

Line of Battle Series:

Series Rules, v2.0

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New material for v2.0 is marked with the double lines in the margins.

The Charts and Tables contain a number of changes large and small. Use the new ones for v2.0 and you'll use the new material as you need it.

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Introduction

Line of Battle Series (LoB) games are accurate, fast-paced regimental-level games of American Civil War battles. They are designed for players who relish learning more about these battles and the history around them in a fun game format.

The *LoB* series is based on the older *Civil War, Brigade Series (CWB)* and the later *Civil War Regimental Series (RSS or CWR)*. It represents a radical departure from the way the *RSS* was designed, but all *LoB* games can be played using the *CWR v3.0* rules (www.gamersarchive.net) should players prefer those rules.

Likewise, all *RSS* games can be played using the *LoB* rules when some minor matters are addressed in the Game Specific Updates file at that same website.

If you are new to wargames, or just new to this unique Civil War game system, WELCOME!

To learn to play, browse through the rules and components. Try to develop a good idea of the contents. Then read the rules

lightly. Do not try to memorize them! Set up a few units at random and run through the game's procedures. As questions arise, look up the answers. Try to imagine *why* a rule is the way it is. After these tentative steps, play the shorter scenarios and look up any uncertainties as you go.

Once you understand the basic structure and mechanics, start to include the Command system. Before long you will have the system mastered and you will be able to play any *LoB* game.

All *LoB* games can be played *without* the Command system. However, by imposing significant constraints on a player's freedom, they add a glimpse of history not otherwise possible. A player's losses will be **much** higher if the Command system is not used.

1.0 Game Components

1.1 Game Scale

Each hex is 110 yards. Each daylight and twilight turn is 15 minutes; each night turn is 30 minutes. The contour interval is 20 feet.

Infantry and cavalry units are shown as regiments or independent battalions. Artillery units are organized in batteries. An infantry Strength Point (SP) is 50 men, while mounted units use 64 men (to account for the horse holders). One artillery SP represents one gun and its crew. Leaders represent individual commanders.

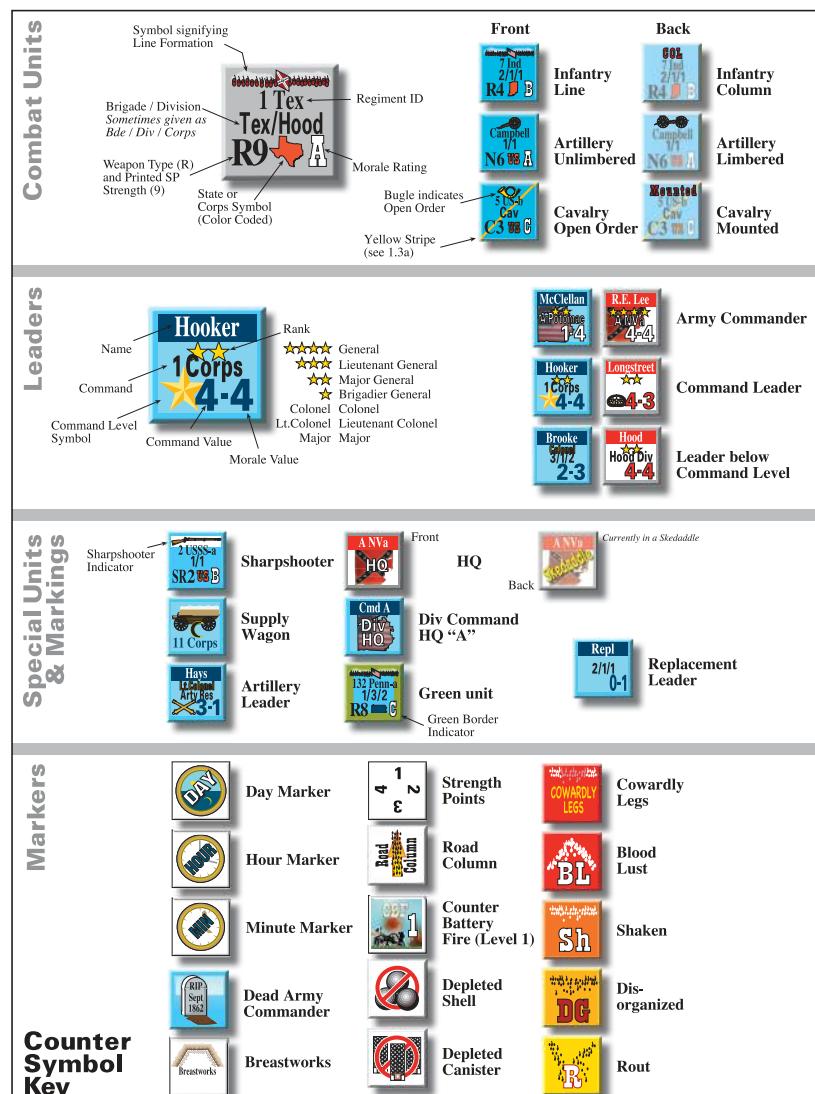
1.2 The Rules

There are two rulebooks in each game. The "*Series Rules*" apply to **all** *LoB* games. The "*Game Rules*" give details applicable only to that game, such as special rules and scenarios. *Game Rules* supersede *Series Rules* if they conflict.

1.3 The Counters

The playing pieces (*counters*) include the historical units (infantry, cavalry, and artillery), leaders, Headquarters, and Wagons that participated in the battle; other counters (called *markers*) display game information and unit conditions for game-specific purposes.

Definitions: All counters are either "markers" or "units." *Units* represent actual people or things on the battlefield, while *markers* describe the condition of units or abstract concepts. *Units* can be either "non-combat units" or "combat units." *Combat units* are restricted to artillery, infantry, and cavalry units. *Non-combat units* are specifically leaders, Wagons, and HQs.



1.3a Yellow Stripe. Some units have a *Yellow Stripe* running diagonally across them. This indicates a mounted unit of some sort (this is for color, but also indicates a unit's status as "cavalry"). Artillery only has a stripe to show its attachment to a mounted higher formation.

1.3b Split Units. Some combat units are too large to function as one counter. Such units are designated with a common unit ID plus "-a" or "-b" (etc.). They operate as *completely independent* units and **do not** need to stay adjacent to each other.

1.3c Consolidated Brigades. Certain brigades are shown as a single counter, rather than their component regiments. This is done if the brigade's strength was such that it had to fight as a single regiment. These can be identified by the use of "Bde" in their unit ID.

These still "count" as brigades for their divisions for Fluke Stoppage reserve purposes.

1.3d Linked Commands. A Command is "Linked" if the **name** of another Command is printed on its HQ counter. This is for historical interest only.

v2.0 Design Note: Dumping Linked Commands removed a bit of complication and a rarely used rule.

1.4 The Map

1.4a Hex Numbers. Individual map hexes are identified with a unique number. If there is more than one map sheet, each has a letter designation A, B, C, etc. A hex number on a given map sheet begins with the map letter followed by a set of numbers, as in A10.10. The digits *before* the decimal point indicate the hex row used running from left to right. The digits *after* the decimal indicate the hex counting from the sheet's bottom. Every fifth hex is numbered (xx.05, xx.10, xx.15) to create a gridline. To find a specific hex, say A29.17, follow

the gridline for xx.15 on Map A until you find the 29th hex row. Then count up two hexes.

1.4b Special Hexes.

Map edge hexes with at least half a hex showing are playable. Tiny hex slivers are not.

Reinforcement Entry Hexes are marked with a number or letter inside a circle.

1.5 Information Tracks

1.5a Turn Record Tracks. These are used to record the date and time. Use the markers labeled Day, Hour, and Minute to indicate the passage of time.

Place the Minute marker on the 15 Minute Track during daylight and twilight turns, and move it to the 30 Minute Track during night turns. Advance this marker one space each turn. When it reaches the :00 space (on either track), advance the Hour marker.

The shading on the Hour Track indicates twilight and night turns.

1.6 Loss Charts

Loss Charts are available on-line for those interested in playing *LoB* games with the older *CWR v3.0* rules; **they are not needed for LoB play** unless you are playing an *RSS* game and need to track “wrecked” units or losses for victory purposes.

1.7 Specialized Terrain Notes

1.7a Natural Terrain. The map shows the terrain with *minimal* hex grid distortions.

Design Note: To create the most realistic map possible for each battle, I avoided the usual distortions made to force the terrain to conform to the hex grid. I made every effort to keep such distortions to a minimum. My only direct concessions to the hex grid are the Stone Walls and the Creek/Woods hexside features that interpret the non-conforming terrain for you. Roads have minimal distortion as well, mainly to avoid hexsides and corners. The roads inside towns do not do this as they are affected by a special rule and have a “grain” to them to do the job. I hope you will enjoy working with a non-distorted map of the battlefield, although the result requires some additional attention on the player’s part.

1.7b Slope Hexes.

If a hex contains one or more thick Slope lines, it is a *Slope hex*. Slope hexes have no effect on movement (that’s the job of *Inclined Ground*) or the Combat Table, but do affect the *Morale Table*.



A Slope hex applies a modifier to combat units for the Morale

Table provided the firers are at *lower* elevations.

The “amount inside a hex” or “location within the hex” of the thick Slope lines in a hex is irrelevant.

Do not confuse the Elevation lines with “Slope lines.” Only the thick black lines are Slope lines; the Elevation lines (the thin ones) only show the contours of the land.

1.7c Inclined Ground.

Inclined Ground is any hex that has the brown “fan-shaped” symbol in it.

The number of Slope lines in an Inclined

Ground hex (0, 1 or 2 versus 3 or more) determines how it affects movement. Inclined Ground is non-directional; it affects movement the same no matter what direction a unit moves.

Inclined Ground does not, by itself, affect Line of Sight (LOS).

1.7d Woods. Woods are handled differently for Movement and LOS. Movement effects are based **only** on Woods hexsides. Woods hexsides are those with the Green Bar symbol on them.

LOS uses the actual Woods symbol boundaries.

Design Note: The placement of the Green Bars was carefully crafted to show both the woodlot in question and the effect of nearby terrain.

1.7e Stone Walls. Stone Walls affect Small Arms fire **only** if all of the following are true:

- a) The target is adjacent to the Stone Wall
- b) LoB 1.7k applies to the Stone Wall hexside
- c) The target stack is *not* following Attack Orders nor *counterattacking* to regain ground lost in a defense.

Stone Walls **never** affect artillery fire.

Stone Walls have no direction—they “work” both ways. Stone Walls do not affect LOS.

v2.0 Design Note: The ‘order requirement’ better reflects who owns a stone wall than the older (and harder to track) movement-based rule.

1.7f Cornfields, Buildings, Hay Stacks, Cemeteries and Other Points of Interest.

These have no effect on play and are for historical information only.

1.7g Towns.

Towns greatly affect movement. All hexes within the printed Town boundary are Town hexes. The roads inside a Town are *not* justified to the hexes; units stay on their road by “following the grain” of the Town. Ignore any minor hex grid matters—the shortest path following the “grain” is correct.

Any unit able to use Road Movement costs can use them in a Town provided it moves on **one road** straight through the Town. If the unit/column wants to change direction, follow the Intersection rule below.

Intersections. When the **first unit** of a Road Column (or any unit moving individually) wants to turn off its road and follow a different one in a Town hex, at an *intersection*, the column must stop for the phase (regardless of the number of remaining MPs it has).

If a unit **begins** its move in an intersection hex in a Town and the player wants to turn onto a new road, **roll one die**.

If the roll is a 4 or more, the unit (and its column, if any) can change direction and move down the new road.

On any other roll, the column stands fast and can try again in the next turn.

This rule does not affect Command Radius, leaders, Wagons, or units in Line or Open Order.

Deploying and Fighting in Town Hexes.

With limited room to deploy, combat units have a difficult time maneuvering and generating firepower in Town hexes.

DG any unit currently in or which enters Line or Unlimbered formation in a Town hex. Additive Morale State Effects (6.2a) do not apply to this morale penalty.

Furthermore, such units cannot rally to Shaken as long as they are still in Line or Unlimbered **and** in a Town hex. If they change out of those formations or leave such hexes, they rally normally.

