momentum Chits (the Defender in the case of a tie) may choose to spend one to return to the Resolve Close Combat step and re-roll the die. If this player declines to use momentum, the other player may choose to expend a Momentum Chit to return to the Resolve Close Combat step and re-roll the die. Multiple Momentum Chits may be spent by one or both sides in each Close Combat, but only one may be spent each time this step is reached (that is, there must be a re-roll of the Close Combat die between Momentum Chit expenditures).

DESIGN NOTE: This sequence is an attempt to ensure that the player entering a battle with the most momentum has the best chance to be the last player to call for a re-roll.

STEP 7, APPLY CLOSE COMBAT RESULTS: The Close Combat results are applied before proceeding to the next Close Combat (see 13.1 for explanations of results). When both players are required to retreat, the Defender must retreat before the Attacker. After applying the results, make any Army Morale adjustments which are required.

STEP 8, GAIN/LOSE MOMENTUM: See sections 12.63 and 12.64 for ways Momentum is gained or lost. Exclusive Rules may provide additional ways Momentum is gained or lost.

STEP 9, ADVANCE AFTER COMBAT: If the defender's hex becomes vacant, the attacker must advance with at least the lead unit if it did not retreat. Other units which participated may advance up to the stacking limit, including units which had to take a morale check and passed it. Artillery units may never advance. The defender may never advance after combat.

12.3 Artillery in Close Combat

Artillery SPs never count for Close Combat.

12.31 Artillery Defending Alone: If the only defending units are artillery they are captured without conducting an actual close combat.

12.32 Artillery Capture Procedure:

1) The attacker must first identify the lead unit. By rule, this must be an eligible combat unit (See 12.23, Step 2). If a unit cannot be a Lead Unit, it cannot capture artillery in this manner.

2) Skip to Step 9, Advance after Combat.

3) As the Lead Unit advances into the hex, the defending artillery unit is placed in the Captured box and Army Morale adjustments are made.

IMPORTANT NOTE: This rule is never superseded by Exclusive Rules, such as fieldworks in some games, where attackers are not required to advance. Without exception, a unit MUST advance into the artillery unit's hex in order to capture it.

12.4 Pre-Combat Withdrawal

| Indian Withdrawal | Cavalry Withdrawal |
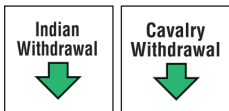
Pre-combat withdrawal is available to the defender in Close Combat under the following circumstances:

- If all the defending units in a Close Combat are Parade Order dragoons and none of the attacking units are dragoons, the Defender has the option to announce a Cavalry Withdrawal after the attacker has declared his lead unit but before the attacker resolves the Close Combat.

- If all the defending units in a Close Combat are Parade Order Indian units located in any type of woods, and none of the attacking units are Indians or light infantry, the defender has the option to announce an Indian Withdrawal after the attacker has declared his lead unit but before the attacker resolves the Close Combat.

- Pinned defending dragoons or Indians may choose Withdrawal if they break the pin at a cost of –1 Army Morale (see 9.6 and 13.1, Pin)

NOTE: Exclusive Rules may list other terrain types in which Indian units may conduct Indian Withdrawal, and units other than Indians that may use Indian Withdrawal.

12.41 Procedure
Instead of resolving the Close Combat normally, the dragoons or Indians retreat three hexes, regardless of terrain costs, following retreat priorities to a hex not adjacent to an enemy unit. Mark the unit(s) with a Cavalry or Indian Withdrawal marker and go straight to step 9 of the Close Combat procedure.

NOTE: The attacker's lead unit, at a minimum, must advance into the vacated hex.

12.42 Effects
Dragoons or Indians marked with their pertinent Withdrawal marker:

- Retain their ZOC
- May not move or attack
- Defend normally
- May not choose Withdrawal again while under a Withdrawal marker

12.43 Removal
Withdrawal markers are automatically removed from friendly units during the owning player's next Rally phase.