1.7h Creek Hexsides.

These blue hexside features mark the hex-adjusted boundary of either Rivers or Creeks (while the actual waterway symbol is allowed its natural course). These hexsides mark where the River or Creek affects movement.

1.7i Runs.

The map has a number of **in-hex** water features referred to as “Runs.” These are provided as a visual cue for elevation. They have no effect on play.

1.7j Rock Ledges. These are small rock outcroppings that protect units along their “down hill” side against any fires (unlike Stone Walls). The ‘ownership’ requirement of Stone Walls does not apply to Rock Ledges since they only have one direction.

1.7k Application of Hexside Features and Fires. Some hexside features (such as Stone Walls) modify or affect the *Combat* and/or *Morale Tables*. These do so based not on Line of Sight, but rather on the simple locations of the hexes involved. Draw a straight line out from the target hex that follows each of the hexsides bordering (leading out from) the hexside feature’s End Points. If the firing stack is located on or inside of these lines, the hexside applies. This determination is based only on the hexes involved; it has *nothing* to do with the LOS rules (4.0).

v2.0 Design Note: The idea here is to separate the features in the game that are strictly hex-based from Line of Sight which is not. That was done merely to avoid confusion and eliminate some gamey ‘firing around corners’ play.

1.8 Smallness

Several features require units or stacks to be defined as “Small” or not. A stack of 3 Strength Points (SPs) or less qualifies as Small.

v2.0 Design Note: This replaces and standardizes the older ‘Inadequate Frontage’ rule as well as allowing the concept to be applied in other situations and purposes.

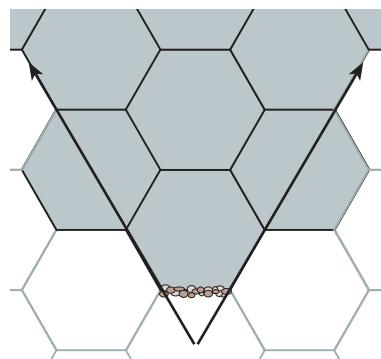
2.0 Game Turns

Game Turns are divided into *phases* that make up the “Sequence of Play” which gives each player the phases which make up his *Player Turn*.

During his Player Turn, the first player is the “active player” and conducts **all** his desired activities following the Sequence of Play. The other player does not get to execute the phases and is defined as the “inactive player.”

When the first player finishes, the players switch the active and inactive roles and the sequence is repeated for the second player.

When the second player finishes the Sequence of Play, that Game Turn ends and another begins. Move the markers on the Turn Record Track to indicate the new Game Turn and repeat the cycle.



Application of Hexside Effects

Apply Stone Wall to fires from the tinted hexes.

2.1 Sequence of Play

2.1a Outline Sequence of Play.

First Player Turn

- Command Phase
- Orders
- Attack Recovery
- Fluke Stoppage

Activity Phase

- Movement & Combat

Rally Phase

- Rally
- Remove Counter Battery Fire markers
- Loss Recovery (*12 midnight turn only*)

Second Player Turn

- Repeat the above sequence

Game Turn

- Advance Turn marker(s)

2.1b Player Turn Narrative Sequence of Play.

Command Phase (10.0)

- Orders (10.3, 10.6 & 10.10). For each new order arriving this turn or order **still on-hand** which has not obtained a ‘yes’ result, the active player **must** make a Command Roll to determine if the accepting leader can begin to act on and/or re-issue it. Re-issue happens at this point without an additional Command Roll, but the receivers cannot make their Command Roll to implement until their next turn at the earliest.

Then, if the active player wants to issue an order, his Army Commander (or Corps commanders needing to relay an order) can attempt to issue one new order. Make

a Command Roll. If the roll is successful, jot the order down on a note pad and determine *when* the order will arrive based on the *Order Delivery Chart* on the Charts & Tables. Leaders can also try for Initiative in this part of the phase.

Any given leader can only make one Command Roll per phase, whether it is for order issuance, order implementation, or Initiative. Note that if the leader is forced to make a roll (orders still on-hand that have not yet gotten a “yes”), that roll **counts** against the one available.

v2.0 Design Note: This packs all the order functions into one common phase making the Sequence of Play easier. It also is designed to conform better to the new Command rules and eliminate some phasing issues that crept up in the old version.

- Attack Recovery (10.8c). The active player rolls for each of his divisions attempting Attack Recovery. If recovery occurs, the division is eligible for new Attack orders in the next turn’s Command Phase **or** to reinstate its original orders right now.

- Fluke Stoppage (10.7b). The active player rolls for each of his divisions following Attack orders to see if it suffers stoppage.

Activity Phase

- Movement (3.0) & Combat (5.0). The active player moves his units, conducts Fire combats and/or Charges, and executes any “By Battery” artillery replenishment activities (8.5). The inactive player rolls for Opening Volleys, as needed, because of the active player’s actions.

Rally Phase

- Rally (6.4). Friendly units rally in the following order: Remove all Blood Lust, Shaken, and Cowardly Legs markers. Flip Disorganized markers to their Shaken sides. Roll to rally Routed units to see if they can become Disorganized.

- Remove Counter Battery Fire markers (5.8c). Remove all CBF markers (regardless of Level) from friendly stacks.

- Loss Recovery (9.3) (*12 midnight turn only*). Add back 25% (dropping fractions) of each regiment or battery’s losses (or 1 SP, whichever is more) to each friendly unit (living or dead).

2.2 The Activity Phase

The Activity Phase is the centerpiece of a player's Game Turn.

During this phase, he moves and fires all, some, or none of his units as he chooses. He can do so in any desired sequence.

A given unit can conduct either a *Move Activity* or a *Fire Activity* in this phase (see also 7.0e).

Non-combat units always conduct *Move Activities* (since they cannot Fire).

1) A **Fire Activity** allows a unit to move up to half its Movement Allowance (MA) and *then* fire. The available MA can be used to move and/or change formation. Units performing a Fire Activity **cannot** initiate a Charge.

No unit can ever fire and then move.

2) A **Move Activity** allows a unit to Move, to conduct Charges, and/or change formation, but does not allow Fire combat.

A stack's units can choose separately, though it is usually easier to play a stack together in one activity. A unit can also be added to a stack as the stack moves through its hex.

The player is free to mix these actions as he chooses.

For example, the player might fire one stack at an enemy stack at two hexes and then move another stack to fill in the intervening hex.

2.3 Night Turns

Night turns represent half an hour instead of 15 minutes—because *everything* takes longer at night. Night Visibility is always two hexes.

2.4 Fog of War

Do not reveal information about your orders and plans to your opponent.

A unit's current strength is kept secret and only revealed when needed during combat.

Players can always see the top combat unit in a hex. This means you can always look under any non-combat units (leaders, HQs, Wagons) and markers to see it. The player need not divulge the number of SPs of any unit.

3.0 Movement

Important: See 2.2 for a description of *Move and Fire Activities* and how fire and movement is integrated. The chosen activity determines the ability of combat units to fire and move.

The term “stack” applies to any number of units in a hex, including just one.

During his Activity Phase, the active player, only, may move his units. Units can move individually or as a stack. All movement must follow a contiguous path of hexes.

Units **never** exit the map or conduct off-map movement.

Movement is done using Movement Points (MPs). On the *Terrain Effects on Movement Chart*, each unit formation and/or type is assigned a Movement Allowance (MA) in MPs. This is the maximum number of MPs available to that unit type in each Activity Phase; a unit can expend all, some or none of them as the player sees fit. Units cannot share or save unused MPs.

As indicated on the *Terrain Effects on Movement Chart*, many hex and hexside map features cost MPs to enter or cross. To enter a hex, the moving unit must pay the hex cost plus that of any hexside feature crossed entering it as listed in the column of the chart devoted to that unit's formation.

Units can never enter or cross prohibited hexes or hexsides.

3.0a Road Movement. Pikes, Roads, Trails, and/or Railroads (hereafter “roads”) have their own movement cost listed on the *Terrain Effects on Movement Chart*. Units in Column, Mounted or Limbered formation moving along contiguous road hexes through hexsides crossed by the road pay only the road MP cost. Units in Line cannot use Road Movement terrain costs. See also Town effects (Intersections) 1.7g, the requirements of Move Orders 10.4b and Optional Rule 12.3.

Important: Combat units **cannot** stack while using Road Movement. This includes both “moving while stacked” and “creating a stack” with units that used Road Movement to enter their current hex earlier in the phase.

In the latter case, such units *could* pay the ‘other terrain’ (non-road) costs to create a stack.

3.0b Enemy Units. Friendly units can never enter hexes containing enemy *combat units*. Friendly *combat units* can enter hexes containing enemy *non-combat units* (such as leaders) with no additional MP cost. In those cases, leaders check for Leader Loss on the Capture column (9.1a), Wagons use 8.1b and HQs use 9.2 (Combat).

3.0c One Hex Move. Any unit starting a Move Activity with MPs available can always move *one hex regardless* of the hex's MP cost. Such a move **cannot** be combined with any Fire combat or Charge or be made into terrain the unit is prohibited from entering.

3.0d Partial Move. One stack **must** complete its activity before another stack starts one (unless the new units **join** the currently active stack). Units in a stack can split off **and** finish their own activity *before* the original stack finishes. You cannot, however, move a stack a little, stop it, move some other stack, and then move the former again.

3.0e DG and Routed Unit Retreat Movement. Routed combat units *cannot* move normally; DG ones can, but at half MA (dropping fractions). However, both DG and R units can *self-inflict* a retreat result of 10 hexes as their Move Activity. This retreat **must** be 10 hexes (rule 6.3 applies here, too). There is no additional loss or Morale State increase for doing this (apply retreat into Enemy Zone of Control (EZOC) losses (3.4a) normally). Units doing this can exit EZOCs as in any retreat.

3.1 Formations

Most combat units have two formations, one beneficial to movement (Column, Mounted, or Limbered) and the other to combat (Line, Open Order, or Unlimbered). A few units *only* have one formation and their counter's back is blank.

A combat unit's formation is shown on the top of the counter (see the Counter Symbol Key for examples); the face up side of the counter shows the unit's current formation. Flip the counter over to indicate a formation change.

Non-combat units do not have formations.

Units can change formation during the friendly Activity Phase by paying one or more MPs as given on the *Terrain Effects on Movement Chart*. Units can change formation in either a Move or Fire Activity provided the needed MPs are available. The MA and terrain costs for a given unit type vary according to that unit's formation.

Units can change formation at any time during their movement. This is the only time a player can intentionally change formation (Unlimbered artillery is forced to Limber when it retreats).

Exception: During a Skedaddle, all units of a Command capable of doing so **must** switch to Column, Limbered, or Mounted formation and remain that way until the Skedaddle ends (10.9).

v2.0 Design Note: This is an integral part of the new Skedaddle procedure and eliminates an extra die roll modifier.

3.1a Infantry and Cavalry units can change formation to **Line** in an Enemy Zone of Control (EZOC) **only** in a Fire Activity and **never** while performing a Move Activity.

3.1b Mounted cavalry has an MA of 12. In Line (dismounted) cavalry has only has an MA of 6. When cavalry in Line "mounts," DOUBLE all MPs expended so far, including the 1 MP to change formation. When a Mounted formation "dismounts" to Line, HALVE the MPs already used, including the 3 MPs to change formation, and round **up**. The result is the MPs already expended.

Design Note: The game has no formation literally called "dismounted." Cavalry units have Line/Mounted or Open Order/Mounted as their counter sides. Some cavalry (unskilled in dismounted tactics) can only be Mounted and cannot fight dismounted at all.

3.1c Units in Column have an MA of 8. To qualify for the "extra two MPs" that Columns have over Line, they **must end** their movement in Column.

Units can change to Column at any point during their move and are not restricted to roads in any way.

Do not apply any proportional effect (as in 3.1b) for a unit that starts in Line and ends in Column; merely allow the unit to spend the extra 2 MPs.

3.1d Open Order. Combat units skilled in dispersed tactics can be in "Open Order." This formation is only available to "Open Order Capable" units (9.4).

Open Order units use their own column on the *Terrain Effects on Movement Chart*.

When cavalry is Open Order Capable and mounts in the same Activity Phase, it must convert the remaining MP's proportionally (rounding **up** any fractions) between the 8 MA of Open Order and the Mounted 12 MA.

3.1e Roads and Bridges. Units in Line cannot use Road Movement terrain costs or bridges to ignore the hexside terrain costs of Streams, Creeks, and Rivers.

Units in Line *can* make use of Fords.

3.1f Artillery Formation Restrictions. Artillery can only *Unlimber* 5 hexes or more away from enemy combat units that are capable of firing **with a Clear LOS** while *ignoring* units of both sides, weapon's range, Facing, and Visibility restrictions (4 hexes or more, if an Artillery Leader is present in the hex).

Artillery can *Limber* at any distance from the enemy without penalty.

Artillery can Unlimber closer than the 5 or 4 hexes if the enemy combat units are unable to fire, have no Clear LOS, or both.

3.2 Stacking

A "stack" is one or more units in a single hex. The arrangement within a stack (if more than one unit) from top to bottom is called the "stacking order." Units can move together as a stack. Calculate each unit's MA expenditure independently.

Leaders, HQs, and Wagons ignore all stacking restrictions. **Exception:** Optional Rule 12.3.

3.2a Stacking Limit. No more than 16 Strength Points (counting all types) can stack in one hex.

Stacking is enforced at the end of a stack's Movement or Retreat, and at the moment a Charge is announced. Ignore temporary overstacking that occurs during movement. (This rule **does not** allow violation of Road Movement, 3.0a.)

Any hex discovered to be overstacked at the times listed above is automatically DG (if already DG, then it is Routed). If the discovery is made upon a Charge declaration, then the Charge also automatically fails its Closing Roll.

3.2b Stacking Order. The stacking order can be adjusted freely whenever a stack conducts a Fire or Move Activity (at any point along its movement but only **before** an Opening Volley, if any), whenever a new unit enters a stack, and/or after any Charge or Retreat.

3.2c Stacking and Leaders. If stacked with any combat unit, *Brigade* leaders must stack with at least one of their **own** units.

While there is no rule requiring **all** leaders to be stacked with only their units, or a rule keeping different organizations from intermingling (since there are times where it can't be avoided), players should strive to keep their organizations intact and free from excessive mixing.

See 9.1 for additional requirements regarding leader location.

Design Note: Yes, this requires some judgment on the part of the player.

3.2d Stacking and Artillery. Unlimbered artillery **cannot** stack with any other combat unit types.

If forced to retreat, it can end stacked with other unit types (since it will then be Limbered). No other unit type can end a retreat stacked with Unlimbered artillery. Those units extend the retreat as needed to avoid such stacking.

A retreat *through* an Unlimbered artillery hex has no effect on the artillery.

Unlimbered artillery has no effect on the movement of other unit types through its hex, provided those units do not stop in it.

Unlimbered artillery has no effect at all on non-combat units.

v2.0 Design Note: The purpose of this rule is to create the historical usage of artillery. Support, as players think of it (infantry stacked with the guns), is not the correct representation. Rather, supporting units, as now handled in the system, functioned on the flanks of the guns (and decidedly **not** in back of them where the shells aimed at the battery tend to land! Those support functions come out in some of the other v2.0 changes (dropping the three-for-one loss rule and the modifier to the Closing Table)).

Some will be concerned that smaller gun units will be required to hold frontages far larger than they would in reality. While true, this is a needed abstraction because of the hex grid. Rather than make a bunch of special rules applying to small artillery batteries, they can either hold their hex by themselves or find some other artillery units to flesh out the frontage.

3.3 Facing

Line and Unlimbered units must be aligned to “face” a single hexside. The counter’s top edge indicates the unit’s orientation. Facing defines the “front” and “rear” of these units.

All units in a hex must have the same Facing.

Facing can be changed freely during a player’s Activity Phase (in either Fire or Move Activities)—but all must be made before that stack fires or Charges.

It costs 1 MP for units in Line to change Facing any number of hexsides. If additional Facing changes are made in other hexes during the move, each additional hex will independently incur the MP cost.

Open Order Capable units, Column, Mounted, and Limbered units do not pay the extra MP to change Facing. For them, changing their Facing is free.

Unlimbered artillery can freely change Facing without Limbering or paying MPs.

Units only fire through their three frontal hexsides. This gives them a fire fan extending only 120 degrees of their 180 degree front.

Units can take fire from any direction. If the fire enters through a rear hexside or the vertex dividing front from rear, the effects listed on the *Combat and Morale Tables* apply.

Units can move through any of their three frontal hexsides. Facing orientation is maintained during a movement into one of the non-center frontal hexes unless actually changed using the rules above.

Exception:

- Facing does not affect the “movement” in Retreats or the movement of units without Facing or which have all-around Rear Facing.

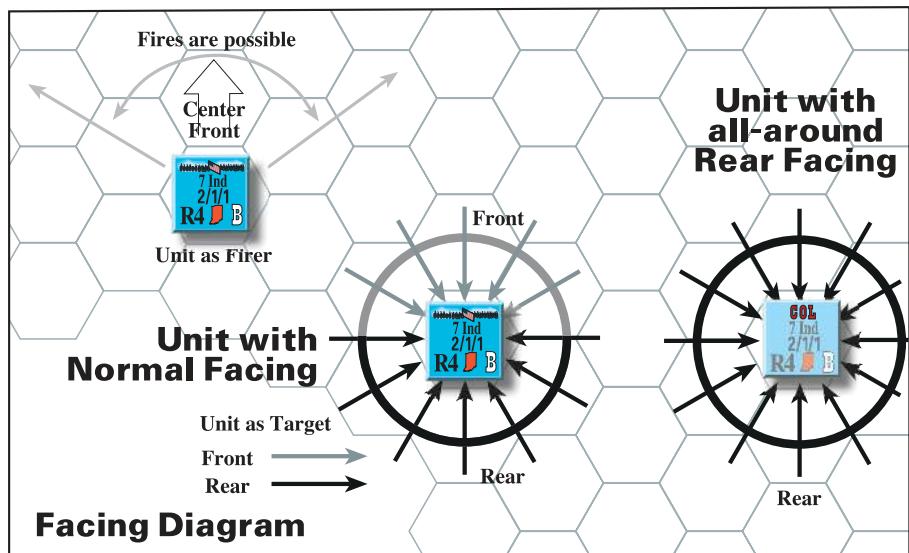
3.3a Units can adjust Facing, at no MP cost, after they Retreat.

3.3b EZOCs have no effect on a Facing change.

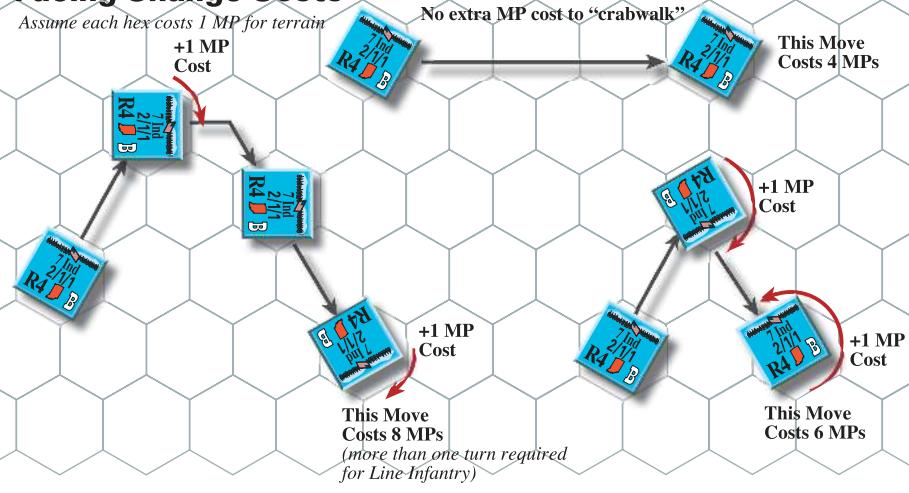
3.3c Wagons, units that are Routed, Mounted, Limbered or are in Column formation have “all around” Rear Facing.

3.3d Charge Facing Restrictions. A stack attacking in a Charge (7.0) applies the following:

- 1) A Charge must be made through the attacker’s **center-front** hexside. This applies to all movement and/or additional Charges that might occur after the first Charge is announced for a given stack.



Facing Change Costs



- 2) Once a Charge has been announced, no further Facing changes for that stack are allowed in that phase.

Combat units are **locked** if they are in an EZOC and **cannot** leave, unless one or more of the following occurs or is true:

- 1) They get a Retreat result, even a self-inflicted one as in 3.0e.
- 2) Their Command a) is Skedaddling, b) suffers Fluke Stoppage, c) starts following new orders moving its HQ, or d) has accomplished its orders.
- 3) They are artillery.
- 4) The first full night turn.
- 5) Their stack has just successfully Charged to get into that hex.
- 6) The friendly units are Open Order Capable.

Entering an EZOC has no effect beyond locking the units in place.

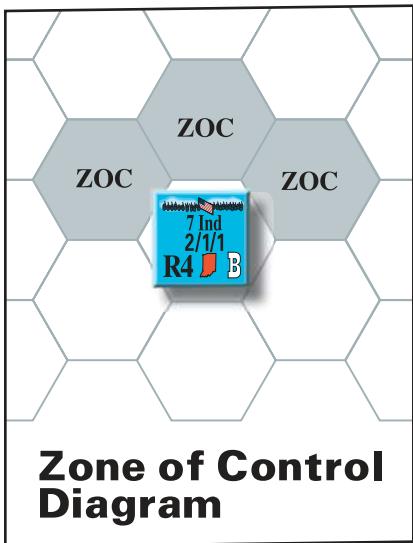
EZOCs have no effect on **non-combat** units.

3.4 Zones of Control (ZOCs)

If a combat unit can fire, it creates a ZOC in each hex adjacent to each of its front hexsides. Combat units that cannot fire—because of formation, Morale State or (in the case of artillery) Ammunition Depletion—do not exert a ZOC. Non-combat units never exert a ZOC.

Terrain has no effect on ZOCs.

An enemy unit’s ZOC is called an “EZOC”.



Zone of Control Diagram

3.4a EZOCs and Retreats. During a retreat, stacks are free to exit EZOCs, except that each EZOC hex *entered* during the retreat inflicts one SP loss. See 5.1b regarding Loss Distribution.

EZOCs do not affect the retreat's length.

3.4b EZOCs and Facing or Formation Change. EZOCs have no effect on Facing or Formation Change.

Exception: Units can only change to Line Formation in an EZOC if they *started the phase* in that hex. See the restriction in 3.1a.

3.4c EZOCs and Open Order Units. Open Order units (9.4) can generally move into and out of EZOCs freely (**Exception:** 9.4e part 1). Open Order units are subject to the normal rules should they *retreat* into an EZOC. The Withdrawal described in 9.4e is **not** a Retreat for this purpose.

Design Note: EZOCs here lock units into local slug outs. Your battle-line will start to fray as units drop back due to bad morale results and you will need reserves available to buck up the weak points, or the Small modifier (6.1b) will cause your line to **really** break. Your options are limited once entangled—unless you have planned ahead.

3.5 Closing Rolls

A successful Closing Roll is required for combat units to enter **any** hex adjacent to an enemy combat unit (EZOC or not) or to initiate a Charge, *unless* 3.5a applies.

A moving stack wishing to move adjacent *and* Charge would need **two rolls**—one for the hex and then (after successfully moving there) a separate one for the Charge.

Roll one die on the *Closing Roll Table* to determine success (modified as per the table) based on the top combat unit's Morale Rating.

Make the roll **before** moving into a hex adjacent to any enemy combat unit. If the roll fails, the stack does not enter that hex and ceases all movement for the turn where it is. That stack **could** then fire, if it fulfills the restrictions of a Fire Activity, even if the original *intention* was to do a Move Activity.

Once adjacent to an enemy unit, a stack would need a successful Closing Roll to launch a Charge, if one is desired. If such a roll fails, the attempting stack can switch to a Fire Activity and fire (if eligible), but is finished moving for the phase. If a stack does switch from a Charge to a Fire Activity, it can fire **only** upon the hex *that was to be* the Charge's target—it cannot fire at some other hex.