12.5 Tactics Cards

12.51 At the beginning of the game, each player takes one set of Tactics Cards. During every Close Combat, each player will secretly select one eligible Tactics Card to influence the battle. Once both players have made their selections, the cards are simultaneously revealed.

12.52 Reading Tactics Cards
Every tactics card lists the eight tactics, grouped by their ability to be used: Basic tactics are shaded in yellow, those requiring a leader to be stacked with or adjacent to a unit(s) in the Close Combat are shaded in light green, and those requiring a leader and an open flank are shaded in a darker green.

For the Tactics Card selected, players consult the appropriate column (attacker or defender) and read down that column to find the DRM associated with each tactic that can be played by their opponent.

EXAMPLE: Shown below are the tactics cards played in a combat; the attacker has selected "Attack en Echelon" and the defender "Skirmish". Reading down the attack column to "Skirmish" on the Attack en Echelon card shows a –1 DRM for the combat. The defender sees the same result by reading down the defend column to "Attack en Echelon" on the Skirmish card.

Tactic	Attack	Defend
Skirmish	−1	+1
Attack en Echelon	0	0
Stand Fast	+1	−1
Withdraw	+1	−1
Frontal Assault	0	0
Commit Reserve	0	0
Turn Flank	−1	+1
Refuse Flank	+1	−1

Tactic	Attack	Defend
Skirmish	0	0
Attack en Echelon	+1	−1
Stand Fast	−1	+1
Withdraw	NC	NC
Frontal Assault	−2	+2
Commit Reserve	+1	−1
Turn Flank	+1	−1
Refuse Flank	0	0

12.53 Tactics Card Use Restriction: The following requirements must be met before a Tactics Card is eligible to be selected in each Close Combat.

**Skirmish, Attack en Echelon and Stand Fast:** May be used in all combats.

Withdraw: An all-infantry force may not choose this tactic in clear, field, or crops terrain if the opposing force contains dragoons. Additionally, a unit must have a clear retreat path in order to play Withdraw.

Frontal Assault & Commit Reserve: A Leader must be stacked with or adjacent to at least one unit involved in this Close Combat; the unit does not have to be the lead unit. See Exclusive Rules for exceptions.
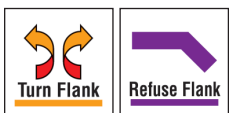
Turn Flank & Refuse Flank: There must be one empty hex adjacent to both players' units (one hex with defending units in it, and one hex with attacking units in it), AND a friendly Leader must be stacked with or adjacent to at least one unit involved in the Close Combat; the unit does not have to be the lead unit. See Exclusive Rules for additional restrictions.
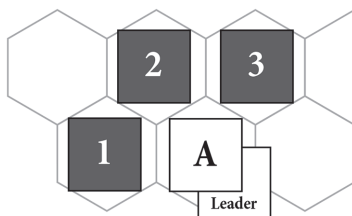
EXAMPLE: No open flank exists between unit A and units 1 & 2 but it does exist between unit A and unit 3.

NOTE: Flanks may not be turned or refused if the only empty hex as described above is prohibited terrain for the lead unit.

12.54 One Leader can meet the eligibility requirements for Tactics Card use for all units with which it is stacked or to which it is adjacent.

Exception: Exclusive Rules may identify leaders and "demi-leaders" (See 14.4) who are restricted in their ability to command in close combat.

12.55 If one player plays an illegal Tactics Card, their opponent receives a modifier of one in their favor (+1 for attacker or -1 for the defender). If both players play illegal Tactics Cards, the Tactics modifier is 0.

12.6 Momentum

12.61 There is a pool of five back-printed Momentum Chits. Players accumulate Momentum during the game. Players may accumulate Momentum as a result of Close Combat. Exclusive Rules will list which side (if any) begins with Momentum.

12.62 Spending Momentum: Momentum chits are normally used in one of the three ways listed below.

NOTE: Some Exclusive Rules list other ways to spend Momentum.