- Closing Rolls *automatically fail* if the moving units are DG, wrecked, or in a Charge attempt where the attacking stack is found to be overstacked (3.2a). Apply this rule independently for each Wrecked unit in a stack, even if not on top of the stack, (in other words, a stack could close and 'leave behind' its Wrecked units in the hex where the closure occurred).

- Closing Rolls *automatically succeed* if the moving units are Blood Lusted or Open Order.

If **both** these automatic situations apply, the "automatic fail" takes precedence.

Note that the modifier for *moving into a Rear hex of one enemy unit* applies even if the hex is a Front hex of some *other* enemy unit.

Just so it is clear (exceptions above noted and in 3.5a):

- 1) Combat unit moving adjacent to the enemy...requires a successful Closing Roll.
- 2) Combat unit moving adjacent **and** then seeking to launch a Charge...requires two successful Closing Rolls, one to move adjacent and another to make the Charge (make the second roll **after** entering the adjacent hex).
- 3) Making a Charge when already adjacent to the target hex...requires a single successful Closing Roll.

3.5a No Closing Roll Needed. If any of the following situations exist, there is no need to make a Closing Roll and the 'roll' is considered to be an 'automatic success.'

- 1) If the hex being entered **already contains** a friendly unit that is **not** Open Order Capable (9.4b). **Exception:** This situation does not trump Auto Fail restrictions.
- 2) The moving stack has no Clear LOS to **any** enemy combat unit *adjacent* to the hex it wants to enter. **Exception:** This situation does not trump Auto Fail restrictions.
- 3) The hex being entered is adjacent to (or contains) **only** enemy Open Order Capable units or non-combat units.
- 4) The moving units are Skedaddling (10.9).
- 5) The hex is not adjacent to any enemy unit.

Except where noted, a unit that would automatically fail Closing Rolls **can** freely enter any hex that doesn't require one.

Example of 3.5a case 2: In a Woods with no Clearings, a stack could move adjacent to the enemy without a roll because the stack could not see the enemy at range 2 **before** moving adjacent. A roll would still be required to launch a Charge once a stack has moved adjacent.

3.5b Leader Ratings. Use the leader's **Morale Value** for purposes of the table's modifier. The leader can move to the hex from elsewhere, but must be in the hex at the moment of the Closing Roll and **must finish** his move with and where that stack finishes its move.

3.5c 'Must Succeed' Closing Rolls. There are occasions where a Closing Roll 'must succeed' to allow a stack to avoid a rule violation (stacking limits, Facing, Unlimbered artillery restrictions). In each of these cases, if the Closing Roll fails, the moving stack must return to the hex from which it entered the 'violation' hex, and then follow the normal rules applicable after a failed Closing Roll.

3.6 Artillery

3.6a Unlimbered artillery cannot move. However, it can freely change Facing without Limbering. To *leave* the hex it **must** change to Limbered formation first (costing 3 MPs) and then move using its remaining MA.

3.6b Artillery can use their 1/2 MA in a Fire Activity to *Unlimber* before firing.

But they can only change formation *in place* during a Fire Activity and **cannot** move any hexes first.

3.6c Artillery Formation Changes and the Enemy. See 3.1f.

3.6d Only one shot involving artillery can target a given hex in a single Activity Phase.

Exception: Artillery Leaders can allow a **second** and **third** shot against a given target, see 9.1c.

3.6e Artillery that starts set up outside Command Radius has been “posted” as per 9.1c.

3.6f Long Range Shots. (repeat of 6.1a)
Make normal Morale Checks when firing at range of 10 hexes or more, except many Morale Modifiers **do not** apply.

v2.0 Design Note: This brings out the character of long range artillery fires (more scary noise than actual effect), allowing artillery duels to have their proper place.

3.6g Stacking and Artillery. See 3.2d.

3.6h Supply and Artillery. See 8.2 in general and the Round Type Effects and Restrictions in 8.2e.

3.6i Artillery and Morale. See 6.3f regarding the retreat of stacks containing only Limbered artillery or stacks that retreat into stacks of Unlimbered artillery.

3.7 Reinforcements

Reinforcements enter play during the Activity Phase at the time and location listed in the Order of Arrival. Each reinforcement is given a specific Entry Area identified by a letter (A, B, C) to use. Reinforcements **cannot** be delayed.

Reinforcements can enter in any formation, but are assumed to start in a long Column extending off the map edge along the entry road, if there is one.

The easy way to enter them is to place the first combat unit into the Entry Hex and move it down the road at the rate of the most common unit type of the column (you can split the column by unit type so that it comes on in different speed segments); then place each succeeding unit in a Column in the hex after the hex where the previous one ended (placing Road Column markers, as appropriate, if playing with Optional Rule 12.3). Be sure to bring on leaders and HQs with their units. Wagons always enter at the rear of their Column.

Play Note: When lots of units arrive as reinforcements, not all of them may be able to move onto the map in a single turn. In this case, leave the excess units lined up off map and have them enter in the next friendly Activity Phase. New reinforcements arriving at an Entry Hex before the queue is Cleared would line up behind those still waiting.

3.7a Blocked Entry Areas. If enemy combat units or EZOCs block an Entry Area, shift left or right (owning player’s choice) to the next available Entry Area. If several are blocked, continue to shift until a usable Entry Area is found.

3.7b “Wide” Entry Areas. Some Entry Areas are shown as a *zone of hexes*. Reinforcements entering here can enter either in a Column (as above) **or** deployed (up to the stacking limit) into any of the Entry Area hexes (so multiple units can enter at one time). In the latter case, the units can enter in any desired formation with the exception of artillery, which must enter Limbered.

4.0 Line of Sight

LOS determines the ability to see (“Clear”) or not see (“Blocked”) from one point to another on the map. A Clear LOS is required to be able to fire at a given target.

Players are urged to use an “eyeball” determination for 90% of all LOS decisions. This will not be difficult for reasonable players. Application of the whole rule here is presented for those who do not feel comfortable with “eyeballing it” or in the cases that escape easy classification.

Firing and target units are always assumed to be on the highest height in their hex, but, within that constraint, the firing player decides the unit’s exact location (EndPoint) within its hex for LOS purposes for a shot, the non-moving player does so in Closing Roll situations. The hexes containing these points are called the End Point hexes.

Only Crests modify the height level of End Points. The End Points are categorized as Higher or Lower based on that height level, if there is a difference between them.

Potential Obstacles between the two End Points that lie under the LOS line apply a number of modifiers to their level in determining if they Block LOS. Its modified height level is called the Obstacle Height.

Nothing in either End Point hex can be designated as an Obstacle, inclusive of their hexsides.

Modifiers that apply to End Point Hex heights:
Crest +1

Modifiers that apply to Obstacle Heights:
Woods +3
Orchards +1 (see 4.2d)
Town: +2
Crests: +1

In any case where the Obstacle Height is greater than the Higher End Point, the LOS is automatically **Blocked**.

For ranges of 4 or less (or any Small Arms shot), if **anything** is on the LOS that isn’t ignored because of Same Hill, the LOS is Blocked, otherwise it is Clear.

For ranges of 5 or more (excepting any Small Arms shot), use the Slope Table to determine if an LOS is Blocked. Test any Obstacles that might apply using the Slope Table.

4.1 The Slope Table

Use the Slope Table to determine if range 5 or more shots (given that they are not Small Arms fires) are Blocked or Clear. Note that if the Slope Table is being used to determine LOS, ignore units of both sides in the determination.

Find the differential in Levels between the High and Low End Points on the left column, cross index this with the total range to determine the **Overall Slope**.

For any Obstacle, use the Obstacle’s modified Level minus the Low End Point’s Level and cross index with the distance from the Lower End Point to the Obstacle hex to determine the **Obstacle Slope**.

If the **Obstacle Slope** is greater than the **Overall Slope**, the Obstacle blocks the LOS, otherwise it does not.

Example: There is a 5 level difference between the Higher and Lower End Points in a 7 hex shot. Between them there is a bit of Woods that is 3 levels higher than the Lower End Point (same ground level as that point, plus the modifier for the Woods). The Woods are 4 hexes from the Lower End Point.

The Overall Slope is 7 (5 level difference cross indexed with range 7).

Slope Table

Range to Lower End Point hex (hexes)

Diff	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16+
10+	94	51	34	26	21	17	15	13	12	10	9	9	8	7	7	7
9	86	46	31	23	19	16	13	12	10	9	9	8	7	7	6	6
8	78	41	28	21	17	14	12	10	9	8	8	7	6	6	6	5
7	69	36	24	18	15	12	10	9	8	7	7	6	6	5	5	5
6	60	31	21	16	12	10	9	8	7	6	6	5	5	4	4	4
5	51	26	17	13	10	9	7	7	6	5	5	4	4	4	3	3
4	41	21	14	10	8	7	6	5	5	4	4	3	3	3	3	3
3	31	16	10	8	6	5	4	4	3	3	3	3	2	2	2	2
2	21	10	7	5	4	3	3	3	2	2	2	2	2	1	1	1
1	10	5	3	3	2	2	1	1	1	1	1	1	1	1	1	1
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

In any case where the Obstacle Height is greater than the Higher End Point, the LOS is automatically Blocked.

For ranges 5 or more: Use the Slope Table. Find the differential in Levels between the High and Low End Points on the left column, cross index with the total range to determine the **Overall Slope**.

For any obstacle, use the obstacle's modified Level minus the Low End Point's Level and cross index with the distance from the Lower End Point to the Obstacle hex to determine the **Obstacle Slope**.

If the Obstacle Slope is *greater than* the Overall Slope, the Obstacle blocks the LOS, otherwise it does not.

For ranges 4 or less (or any Small Arms shot), if **anything** is on the LOS that isn't ignored because of Same Hill, the LOS is Blocked, otherwise it is Clear.

Modifiers that apply to End Point Hex heights:

Crest +1

Modifiers that apply to Obstacle heights:

Woods +3

Orchards +1

Town: +2

Crests: +1

Units (of both sides) **only** block if the **range is 4 or less (or any Small Arms shot)**. In those cases, all of the above modifiers also apply, but no value is needed. When a hexside is involved with units that might block LOS, enemy units include their hexsides, friendly units only include their hexsides if **both** hexes involved are occupied. If the range is 5 or more and the shot is being made by artillery, ignore units of both sides. See also 4.2f

Open Order Capable units of both sides do not block LOS.

The Obstacle Slope is 8 (3 level difference cross indexes with range 4).

Because the Obstacle Slope is greater than the Overall Slope, the LOS is Blocked. (If the Woods were 5 hexes away from the Lower End Point, the Obstacle Slope would have been 6 and the LOS would have been Clear).

Design Note: It was pointed out that it would be helpful for players to know the basic principle on which the Slope Table operates (*Hi Nolan!*). The Slope Table literally gives the "slope" (in modified degrees so that the numbers are clear) from the Lower End Point to both the Higher End Point and the potential Obstacle. Obviously, if the one to the Obstacle is bigger (steeper), then it will block the way of the shallower LOS to the Higher End Point—in other words, the Lower End Point must look "up" more to see the top of the Obstacle than where the Higher End Point would be.

4.2 Special Situations

4.2a Always see adjacent.

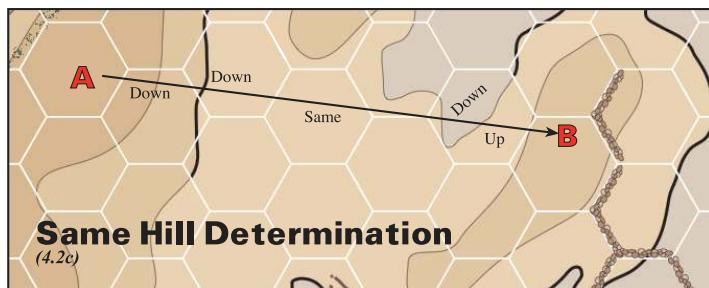
Regardless of all other concerns, if the two End Point hexes are adjacent to each other, the LOS is Clear.

4.2b Sudden Dips.

No unit can see a unit adjacent to the inside of a Sudden Dip hexside unless that unit is also adjacent to that hexside. Likewise, no unit inside a Sudden Dip can see anything at a range greater than 1 hex. Sudden Dips *only* affect LOS if the LOS crosses the hexside (to include its corners), and the stack is on the downhill side of the hexside.

4.2c Same Hill. Ignore all **unmodified** Heights on the descending slope of the hill containing the higher End Point. Ignore any “ripples” of raw elevation that might exist on that slope. Terminate this “same hill” when the ground begins to rise for another, different, hill or there is a **modified** Height. Use common sense here.

4.2d Orchards. Ignore the entirety of any Orchard that is all or in part in an End Point hex. Use the boundary around the Orchard symbols to determine the Orchard’s extent.



Here we are checking the LOS between A and B.

Since A is the higher end point, starting at A we make a rough assessment of the elevation change for the points along the way.

For “Same Hill” purposes, the hill containing A “ends” in the hex just before B.

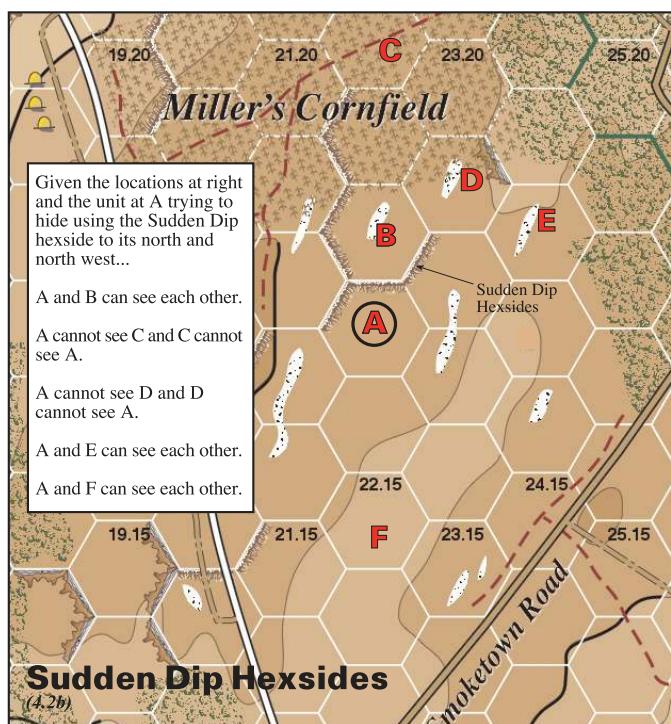
4.2e Units and LOS. Units (of both sides) **only** block if the **range is 4 or less (or any Small Arms shot)**. When a hexside is involved with units that might block LOS, enemy units always include their hexsides, friendly units only include their hexsides if **both** hexes involved are occupied. If the range is 5 or more and the shot is being made by artillery, ignore units of both sides. (See 4.2f)

Open Order Capable units of both sides never block LOS.

4.2f Danger Close. While friendly units at 5 hexes or more do not affect the LOS of artillery shots, battery commanders would take great care to avoid hitting friendly troops. This rule applies if you decide to “go for it” anyway.

Apply any Combat Table loss result obtained against such a target to all stacks of friendly troops **adjacent** to the target. So, if you manage to get a 1 SP loss result on your target hex, you’ll take 1 SP off each of the hexes fitting the above. Other Combat Table results or losses from other reasons never invoke this rule. The friendly troops in question need do not need to be on the actual LOS.

Design Note: Yes, this is a “Doctor it hurts when I do this...” rule. I don’t know of a situation where it would be worth the risk, but you may have your reasons. No, there is no identical “spray” effect on enemy units near the target hex; the rule’s only purpose is to get you to avoid firing near friendly troops.



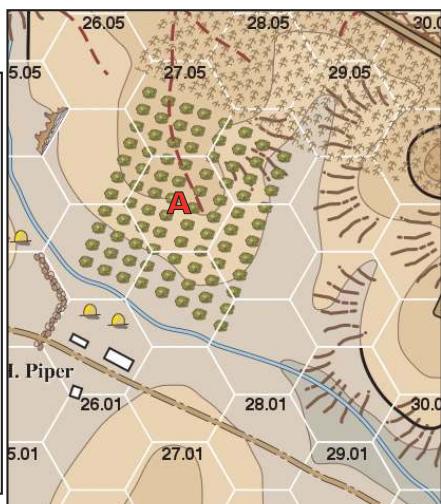
Orchards

(4.2d)

In this case, if A is the target of fires that otherwise have a clear LOS, the entire orchard in and around A is ignored.

The same applies if A is the firer and there is an otherwise clear LOS to the target hex.

If the Orchard was not in a hex containing either the firer or target, but is on the LOS between them, it will block LOS normally based on its +1 Raw Height level modification.



4.3 Visibility

Visibility is given on the Turn Record Track for some turns. A visibility of “5” means units can only see targets that are no more than five hexes away that turn. If no number is given, visibility is unlimited. Regardless of LOS, no unit can “see” further than the current visibility. Visibility does not affect artillery Unlimbering range restrictions.

5.0 Combat

In his Activity Phase, the active player can fire his combat units at enemy combat units.

Units can fire individually, or together (provided they are stacked at that moment), according to the restrictions below.

Maximum weapon ranges and any special capabilities they might have are given on the *Weapon Characteristics Charts* above the *Combat Table*. The chart on the left is for Small Arms and the one on the right is for Artillery. A combat unit's specific weapon type is given as a letter code on the lower left corner of the counter.

Important: See 2.2 for a description of Move and Fire Activities and how fire & movement are integrated. The chosen Activity determines the ability of units to fire and move.

Procedure

Identify the firing and target stacks. Execute any Opening Volley (5.4). Determine the number of firing SPs. SPs are x1/2 if the firing units are DG.

On the *Combat Table*, drop any fractional values and match the *modified SPs* to the *column headings*. Use this column as the shot's starting point.

Total the applicable *column shifts* (see list to the left of the *Combat Table*) and adjust the initial column by the net total. Positive is right; negative is left.

Roll two dice (2-12) to determine the result.

Execute the result as described in 5.6.

5.1 Strength Points (SPs)

Combat units have a *letter* and a *number* printed in their lower left-hand corner. These indicate the unit's weapon type and Strength Points. See the *Weapons Characteristics Charts* for a weapon code key.

A combat unit's current strength is on its Strength marker (if it has one) underneath the unit or its printed strength (if it doesn't).

Strength markers have four values on each side. The value at the "top" of the marker (oriented the same way as the unit) is the current strength.

5.1a SP Limit. In one phase, no more than a total of 8 SPs can ever fire out of a single hex. Any combination of units can fire from a hex, as long as the **total** does not violate this limit or 5.3d. If a hex suffers losses from an Opening Volley (5.4), these

losses do not reduce the 8 SPs available to fire (*unless* it is now physically unable to fire 8 SPs). If additional units enter a hex to fire, they can do so, provided the **total** does not exceed 8 SPs for the *phase*. **Exception:** A hex containing an Open Order Capable unit is limited to a maximum fire of 3 SPs, not 8, even if the unit involved is larger than 3 SPs (i.e. a 5 SP Open Order unit could only fire a maximum of 3 SPs out of its hex).

Design Note: The new *Open Order* restriction is to preclude *Open Order* units from having their cake and eating it, too. If they are enjoying the benefits of being *Open Order* (dispersion, essentially), then they should not be able to fire as dense masses. This does mean that "large" *Open Order* units cannot access their larger firepower totals without stacking and losing their *Open Order* qualities. That's intended.

5.1b Loss Distribution. The **first loss** of a "combat" must be taken from the stack's **top combat unit**. The first loss here counts the **entire** Combat procedure as a 'single event' (there is only one "first loss" in a fire involving *Combat, Morale and/or Retreat* in EZOC losses).

The "first loss from the top unit" rule also applies to Opening Volley losses.

After the first loss, the player **must** distribute additional losses such that no unit in the hex takes more than one loss **before** all units in the hex take at least one.

Example: In a combat resolution, a stack of three infantry regiments takes one SP loss from the Combat Table, a two SPs loss from the Morale Table and yet another SP because it retreated into an EZOC. In this case, one loss must come from the top unit and each of the two remaining units must take one SP loss. The last loss can be applied to the player's choice of unit.

v2.0 Design Note: Distribution makes up for the fact that (usually) units in a hex are arrayed left and right of each other, rather than in a column front to back, which is the result of the physical requirement to stack top to bottom making them 'look' that way. It keeps players from using a 'flab' unit under a good one to absorb the majority of the losses. Player's who point out that using the top unit for morale checks still violate the usual left-right arrangement are indeed correct, but in that case, all the 'cures' are worse than the 'disease.'

5.2 Restrictions

Combat units can only fire at enemy combat units at or within their weapon's maximum range, given a Clear LOS and a range that does not exceed the current visibility (4.3).

5.2a Column, Mounted, Limbered and Routed units and all non-combat units cannot fire.

5.2b Each unit can only fire once in an Activity Phase.

5.2c A hex can be Charged, or fired upon, any number of times in a phase.

Exception: Only **one** fire *involving artillery* can target a given hex, unless an *Artillery Leader* allows a second and third shot (9.1c).

v2.0 Design Note: Artillery fires were too coordinated before. This merely spreads them out, unless a skilled officer nearby is actually doing the coordination.

5.2d If a shot is shifted off the **left** side of the *Combat Table*, no shot occurs. Make no roll in that case. The units have 'fired' and *cannot* be diverted to other, more useful, shots. **Apply** any Opening Volley loss caused by this aborted fire.

5.2e Resolve fires that shift off the **right** end of the *Combat Table* on the last available column. Any excess positive column shifts have no effect.

5.2f Firing ends a unit's or stack's turn in a Fire Activity.

5.3 Specialized Fires

5.3a No Combining Fire. All stacks fire independently.

5.3b Splitting Fire. Stacks **cannot** split their fire. All units in a stack must fire together at the same target, if they fire at all. If additional units enter the hex and fire (given the 8 SP limit, etc.), they must fire at the same target hex.

5.3c Pre-Fire Movement. A moving stack (as part of various Fire Activities) can fire together with unfired/unmoved units already in a hex it moves into (given the stacking and movement rules).

5.3d Cherry Picking Points. Only units 1) in excess of the 8 SP (3 SP if Open Order) limit, and/or 2) which cannot fire because

of other rules can be **omitted** from a hex's shot. The player decides which "excess" units are to be left out.

One unit in a hex can fire *less than* its full SP value, if its remaining SPs would exceed the 8 SP limit. **Only** the number of SPs that brings the hex up to the 8 SP limit apply. Should artillery Depletion occur to this "partial" unit, the *whole battery* is Depleted.

5.4 Opening Volley

5.4a Each announced fire by active units that have *expended* MPs that phase could generate **one** Opening Volley from the inactive player.

Any Charge or Facing change by artillery, *even if no MPs have been expended*, generates an Opening Volley. See 7.0d and 7.0e.

To do an Opening Volley, there **must** be at least one inactive combat unit (of any type or size—given range, formation, Morale, Facing, ammunition Depletion, and LOS) that **could** fire at the firing stack. That unit must be *no further than 3 hexes* away from the firing stack that triggered the Opening Volley. A unit being Charged can fire an Opening Volley *regardless* of Facing.

No matter how many additional stacks *could* provide an Opening Volley in a given situation, only make one roll for losses.

Play Note: The unit **providing** the Opening Volley need not be in the actual target hex.

5.4b Opening Volleys inflict losses per the *Opening Volley Table*. There is **no** Morale Check or any sort of modifier applied to this roll. Make Leader Loss Checks **if** there is a loss. Execute the triggering combat **after** inflicting any losses.

5.4c Roll one die on the *Opening Volley Table* to determine if there is any loss. Shift as called for if the Opening Volley is frontal Artillery using Canister. Use the column appropriate to the situation. *Yes, this means that a range 1 Opening Volley using Canister would be resolved on the column that Charges start on!*

5.4d Artillery must **have** ammunition (either type) and be Unlimbered to provide an Opening Volley. No artillery unit ever becomes Depleted by doing so. Artillery must actually have Canister remaining to obtain the Opening Volley Shift.