- CLOSE COMBAT: Each chit spent allows the re-roll of one Close Combat resolution die roll. More than one Momentum Chit may be used in one Close Combat (see 12.23, step 6).
- INITIATIVE: For each Momentum Chit spent BEFORE the initiative die is rolled, a player may add two (+2) to their initiative die roll. The player who had initiative on the previous game turn must decide how many Momentum Chits to spend first (see 6.3).
- INITIATIVE: A player may spend three Momentum Chits BEFORE the initiative die rolls to dictate player order for the current game turn. **NOTE:** this means a player could spend three momentum chits to compel their opponent to take the initiative for that game turn.

When a Momentum Chit is used, it is returned to the pool and can be accumulated again later.

12.63 Gaining Momentum:
- The Defender gains one Momentum Chit during the Gain Momentum step whenever the final modified Close Combat die roll is less than or equal to –1.
- The Attacker gains one Momentum Chit during the Gain Momentum step whenever the final modified Close Combat die roll is greater than or equal to 10.

If a player is entitled to receive a Momentum Chit but there are none available in the pool, the opposing player must return one Momentum Chit to the pool instead. If the opposing player does not have a Momentum Chit, there is no further effect.

NOTE: See Army Morale Adjustment chart for additional cases.

Exclusive Rules may list additional ways Momentum Chits are gained.

12.64 Surrendering Momentum: If a unit with a printed unit morale of +2 is *captured* while it is at full strength, the owning player must return one Momentum Chit to the pool. If the player does not have a Momentum Chit, the opposing player is entitled to take a Momentum Chit from the pool. If there are no Momentum Chits in the pool, there is no further effect.

Exclusive Rules may list additional ways Momentum Chits are lost.

12.7 Surrounded Close Combat Modifier

When all six hexes adjacent to a defending unit are occupied by enemy units, enemy ZOCs or prohibited terrain, the attacker modifies his Close Combat die roll by +1. The converse also applies-if the attacker is surrounded, the Close Combat die roll is modified by –1. For this rule only, friendly units negate enemy ZOCs in their hex.

13. COMBAT RESULTS

In the following rules, the 'affected unit' is the lead unit in a Close Combat, or the target unit for Fire Combat. In Fire Combat, other friendly combat units in the hex are never affected, but leaders may be.

13.1 Explanation of Results

"-" No effect.

"AM" Army Morale Loss: The affected player must reduce his Army Morale marker by one.

"R" Retreat: The owning player retreats the affected unit one hex (see 13.2). The other friendly units in the close combat, and the Defender's artillery (only if the Defender suffers the "R" - and NEVER the Attacker's artillery even if the Attacker suffers an "R"), must make a morale check; if they fail, they must retreat one hex also. When both sides must retreat, the defender retreats and makes morale checks first. See Exclusive Rules for exceptions to mandatory retreat.

"D" Disruption: The owning player retreats the affected unit three hexes (see 13.3) and places a disruption marker on the unit. The other friendly units in the close combat, and the Defender's artillery (but not the Attacker's artillery), must make a morale check; if they fail, they must retreat one hex.

- If the affected unit was already disrupted, it is now shattered. The affected unit must still retreat three hexes.
- If the affected unit was already shattered, it is eliminated and placed in the eliminated box.

"1" One-Step Loss: The affected unit loses one step. If the unit is a full-strength two-step unit, it is flipped over and remains in the hex; otherwise, the unit is placed in the eliminated box. The other friendly units in the close combat, and the Defender's artillery (but not the Attacker's artillery), must make a morale check; if they fail, they must retreat one hex.

DESIGN NOTE: Because it is considered to be covering the retreat of the other units, the unit that takes the loss never retreats.

"2" Two-Step Loss: The affected unit is eliminated and placed in the eliminated box. If the affected unit was only a one-step unit or was a reduced two-step unit, a second unit must take a one-step loss; if there is no other unit in the hex, the second step loss is ignored. The other friendly units in the close combat, and the Defender's artillery (but not the Attacker's artillery), must make a morale check; if they fail, they must retreat one hex.

IMPORTANT NOTE: The Army Morale impact of this result (+1/-2) occurs even if there is only one step to lose.

"DC" Captured, Defender's Choice: One combat unit of the Defender's choice is captured (if the printed unit morale is +2, see 12.64). The unit does not have to be the lead unit, neither does it have to be at full strength. The other defending units, including defending artillery, must pass a morale check. If they pass, they must retreat one hex; if they fail, they suffer a "D" result (retreat three hexes and become disrupted).

"AC" Captured, Attacker's Choice: One combat unit of the Attacker's choice on the affected side is captured; place the unit in the captured box (if the printed unit morale is +2, see also 12.64). This unit does not have to be the lead unit nor does it have to be at full strength. The other friendly units in the close combat (including all the Defender's artillery but not any of the Attacker's artillery) must make a morale check; if they pass, they must retreat one hex; if they fail, they suffer a "D" result (retreat three hexes and become disrupted).

"PIN" Pinned: The opposing units remain engaged. All disrupted and shattered units on both sides are captured with the defender, followed by the attacker, placing those units in the captured box and making Army Morale adjustments. A pinned marker is then placed on all hexes involved in this close combat. The next phasing player must either:

A. Attack with all units marked as pinned, and attack all defending units marked as pinned during this player turn (additional units may stack and/or attack with the pinned units);

OR:

B. Move all friendly pinned units so that they are not adjacent to any enemy units; and do not move any other friendly units adjacent to the enemy pinned units; and reduce Army Morale by one (9.6).

NOTE: In Case B above, One Army Morale point is spent for EACH individual PIN result that is removed in this way.

NOTE: In case B above a leader cannot leave a pin hex without triggering an Army Morale penalty.

NOTE: Pinned defending units may not receive a diversion. This is an exception to 12.14.

'Pin' markers are removed from all friendly and enemy units either at the end of the movement phase, with an Army Morale Penalty (see 9.6), or after all Close Combats are assigned (see 12.22).

See Exclusive Rules for Pin exceptions.

For Pin examples, see the Pinned Unit Cases table below.

Pinned Unit Cases

	The Pinned Unit(s) are	And Pinned Against	Then
Case 1	One or more units in a single hex	A single hex	- All Pinned units must attack the pinned hex - Other units may join the combat
Case 2	In multiple hexes	A single hex	- All Pinned units must attack the pinned hex - Other units may join the combat
Case 3	A single unit	Multiple hexes	- The unit must attack *all* hexes it is Pinned to OR: - If additional units attack all Pinned hexes, the Pinned unit may attack any of the hexes it is pinned against - If additional units attack *some* Pinned hexes the Pinned unit must attack all remaining hexes it is pinned to
Case 4	More than one unit in a single hex	Multiple hexes	- The units must, in some combination, attack all hexes pinned to OR - If additional units attack *all* Pinned hexes, the Pinned units may attack any of the hexes it is pinned against

NOTE: See Exclusive Rules for exceptions to these cases

"*" Leader casualty: The modified die roll must equal this number exactly. The owning player removes one Leader and places it in the eliminated box. The Leader chosen need not be the one in command. This is the only result from artillery or rifle fire that may affect other units in the hex. If no leader is present, ignore both the result and the Army Morale adjustment due to Leader casualty.

13.2 Retreat

13.21 RETREAT GUIDELINES: If possible, a unit must retreat into a hex which is not adjacent to an enemy unit and in a direction specified by each game's Exclusive Rules. Refer to those Exclusive Rules to determine the required direction.

13.22 RESTRICTIONS: Units may not retreat:
- Into an enemy occupied hex
- Into an enemy ZOC, even if friendly units already occupy the hex
- Into prohibited terrain
- Off the map
- In violation of stacking limits (see 13.23 for exception).

NOTE: A unit MAY retreat in a direction NOT specified in the Exclusive Rules if no other path exists, ONLY if that path does not violate any of the conditions of 13.22.

13.23 RETREAT AND CAPTURE: Any unit that cannot retreat the full distance because of restrictions is captured instead; this includes retreats caused by Rifle Fire or Artillery Fire. The unit is removed and placed in the captured box.