5.4e In the case of a firing stack where only some units expended MPs, execute the Opening Volley normally and take the loss off the stack's top unit, even if that unit did not expend MPs.

5.4f There is **no** Opening Volley when enemy units move into position, but *do not* fire.

5.4g The Opening Volley's range is from the hex *delivering* the Opening Volley.

5.4h If a stack fires after **failing** a Charge Closing Roll, make a *normal* (not Charge) Opening Volley (using range 1, not Charge) *even if* the stack **did not** expend any MPs. (See 7.0e)

5.4i If the only units that can provide an Opening Volley in a stack are Wrecked, shift the Opening Volley one column to the left. If this shift takes it off the table to the left, no Opening Volley occurs.

A few special cases exist that might be confusing:

- 1) A stack fires after its *non-Charge* closing attempt fails *without any other MP expenditure*. No Opening Volley.
- 2) A unit that fires after moving exactly 1/2 MA and failing its Closing Roll suffers a normal Opening Volley (but—just so it is clear—the closing *attempt* did not entail any extra MP cost which would push the unit over the 1/2 maximum that would prohibit firing and eliminate any need to execute an Opening Volley).
- 3) A unit starts within 3 hexes, but changes Facing first so as to get a shot off and the Facing change cost is the *only* MP expenditure. Opening Volley takes place normally.

Design Note: Opening Volley is a synthesis of what the RSS did using its Defensive Fire Phase. Obviously, doing it this way—using expected values off the Combat Table—greatly speeds up play but comes at a cost in perceived precision. One downside is hexes with few SPs might get in more than their fair share of licks, but such stacks typically get destroyed very rapidly.

Play Note: Beware; a given stack can generate any number of Opening Volleys as they get triggered. You can't suppress the enemy fires by stacking dead bodies in front of them.

5.5 Terrain Effects

5.5a Terrain types affect combat by applying column shifts on the *Combat Table*. If a given terrain type is not listed, it does not affect the table. No matter how many of a shift's conditions are met, a given column shift can only apply once per combat.

5.5b All hexside features require the target to be adjacent to the hexside and the fire to enter through the hexside feature. Hexside features include their End Points (i.e. fires coming in along the hex corner of the feature). See also 1.7k.

Only apply *hexfeatures* from the *target hex*.

5.6 Combat Table

Total the SPs shooting from the firing stack, modify them if they are DG (x1/2), drop any fractions, and start with *that* column on the *Combat Table*.

Next, apply all applicable column shifts. If the fire shifts off the left side of the Combat Table, there is no effect and the firing unit is considered to have fired in that phase (it missed).

Apply shifts based on the top target combat unit (if a unit status is needed).

Weapons Characteristics (Buck 'n Ball, Breechloader, Repeater and the two types of Canister) can shift a fire combat one or more *Combat Table* columns, if they apply.

Each weapon type on the *Weapon Characteristics Chart* lists any shifts it could apply. In the case of artillery, the Canister shifts apply **only** if Canister is actually fired.

The shift listing itself gives the *maximum range* it could apply. If the range is greater than the maximum, the shift cannot apply. **For example**, Buck 'n Ball has a max range of 1 hex. That shift would never apply to a shot at range 2 or more.

Use the *Threshold Value Chart* to determine the number of SPs in a shot required for these shifts. Use the **total firing SPs** (unmodified for DG) for this determination. Use the **firing SP number** to determine the **Threshold Value** needed to qualify for shifts.

Small Arms shifts require each single weapon characteristic (Buck 'n Ball, Breechloader and Repeater) to **independently** meet its Threshold Value to apply.

If a hex meets the Threshold Value for more than one Small Arms shift, use **only** the best single shift.

Artillery Canister Shifts are divided into two types—Dense and Normal.

- 1) Use the *Dense Canister Shifts* if the Threshold Value is met counting **only** Dense Canister firing artillery.
- 2) Use the *Normal Canister Shift* if the Threshold Value is met counting all Canister firing artillery SPs (both Normal and Dense).

Apply **only** one type of Canister shift, even if both meet their Threshold Values. *For example, 4 SPs of Dense Canister and 4 SPs of Normal Canister fire out of a hex, apply only Dense Canister.*

After finding the final column on the *Combat Table*, roll two dice and execute the result.

v2.0 Design Note: A number of rules involving the mixing of artillery and small arms fires disappeared due to the new no-stacking rule. Adding the ‘negative CRT columns’ ended most issues with fires shifting off the left side of the table.

5.6a Morale Check. Some results list only an “m.” These results call for a Morale Check only. There are no combat losses or any Leader Loss Check. Execute only a Morale Check and possibly a CBF marker level increase as the combat result.

5.6b Step Losses. Any numeric combat result requires a number of SP losses, a Leader Loss Check, **and** a Morale Check (in that order) as well as a possible CBF marker level increase.

See 5.1b regarding distribution of losses.

5.6c If the *Combat Table* result eliminates the hex’s last remaining combat unit, there is no Morale Check. Any leaders or HQs that happen to be in that hex remain there (after making the Leader Loss Check). Destroy any Wagons in the hex if there is an enemy unit adjacent to it (8.1b). The destroyed unit generates a Cowardly Legs marker (6.5) in the hex.

5.6d Unsupported Artillery Fired on by Small Arms. This rule has been eliminated.

5.7 Wrecked Status

As losses increase, regiments reach a point where combat effectiveness collapses. At that point, the unit is *wrecked*, and all associated penalties take effect immediately.

Infantry or cavalry units are *Wrecked* when they have **less than** 50% of their printed Strength Points remaining.

Artillery units **never** become Wrecked.

Example: A unit with a printed strength of 6 SPs becomes Wrecked when it is reduced to a strength of 2; a unit with a strength of 5 is also wrecked when it is reduced to 2 SPs.

Regiments can recover losses such that they are no longer wrecked and the penalties no longer apply.

Penalties: A Wrecked unit...

- 1) ...cannot successfully pass a Closing Roll even if it is not the top unit in its stack.

Exception: Units that become wrecked during a Charge can continue to move with their stack until it stops its movement.

- 2) ...applies a Morale Table modifier to their stack, if it is the top unit.
- 3) ...applies a shift on the *Opening Volley Table*.

v2.0 Design Note: Merely addressing a loop-hole.

Design Note: Under a CBF marker, the owning player can fire with less effectiveness and with a risk of Depletion. If he does get a Depletion marker, the guns have a choice. They can sit there Depleted or pull out to replenish—either way, you have silenced his guns. Some clever players may decide to **not** fire guns under a CBF marker in order to avoid a hard Depletion result. That’s fine, he has silenced his guns for you.

6.0 Morale

Morale represents unit quality—a combination of leadership, training, motivation, and character. It determines how well the unit reacts to combat.

Each combat unit has a *Morale Rating* printed on it (in the lower right corner) ranging from A (best) through F (worst). This rating does not change in play.

Morale States are temporary conditions of confusion, fear, or anger. A Morale State is shown with a marker on top of the affected units. (*Normal* has no marker and is the default status).

Morale States are usually imposed through the *Morale Table*, but can also result from using Line formation in Town hexes and because of overstacking.

Morale States change frequently and affect unit abilities in various ways.

Morale State effects are (in addition to table modifiers):

Blood Lust (BL): The unit gets a free pass on Closing Rolls and must ignore any Retreat or Loss results from the *Morale Table*, but is otherwise normal.

Normal: There are no special effects on the unit.

Shaken (Sh): The unit is subject to a few modifiers, but is otherwise normal.

Disorganized (DG): DG units move using $\frac{1}{2}$ MA and fire at half strength, can’t Charge or successfully pass a Closing Roll. See also 3.0e.

Routed (R): Routed units cannot move normally or fire, have no ZOC or Front hexes, and must retreat in the Rally Phase (assuming they do not Rally) if the enemy approaches. (6.4 part 4) See also 3.0e.

The above are also listed on the *Morale State Effects Chart*.

6.0a Morale and Stacking. A hex can only have one Morale State. A Morale State inflicted on a hex affects all of its combat units.

When combat units with different Morale States finish an Activity Phase in

one hex, the resulting stack adopts the worst unit's Morale State.

Combat units can move, **but not retreat**, through hexes in other Morale States without any effect (see 6.3d, regarding retreats).

Exception: Any combat unit that even momentarily stacks with a Routed unit is automatically Routed.

6.1 Morale Checks

A stack **only** makes a Morale Check when called for by the *Combat Table*.

The stack's top combat unit provides the Morale Rating and modifier information needed for a Morale Check.

Use the modifiers applicable to the *current* top combat unit, if different from when the combat began.

One leader in the stack can also provide a modifier.

Procedure

Find the checking stack's *Morale Rating* in the *Morale Table*'s column headers. **Total** all applicable die roll modifiers. In a Charge, also use the *Additional Charge Modifiers*. Roll two dice and add the total modifier. Locate the modified dice roll on the left edge and follow that row to the Morale Rating column to find the result.

If the modified roll is greater or less than the table's row values, use the last *available* row.

6.1a Long Range Shots. Make normal Morale Checks when firing at range 10 hexes or more, except many Morale Modifiers **do not** apply.

6.1b Smallness (was Inadequate Frontage). The *Small* modifier automatically applies to any Morale Check made for a *Small* (1.8) stack created by fires containing Small Arms at 1 hex range or in a Charge against targets that are not Open Order Capable (9.4b).

Design Note: This modifier does a number of fairly important jobs. Most importantly, it adds to the load causing a crumbling defense to pull out before it is totally destroyed by providing players a reason to contract their frontage and re-assemble a defense in the rear of its current location. The basic idea is that while it looks like the unit counter covers the space of the hex, there are not enough SPs in it to actually do so—leaving the unit less supported and more vulnerable than it would appear at a glance.

6.2 Morale Results

The *Morale Table* contains a mix of Morale State, Retreat, and loss results.

Morale State Results. Place the appropriate Morale State marker to indicate the stack's new Morale State.

- **Ignore** any Blood Lust result if the checking hex is **not adjacent** to the enemy units that fired at it or if the checking unit is Open Order (of any sort).

- **Ignore friendly leaders** for Blood Lust determination (but they apply normally for *other* results).

Example: A Wrecked Morale A unit with a 4-rated leader rolls a 3 for a Morale Check. For Blood Lust purposes, the modified roll is a 6 (no BL), but for everything else, it is a 2 (since the BL doesn't count, the result is No Effect).

Retreat Results. Retreat the stack the listed number of hexes.

- **Ignore** the Retreat result if the checking stack is BL.

Loss Results. If there are more losses than SPs available, ignore the excess.

Ignore the loss result if the checking stack is BL.

Take these losses **after** the retreat result, if any.

Morale Losses can come from any Infantry, Cavalry, and/or artillery unit in the retreating stack subject to distribution. (5.1b)

2.0 Design Note: Taking losses at the end of a retreat keeps units from suddenly (due to the combat **and** morale results) becoming Small and taking advantage of that freedom for the retreat. It makes sense that the actual morale losses occur all along the retreat (not before it starts), but since we can't recompute SPs for every hex retreated (ugh), losing them at the end makes good sense. Adding artillery to the loss mix here takes into account the elimination of the Gun Loss Roll and the 'freedom' to Limber and run at will close to the enemy as well as the effects of taking fires at range (since Combat Table losses are less at range).

6.2a Additive Morale State Effects. See the *Additive Morale Effects Chart* for each possible combination and the resulting Morale State.

6.3 Retreat

Retreat results are in *hexes*, not *MPs*. The affected units must retreat **that** number of hexes.

The owning player executes the retreat in a relatively straight line, locally "to the rear," away from enemy combat units.

Doubling back and other "game tricks" are not allowed.

Prohibited terrain and hexes containing enemy units Block retreats. Bridges and fords *allow* retreats across impassable hexsides.

6.3a A stack cannot split up during a retreat; they must retreat together. Retreating units can change formation, adjust Facing and/or stacking order freely. Units cannot overstack at the end of a retreat.