Exception: If a two-step unit would be captured for failure to retreat due to stacking limit violations, the owning player may choose to take a step loss and retreat, provided that the reduced-strength unit would not violate stacking limits in the hex into which it retreats. The Army Morale adjustments of suffering a '1' result are applied if the unit is reduced in this manner. (The player may still choose to have the unit captured instead of taking a step loss.)

13.24 COMBAT AND PREVIOUSLY RETREATED UNITS: If a unit retreats from a Close Combat into a hex which has not yet had its Close Combat resolved, it may not contribute any strength to that Close Combat, nor may it be selected as the lead unit. If its side suffers any result other than "No Combat", the previously retreated unit must make a morale check. If it passes, it must retreat one hex; if it fails, it suffers a "D" result (see 13.1, Disrupt).

NOTE: Units which retreat as a result of Fire Combat must still attack adjacent units (See 12.12).

13.25 LEADER RETREATS: Any Leader may freely retreat along with any friendly retreating units with which it is stacked. Leaders are never required to retreat.

13.26 ARTILLERY RETREATS: Artillery units retreat like other units. Artillery units are NOT captured automatically if they end the Apply Close Combat Results Step adjacent to enemy combat units. Artillery capture occurs during Advance After Combat, and ONLY if the defending artillery unit was alone in the hex when the Lead Unit was determined (see 12.32).

NOTE: Attacking artillery never retreats.

13.3 Disruption

Disrupted units: Must retreat three hexes and end three hexes from its starting hex, counting by the shortest distance, or else be captured. The end hex may not be adjacent to an enemy unit if there is any hex which is also three hexes from the starting hex and not adjacent to an enemy unit. The prohibition against retreating into enemy ZOCs applies (see 13.22).

- May only move one hex per turn, and may not move adjacent to an enemy unit. If a disrupted unit begins a movement phase adjacent to an enemy unit(s), it *must* use its one hex move to move away (i.e., no longer adjacent) from all enemy units if

possible; if not, then it *must* move away from as many enemy units as possible.

- May not attack; artillery and rifle units may not fire. **NOTE:** if the unit ends their Combat Phase adjacent to a Parade Order enemy combat unit AND it is not stacked with a friendly Parade Order combat unit, it suffers an additional "D" result, and becomes shattered. If it cannot retreat three hexes it is captured per 13.23.
- Defend with only half of their SPs (fractions rounded up)
- Have no ZOC
- Are shattered, if they receive an additional "D" result
- Are captured if they receive a 'PIN' result
- May not attempt to Rally in the Rally Phase if in the ZOC of any enemy combat unit.

13.4 Shattered

Shattered units:

- When shattered, retreat three hexes per 13.3
- May not move
- May not attack; artillery and rifle units may not fire
- Defend with 1 SP (regardless of their actual SP ratings), and may NOT receive any terrain DRMs
- Have no ZOC
- Are eliminated, if they receive an additional "D" result (place such units in the eliminated box)
- Are captured, if they receive a 'PIN' result
- Are captured, if they end ANY Close Combat phase adjacent to enemy units, and are not stacked with friendly Parade Order units; remove the units and place them in the captured box.
- May not attempt to Rally in the Rally Phase if in the ZOC of any enemy combat unit.
- Shattered units on the board at the end of the game are worth ½ VP.

13.5 Morale Checks

When a Morale Check is required, a die is rolled and the value is added to the unit's modified morale. If the result is 5 or greater, the unit passes the morale check. If the result is 4 or less, the unit fails the morale check.

MORALE CHECK MODIFIERS: Apply the following modifiers to the Morale Check die roll:

+1 Defending units attacked solely across unbreached fieldwork hexsides including forts, redoubts, stockades, revetments, earthworks, flechettes or any other type of fortified hexside specifically depicted in the game.

+? Leadership DRM (see 14.23)

See Exclusive Rules for volume specific Morale Check modifiers and situations.

14. LEADERS

14.1 Stacking Leaders

Any number of friendly Leaders may stack in a hex, however only the highest ranking leader (See Exclusive Rules for leader seniority) may command units in a hex (that is, provide DRMs for those units). Place the Leader in command on top of the friendly units.

14.2 Using Leaders

14.21 CLOSE COMBAT DRM: During Close Combat, a Leader in command and stacked with units participating in the Close Combat modifies the die roll with his Close Combat DRM. When attacking, the rating is added to the die roll; when defending, it is subtracted.

14.22 TACTICS CARDS: A leader's presence in or adjacent to attacking or defending units allows for the play of additional tactics cards (see 12.53). See Exclusive Rules for exceptions.

14.23 LEADERSHIP DRM: During all morale checks and rally attempts, the Leader in command may add his Leadership DRM to all combat units in his hex.

Leadership Ability Table			
*Leadership Function**	*Range*		
	Same Hex	*Adjacent*	*Usage*
Close Combat DRM	Yes	No, unless the leader's hex is involved in the same CC	Applies to all CCs fought by units in the leader's hex
Leadership DRM	Yes	Yes for George Washington only, otherwise No	Applies to each unit's roll
Tactics Chit Usage	Yes	Yes	Applies to all CC to which the leader is adjacent

*Leader must be in-command in order to perform any of the functions described in this matrix. Some Exclusive Rules have limitations on leader stacking and on leaders to exert command on specific units.

14.3 Affecting Leaders

14.31 Leaders are never disrupted. If stacked with units which retreat or suffer disruption, the leader may either retreat with them or remain in place. Leaders are only affected directly in combat by an "*" result.

14.32 Leaders alone in a hex are captured immediately if Parade Order or Disrupted enemy combat units enter their hex. This capture can occur either during the movement phase or as a result of advance after combat. If the Leader is captured during enemy movement, the capturing unit does not have to stop or expend additional movement points.

14.4 Demi-Leaders

Some non-leader units allow tactics chits to be played for themselves, or other units stacked with them. These units are specified by a 5-point gold star on their counters and explained fully in each game's Exclusive Rules.

15. THE RALLY PHASE AND UNIT MORALE

15.1 The Rally Phase

During the Rally Phase, the phasing player's disrupted or shattered units that *are not in an enemy ZOC* may attempt to Rally. A unit attempts to Rally by making a Morale Check (13.5). A Leader in command may modify the Rally attempt of any units in the same hex by adding his Leadership DRM (14.23). A Leader is not required in order to make a Rally attempt.

15.2 Rally Effects

A disrupted unit that passes its Morale Check is restored to Parade Order. If it fails its morale check, it remains disrupted. A shattered unit that passes its Morale Check becomes disrupted. If it fails its Morale Check, it remains shattered.

15.3 Unit Morale

15.31 BASE MORALE: A unit's base morale is printed on the unit. The base morale on the reduced side of a unit is usually one less than on the full-strength side.

15.32 MODIFIED MORALE: A unit's modified morale is the unit's base morale plus the unit's army morale modifier (see 16.2). A lead unit's modified morale is used as a DRM for Close Combat (see 12.2).

15.33 Rally on Me: "Rally on Me" markers should be placed on top of stacks containing both Parade Order and Disrupted/Shattered units as a reminder to make morale checks in the Rally Phase.
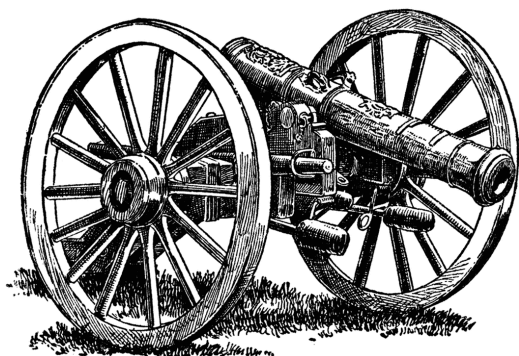
16. ARMY MORALE

DESIGN NOTE: In this period of warfare, battles were decided less often by inflicting overwhelming losses than by destroying the opponent's will to resist. The Army Morale Track measures the tenacity and will to fight of a player's entire force. The success or failure of the individual units throughout the course of play will have a cumulative effect upon the overall status of each player's army. Conversely, the overall morale status of a player's army influences the ability of individual units to perform to maximum effect.