6.3b Apply any loss results *after* executing the retreat.

6.3c Units that **cannot** finish their retreat—for any reason—are eliminated. They can later recover losses (see 9.3).

6.3d When a combat unit stack that is **not** Small retreats into a hex containing other friendly combat units (even if the retreat has not yet ended), those units must choose one of:

- 1) *Displace* one hex out of the way,
- 2) Join the retreating stack and retreat with it,

OR

- 3) Allow the retreating stack to pass through.

Exceptions: 6.3f (Artillery) and 9.4e (Open Order). Stacks that are Small at the beginning of the retreat do not apply 6.3d in any way unless they **end** their retreat in some other unit's stack (then apply 'stacking' below).

Displacement: Units that choose to Displace worsen their Morale State by one level (e.g. Sh to DG). Displacement is also a 'retreat' itself. One Displacement might force another Displacement—or a whole chain of them.

A unit can Displace more than once—even in the same retreat—but its Morale State gets one level worse *each* time.

Leaders and HQs in a displacing hex must also Displace. HQ Displacement will initiate a Skedaddle (10.9).

Stacks can Displace to their right or left rear; they are not required to go directly backwards.

Each Displacement is always one hex and no more by itself.

Stacking: Apply the worst Morale State now in the combined stack to the whole hex and the entire new stack continues with any remaining retreat.

This option cannot be chosen if the stacking limit would be violated.

Allow Passing Through: The retreating units run *through* another stack's hex and continue on with their retreat.

Take the worst Morale State of the two stacks and worsen it by one level. Apply the resulting Morale State to both stacks.

This permits HQs to remain in place avoiding a forced Skedaddle.

6.3e EZOC & Retreats. A retreating stack that enters an EZOC automatically loses 1 SP.

Other than this loss, EZOCs **do not** affect retreats.

If a unit is eliminated due to 6.3e on entering a hex, do not apply 6.3d to that hex.

The withdrawal in 9.4e for Open Order units is not a retreat—there are no losses generated by EZOCs for them.

6.3f Artillery. Unlimbered artillery whose hex gets a Retreat result **must** Limber. **Do not** place a Cowardly Legs marker. The artillery loses any CBF marker they had (or just acquired). Apply the rest of the Morale Result normally.

Retreating Limbered artillery **does not** affect other units in their retreat, provided the artillery does not end its retreat in some other stack's hex (in which case the normal rules apply). The player can **extend** a retreat result as desired up to 12 hexes (total of the extension and the original result) **but** that extension worsens the morale state of the artillery by one level (Sh becomes DG, etc.).

Stacks of other unit types forced to retreat into a hex containing Unlimbered artillery must extend their retreat until they do not end stacked any Unlimbered artillery.

Unlimbered artillery is unaffected by the retreating units.

6.3g Wagons. Wagons must join any stack that retreats through their hex, even if the rest of their stack does something different (such as Displace).

6.3h Blood Lust. BL stacks ignore *Morale Table* Retreat results.

6.3i Facing. Upon completion of a Retreat or Displacement, a stack can freely adopt any desired Facing.

v2.0 Design Note: A number of changes to retreats. Obviously the artillery retreat addition is designed to allow guns to fall back and relocate much easier than before (showing their usual tactics of relocating as needed to get out of 'hot spots' and to take advantage of other terrain). The old 'bracketed' retreat results have been eliminated in favor of a die roll modifier, which does essentially the same thing, but without its own separate rule.

6.4 Rally

Rally allows units to recover toward a *normal* Morale State. During his Rally Phase, the active player adjusts his own Morale States in the following order:

- 1) **Remove** all Sh and BL markers.
- 2) **Flip** all DG markers to Sh.
- 3) **Routed Stacks.** Roll one die and add the Morale Value of any one leader in the hex. On a **5 or more**, convert the R to DG and set Facing and formation as desired. Any other result leaves the stack Routed.
- 4) **Routed Stack Withdrawal.** Any remaining Routed stacks closer than 6 hexes to an enemy combat unit **must retreat** so that they are exactly 6 hexes away from all enemy combat units. LOS and Visibility issues do not affect this distance.
- 5) **Cowardly Legs Removal.** Remove all Cowardly Legs markers.

6.5 Cowardly Legs (a.k.a. Jimmy Legs)

If Almighty God gives a man a cowardly pair of legs, how can he help their running away with him?

—A. Lincoln

6.5a When a stack retreats (for any reason, including Displacement) **OR** is destroyed because of *Combat Table* and/or *Morale Table* results (but **not** as a result of retreating into an EZOC or Opening Volley), place a Cowardly Legs marker in the hex where this occurs. A given retreat, regardless of length, only places one marker and that marker goes where the retreat began.

6.5b Any Morale Check made by an Inactive player's stack **in or adjacent** to a Cowardly Legs marker hex is subject to the Cowardly Legs modifier (take note of 6.5c, though).

6.5c Stacks are **never** affected by a Cowardly Legs marker *created by itself* or a stack that forced it to Displace.

6.5d There are no additional effects for multiple Cowardly Legs markers.

6.5e Remove **all** Cowardly Legs markers every Rally Phase.

No Activity Phase ever starts with Cowardly Legs markers on the map.

It is acceptable to remove the markers "as you go" when they can have no additional effect.

Design Note: This harkens back to rules I tested during the development of the original CWB rules. Those rules involved cascading morale checks, which were a workload nightmare, but led to some very dramatic large-scale panics. Cowardly Legs is simpler and involves no extra workload—and does not tend toward the excessive effects of the test rule.

A common statement in official reports is something to the effect of "we were doing just fine until the regiment on our flank retreated... we had to follow suit." While this could be written off as an excuse, it has an element of truth—units really didn't have much staying power when their support pulled out.

7.0 Charge!

A Charge represents very close range fighting combining shock and firepower. In the RSS we used a mechanically different system called Close Combat. "Charge" is simplified from the older method.

Procedure

A Charge starts by moving an attacking stack into a hex **adjacent** to its target normally. Then the attacker announces the Charge attempt and makes the Charge's Closing Roll. If that succeeds, the defender makes his Opening Volley, the attacker takes any loss, and checks for Leader Loss if there is one.

Provided there are 4 or more SPs remaining in the attack, the defender takes 1 SP loss (automatically) and checks for Leader Loss. If the attacker is Small or is attacking into the front of a defender in Breastworks, the defender neither takes the loss nor checks for leader loss.

The defender must then make a Morale Check applying the Additional Charge Modifiers (listed on the top right of the *Morale Table*) in *addition* to the normal modifiers that apply.

If the defender is destroyed or retreats, the attacker **must** advance into the defender's old hex and *can continue* to move with any remaining MA (possibly Charging again).

Place a Cowardly Legs marker in the defender's hex if needed.

Only Infantry in Line and Mounted Cavalry can Charge. Other unit types (*including Cavalry in Line*) cannot Charge. Infantry is determined by the Line symbol and the **lack** of a Cavalry Stripe (1.3a).

Leaders can participate by “coming along” on a Charge.

v2.0 Design Note: Mounted Cavalry was added to meld the old optional rule directly into the Charge section. Pretty much an organizational, not functional, change since actually cavalry Charges are exceedingly rare anyway.

7.0a In brief, the player must **a)** declare a Charge, **b)** identify the Charging stack and leader (if any), **c)** successfully make the Closing Roll, **d)** apply the Opening Volley Losses, **e)** apply **one step loss** to the defender and check defending leaders for loss, and **f)** have the defender make a Morale Check.

v2.0 Design Note: The deletion of actual attacker firing from a Charge will probably rankle players more than just about anything else in v2.0. I understand that sentiment as the old system had roots dating back for at least 30 years. Other than the obvious simplification and speeding of play arguments I’m sure are obvious to all players, the greatest effect being shown here is that it is not the actual firing (limited) or crossing of bayonets (almost unheard of) that causes the losses on the defender. Rather, most losses occur because of the morale collapse that might cause the defender to abandon his position at the approach of an attacker who appears unwilling to stop short.

7.0b Charging is conducted from a hex **adjacent** to the target, *never inside the defender’s hex*.

7.0c Charging units **must** have enough MPs remaining *at the moment the Charge is declared* to pay the target hex’s normal MP cost. There is no *additional* MP cost for conducting a Charge.

7.0d Use the *Opening Volley Table’s Charge* column **only** if the Closing Roll **succeeds**. A shift to the “Shift Only” column is possible in a Charge where the Charge is against a frontal hex of Unlimbered artillery armed with Canister.

7.0e If a Charge attempt fails its Closing Roll the stack **can** switch to a Fire Activity and fire (**if** it has not expended too many MPs—the MPs that would be needed to

enter the defender’s hex *have not yet been spent*). In this case, make a 1 hex range Opening Volley **even if** the attacker had not expended any MPs during that phase.

7.0f Leaders. Use the two Charge columns on the *Leader Loss Table* for the Leader Loss Checks in a Charge to either side taking a loss. In regular fires, there is no *Combat Table* loss result, then no Leader Loss Check occurs. Both side’s leaders affect the Defender’s Morale Check (if any, see note at the end of 7.0g).

7.0g Charge Morale Table Modifiers. In the *Additional Charge Modifiers* section of the *Morale Table* is based on a strength differential between the two sides. Use all SPs in the hex, **after** the Opening Volley and automatic SP loss (7.0a), capable of firing at that moment.

Important—Leaders and the Charge Morale Check: When making the defender’s Morale Check in a Charge, both the attacking **and** defending leaders apply—*subtract* the defending leader’s and *add* the attacking leader’s Morale Values.

Design Note: Yes, that is the **attacking** leader’s Morale Value applying to the defender’s Morale Check. Leaders can add an enormous amount of energy to a Charge, but at great risk to themselves.

7.1 Charge Requirements

Units can Charge only if...

- 1) They are doing a Move Activity.
- 2) They are **infantry in Line or Mounted Cavalry**.
- 3) Leaders can go in with a Charge of other units
- 4) They are adjacent to the target and pass the Charge Closing Roll.
- 5) The Charging units started the phase stacked together.
- 6) The Charge target is across the center-front hexside of the Charging units. (7.2e)
- 7) The attacking stack has enough MPs remaining to pay the cost of entering the defender’s hex and now pays them.

Exceptions:

- Leaders can join a stack they were not in at the beginning of the phase and participate in a Charge with it.

7.2 Charge Restrictions

7.2a A stack can Charge (and a *target hex* can be Charged) any number of times, but a given stack can only Charge a given target hex once. To do more than one Charge, a stack must have been successful in its previous attempt(s) (7.3b).

7.2b Clear Pathway. If the Charging units must first move to be adjacent to their intended target, that adjacent hex **cannot contain** any friendly combat units.

7.2c Command Radius. Attacking units *cannot* violate Command Radius (10.2) to make their initial Charge. Command Radius **must** reach the attacker’s hex at the moment of that Charge.

A stack that *successfully* wins a Charge (because the enemy was destroyed or retreats) is **exempt** from Command Radius considerations for the remainder of its move including any further Charges (7.3c).

7.2d Status Changes. A given Charge **continues** to completion even if the top attacking unit *becomes* wrecked from the Opening Volley.

7.2e Charge Facing Restrictions. (Repeat of rule 3.3d) A Charging stack must apply the following:

- 1) A Charge must be through the attacker’s **center-front** hexside. This applies to all movement and/or additional Charges that might occur after the first Charge is announced for a given stack.
- 2) Once a Charge has been announced, no further Facing changes for that stack are allowed in that phase.

7.3 Advance after Combat

7.3a The Defender Didn’t Retreat. In this case, the attacking stack’s movement is **finished**, even if there are MPs remaining unspent.

7.3b The Defender Retreats or is Destroyed. In this case, the attacking stack **must** advance into the defender’s hex, paying normal MP costs, while retaining its Facing. There is no additional Closing Roll to enter that hex.

After this advance, the attacker can move with any remaining MPs. This movement is subject to **all** the normal movement rules and limitations, *including* Closing Rolls (**Exceptions:** 7.3c). The stack *cannot* change Facing once the initial

Charge starts (7.2e). The stack **cannot** fire, but can initiate *additional* Charges.