16.1 Adjusting Morale

Army Morale may need to be adjusted each time one of the following occurs (See Exclusive Rules and Player Aid Cards in each volume for additional cases):

- A Fire or Close Combat result is other than 'no effect'.
- A unit rallies (+1)
- A Leader casualty (see Exclusive Rules)
- PIN markers are removed in the Movement Phase (see 9.6).

16.2 Army Morale Levels

16.21 HIGH MORALE: If an army is considered at High Morale the Initiative DRM for that army is +1. All units in a High Morale army use their printed unit morale ratings.

16.22 FATIGUED: If an army is Fatigued, the Initiative DRM for that army is 0. All units in a Fatigued army have their unit morale ratings reduced by 1.

16.23 WAVERING: If an army is Wavering, the Initiative DRM for that army is –1. All units in a Wavering army have their unit morale rating reduced by 2.

16.24 If the Army's Morale changes between High, Fatigued or Wavering during the resolution of a Fire Combat or Close Combat, resolve any resulting morale checks using the Army Morale level that was in effect at the beginning of that Combat. The new Army Morale level is used for any Combats which are still to be resolved in that Combat Phase.

16.3 Demoralized and Substantial Victories

If an Army's Morale falls to 0, it is considered Demoralized. The game ends immediately, and the opposing player wins a Substantial Victory.

Tactical Matrix

Defender ▼	Skirmish	Attack en Echelon	Stand Fast	Withdraw	Frontal Assault	Commit Reserve	Turn Flank	Refuse Flank
Skirmish	0	−1	+1	NC	+2	−1	−1	0
Attack en Echelon	+1	0	−1	−1	0	0	+1	−1
Stand Fast	−1	+1	0	NC	−1	−1	+2	0
Withdraw	NC	+1	NC	NC	+2	0	0	NC
Frontal Assault	−2	0	+1	−2	0	+1	+1	0
Commit Reserve	+1	0	+1	0	−1	0	−1	−1
Turn Flank	+1	−1	−2	0	−1	+1	0	+2
Refuse Flank	0	+1	0	NC	0	+1	−2	0

Attacker (column group header above)

NC = No combat   ☐ Requires Leader   ☐ Requires Leader and Open Flank

Close Combat Table

Odds Ratio (Attacker/Defender)

Dice Roll	1-3	1-2	1-1	3-2	2-1	3-1	4-1
−2 ■	2/-	AC/-	AC/-	AC/-	AC/-	1*/-	D/-
−1 ■	AC/-	1*/-	1*/-	1*/-	1*/-	D/-	D/-
0	1*/-	1/-	1/-	1/-	1/-	D/-	R/-
1	1/-	D/-	D/-	D/-	D/-	R/-	R/-
2	1/-	D/-	D/-	D/-	R/-	R/-	PIN
3	D/-	D/-	R/-	R/-	PIN	PIN	R/R
4	D/-	R/-	R/-	PIN	R/R	R/R	-/R
5	R/-	PIN	PIN	R/R	-/R	-/R	-/D
6	PIN	R/R	R/R	-/R	-/R	-/D	-/D
7	R/R	-/R	-/R	-/D	-/D	-/D	-/1
8	-/R	-/R	-/D	-/D	-/D	-/1	-/1*
9	-/R	-/D	-/D	-/1	-/1	-/1*	-/DC
10 ●	-/D	-/D	-/1	-/1*	-/1*	-/DC	-/AC
11 ●	-/D	-/1*	-/1*	-/DC	-/AC	-/AC	-/2

Notes:
- Odds of less than 1-3 are resolved as 1-3 with a −1 DRM.
- Odds of greater than 4-1 are resolved as 4-1.
- Shift the Odds on Close Combats where any attacking units are adjacent to Diversion defending units 1 column to the left (i.e., 2-1 becomes 3-2).
- Die rolls less than −2 are treated as −2. Die rolls greater than 11 are treated as 11.

Combat Results:
- \- No Effect
- AM Army Morale Loss
- R Retreat
- D Disruption
- 1 One Step Loss
- 2 Two Step Loss
- DC Captured, Defender's Choice
- AC Captured, Attacker's Choice
- PIN Pinned
- * Leader Casualty
- ■ Defender gains momentum
- ● Attacker gains momentum

EXPANDED SEQUENCE OF PLAY

A. Initiative Segment (see 6.0)

- Each player rolls one die and modifies it by the Army Morale DRM to determine who has the Initiative this turn.

B. Initiative Player Turn

1. Flip the game-turn marker to indicate the correct player turn.

2. MOVEMENT PHASE (see 9.0)

- Place reinforcements if any (9.11)
- Disrupted units may only move one hex (13.3)
- Shattered units may not move (13.4).
- Pinned units may move only if they do not end their move adjacent to an enemy unit and the phasing player reduces his Army Morale (9.3).
- Units may conduct Strategic Movement (see 9.5)

3. RALLY PHASE (see 15.0)

- Make a Morale Check (13.5) for each friendly Disrupted (13.3) or Shattered (13.4) unit that is not in the ZOC of an enemy combat unit.
- A modified die roll ≥ 5 Rallies the unit.
- Shattered units that Rally become Disrupted, Disrupted units that Rally become Parade Order.

See Exclusive Rules for other game functions that may be performed in the Rally Phase

4. DEFENSIVE ARTILLERY FIRE PHASE (see 11.0)

- The non-phasing player may fire any or all of his artillery units.

STEP 1: Determine "To Hit" number (cross reference artillery SPs with the range to the target on the Ranged Fire To-Hit Table).

STEP 2: Roll a die. If the modified die roll is equal to or greater than the "To Hit" number, a hit is scored.

STEP 3: If a hit is scored, a second unmodified die roll is made on the Artillery Fire Damage Table to determine the result. After applying the results, make any Army Morale adjustments that are required (16.1).

5. RIFLE FIRE PHASE (rule 10.0)

- Both players may conduct Rifle Fire with their Rifle units.
- Fire is considered simultaneous (10.4).

STEP 1: Determine "To Hit" number (cross reference Rifle SPs with the "adjacent" column on the Ranged Fire To-Hit Table) (10.3).

STEP 2: Roll a die. If the modified die roll is equal to or greater than the "To Hit" number, a hit is scored (10.3).

STEP 3: If a hit is scored, a second (unmodified) die roll is made on the Rifle Fire Damage Table. Make any Army Morale adjustments that are required (16.1).

6. CLOSE COMBAT PHASE (rule 12)

A. Designate all attacks (12.21). The phasing player must attack with all his units that are adjacent to enemy units, and all adjacent enemy units must be attacked. Exceptions: Artillery and rifle units (see 12.12 and the following exception); Diversions (see 12.14).

B. Remove Pin markers from all units (12.22).

C. Conduct all designated Close Combats.

CLOSE COMBAT SEQUENCE (12.23):

STEP 1: Determine Odds Ratio

STEP 2: Determine Lead Units

◊ *After* the attacker declares its lead unit, defender may choose Pre-Combat Withdrawal (see 12.4).

STEP 3: Determine DRMs

STEP 4: Select and Resolve Tactics

STEP 5: Resolve Close Combat

STEP 6: Momentum Decision

STEP 7: Apply Close Combat Results

◊ Make Army Morale Adjustments

STEP 8: Gain Momentum

STEP 9: Advance after Combat

◊ Artillery Capture (12.3)

7. ADVANCE GAME TURN MARKER

Move the game-turn marker to the bottom half of the game turn and flip it over.

C. Second Player Turn

Same as above, except ignore B1 and B7.

D. End-of-Turn Segment

1. Check for Automatic Victory (see Exclusive Rules).
2. If it is the last game turn of the scenario, determine a winner.
3. Advance the game-turn marker to the top half of the next game turn.