The player can choose to *remain* in the defender's hex and cease the stack's movement.

Finish this stack's movement before starting another stack.

7.3c Command Radius and EZOCs do not restrict this movement. A stack moving after a successful Charge can enter and exit EZOCs freely (*provided* it makes the needed Closing Rolls).

7.4 Mounted Charges

MOUNTED CAVALRY can Charge (MOUNTED INFANTRY cannot Charge while MOUNTED). In addition to the normal Charge rules, MOUNTED units **cannot** Charge a hex that costs more than 2 MPs or which requires roads or bridges to enter normally.

The target of a Mounted Charge **can only** contain units of one or more of the following types or conditions:

- Cavalry (Mounted or in Line)
- Open Order (any sort)
- Artillery (Limbered or Unlimbered)
- Routed or DG
- Through the target's rear hexsides provided the hex adjacent to the target has no EZOC.

Double any Opening Volley losses against Charging cavalry.

After the Opening Volley, if the target is exclusively artillery or Open Order, the target is *automatically* destroyed. Otherwise, complete the Charge normally.

8.0 Supply

Artillery ammunition is the *only* supply to truly affect combat at the level shown here. Remember, these games are about issuing orders to *large* formations and the resulting bloodbath—not micro-management of transient “shortage” issues.

8.1 Wagons

Wagons are assigned to specific Commands or to the army itself. Wagon assignment restricts which batteries (or other Wagons) can use a Wagon's Ammo Points. Only batteries belonging to the Wagon's organization can use its Ammo Points. If a Wagon is destroyed, so is its load of Ammo. Wagons *cannot* be captured.

8.1a Stacking and Morale do not affect Wagons. However, Wagons **must** retreat if the units in their hex must retreat or units retreat through their hex (6.3g).

Complete Charge Combat Example

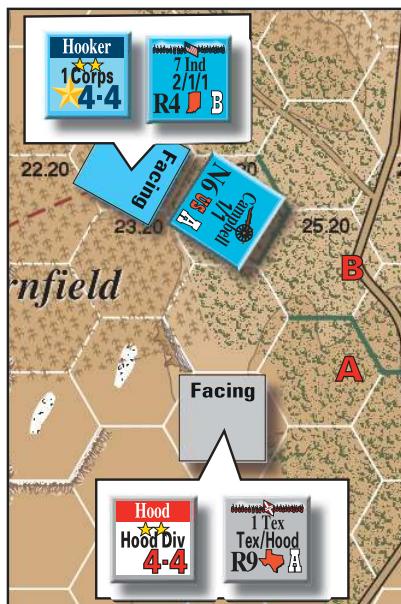


Figure 1

Situation:

Hood and the 1 Tex regiment are moving due north to try clear the artillery and set up a shot in the future at Hooker's hex. No units have any losses or Morale State at the start. Hood has just started movement in his current hex as a Move Activity (fig. 1). No MPs have yet been expended. No optional rules are in play. This is the 1 Texas from Gettysburg so there are more SPs in it to work with.

Closing:

First, Hood moves into hex A. Side stepping into this hex (no facing change) costs 1 MP. Hood will enter hex B for the Charge, but must reface in A, first, so the artillery is in his center-front hexside once there (+1 MP). 2 MPs used so far. This sets up the charge to continue into Hooker's hex.

From A, Hood moves directly forward into B. No Closing roll is needed before moving there as no Union stack has an LOS to Hood. The MP total so far is 4 (2 for the hexes, 1 for the refacing and 1 for the Woods hexside). Before Hood can Charge, he must make the needed Closing Roll (the artillery automatically has an LOS to Hood being adjacent). Hood has 2 MPs remaining, so there are just enough to pay the eventual cost of the target hex. The situation at this point is shown in fig. 2.

The Confederate player now announces the Charge. Hood must now pass his Closing Roll now for the Charge. Two modifiers apply: Hood has a Morale Value of 2 or more (he's a 4) and the roll is for a frontal hexside of an artillery unit containing canister. These two cancel each other out (+1 and -1). The Texans are an A, so they need to roll one die and get a 2 or more to conduct the Charge. The roll is a 4 and the Charge continues. If he had rolled a 1, the Charge would not have happened and since less than half of the Texans MA remains, they could not have switched to a Fire Activity and opened fire on the artillery hex.

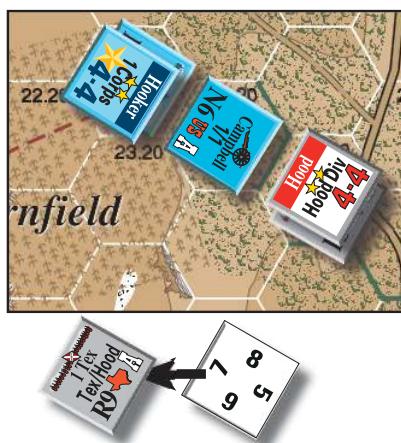


Figure 2

Opening Volley:

The range is “Charge” and is shifted one column to the right (because frontal artillery with Canister). The Opening Volley roll is a 5 giving 2 SPs of loss. This drops the Texans from 9 SPs to 7 SPs. Place the appropriate Strength marker under the regiment as shown. Because there is a loss, make a Leader Loss roll for Hood. This roll comes up with an 8 which, because Hood must use the Charge, Attacker column wounds Hood and takes him out of play. The Charge continues without Hood's modifier. The situation is now as seen in fig. 3.

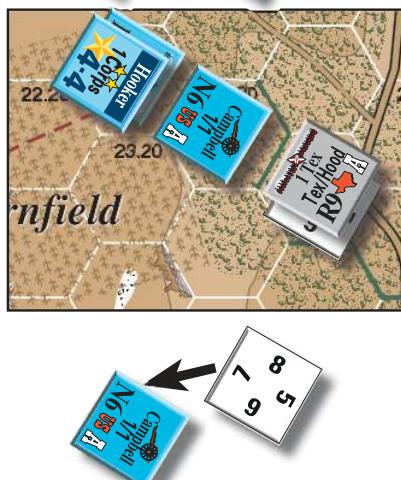


Figure 3

The Charge Sequence:

There is no fire combat, instead, the defender automatically takes 1 SP of loss here. Mark the new strength of the Campbell's Battery (now a 5) as shown and move directly to the Morale Table.

Complete Charge Combat Example con'd



Figure 4
Morale Table Roll:



Figure 5
Combat Table Roll:

Morale Table Roll:

Complete Normal Fire Combat Example

Situation:

Assuming this little area has remained as it was at the end of the Texan Charge (fig. 4), the Union player decides to do a Fire Activity with Hooker's stack.

Closing and Opening Volley:

Neither of these occur as none of the units involved need to Close and have not expended MPs. Had Hooker decided to try for a Charge (and failed... then converted into a Fire Action), that would have given the Confederates a chance to conduct an Opening Volley. The Union player decides to avoid that risk.

Combat Table:

The 7 Ind has a strength of 4 SPs. The target stack began the phase adjacent to the firing stack and there is no Opening Volley, and the combat is resolved on the 4-5 column. The Combat Table roll is 9 giving 1 SP of loss to the 1st Texas leaving them with a strength of 6 SPs.

The Morale Table:

The Morale Table process now will finish the entire combat and Charge process. For the Additional Charge Modifiers, the Confederates have 7 SPs and the Union 5, so the differential is "about the same" with the attacker larger, so a +1.

Over on the regular Morale Table, the only modifier that applies is the one for Artillery (+1) so the net modifier is +2 on the "A" column (because of the Morale Rating of Campbell's Battery). The Morale Table roll is an 11, modified to a 13 giving a DG b3 L1 result.

The artillery takes another step loss (now a 4) and retreats through Hooker's hex off our little map and ends up DG. Because of 6.3f, this retreat does not affect Hooker's hex nor does it place a Cowardly Legs marker. The 1 Texas advances into the hex and stops its move out of Movement Points. The final situation is shown in fig. 4.

8.2a When Depletion Occurs.

Artillery only depletes based on the *Combat Table* roll. Opening Volleys **do not** generate Depletion.

If the *Combat Table* roll is in the colored zones of the column used, Depletion occurs and is implemented using 8.2c.

There are two colored zones: the *blue zone* depletes artillery *only* if it fired Canister. The *reddish zone* depletes artillery regardless of the ammunition used.

Depletion takes effect **after** inflicting the *Combat Table* result.

8.2b Two Kinds of Depletion.

Batteries have two kinds of ammunition—Shell and Canister. Both Deplete and replenish independently. Depletion affects the type of ammunition being fired. Use Shell and/or Canister Depletion markers as needed to track the Depletion affecting a given battery. Place these markers underneath the battery's counter.

Historical Note: Artillery carried two kinds of ammunition to deal with different range problems. Shell—solid shot, shell, spherical case shot—could be used at all ranges, but primarily so at longer distances. At close range, Canister—canister, "rotten shot" (shell with no fuse time)—converted cannon into giant shotguns. It was possible to lose the ability in one distance realm while ammo remained for the other.

For example, Lee's army ended Gettysburg almost completely out of long range ammunition, but with ample stocks of

Canister.

Artillery ammunition was a critical matter that could mandate an army's operational choices.

8.1b If not stacked with combat units, destroy Wagons when an enemy infantry or cavalry unit moves **adjacent** to them **OR** they receive a numeric result from the *Combat Table*. For the latter, Wagons have all-around Rear facing.

8.1c Orders. Wagons automatically follow any order requiring movement their Command executes.

Once emplaced, the Wagon *cannot* move unless their Command gets another order to move, it Skedaddles, or the Wagon, itself, gets

an order to move. Such an order must specify the Wagon's destination hex.

The *owning* leader (or his seniors) of the Wagon can give it an "order" whenever stacked with it (Initiative is not needed to do so). The Wagon automatically begins to follow that order the turn it is issued.

8.2 Artillery Depletion

Artillery ammunition is handled abstractly. Batteries "run out" or *Deplete* based on the roll made on the *Combat Table*.

8.2c How to Deplete. Deplete **one** battery based on the *Combat Table* roll. If more than one battery is involved, randomly choose the battery to Deplete.

If this Depletion is automatically refilled using "by Caisson" replenishment (8.4), do

not mark the battery Depleted. Otherwise, mark the battery with the Depletion marker relating to the ammunition the battery just fired.

8.2d Effects of Depletion. Guns that are *Depleted Canister* **cannot** fire Canister and do not count for those column shifts.

Guns that are *Depleted Shell* **cannot** shoot at ranges greater than 3 hexes.

When both are Depleted, the guns **cannot** fire.

Artillery that does not have a Canister Modifier (e.g. Whitworths) has *only* Shell and is fully Depleted when it Depletes Shell.

8.2e Round Type Effects and Restrictions. A battery's shot can be *either* Canister or Shell (given that the needed ammunition is available and other restrictions below). All a battery's guns must fire the same type of ammunition.

Each battery selects its type independently of any other batteries in its hex.

The player must announce which batteries are firing Canister (if any) before making the *Combat Table* roll. Guns fire one of two types of Canister—*Dense* and *Normal*—as shown on the *Weapons Characteristics Chart*.

Canister can only be fired at ranges of 3 or less.

Shell can be fired at *any* range the gun can fire.

See 4.1 for the special LOS effects of friendly units on artillery fires.

Play Note: Managing artillery ammunition is centered on the decision to shoot or not to shoot. The more shots you take, the greater the risk of Depletion. Stocks of reserve ammunition are pretty meager, so you'll want to make sure you **really** want to make a shot before announcing it. Long range sniping with artillery is a waste of time and ammunition.

Design Note: The RSS used an overall ammunition pool, which was prone to abuse. It also provided a detailed artillery ammunition system as an option to cure those problems. It came with a burden of bookkeeping. The Depletion system fixed the downsides of both. In general, excessive use of a given battery will cause it to run out, the army ammo supply is limited and localized so it can't be funneled to a handful of batteries and there is essentially no paperwork.

It does bring the chance that a battery might run out on a very few shots or have a string of luck allowing it to fire for a seemingly long time. Both are merely part of the friction of war.

8.3 Ammunition Replenishment

There are two ways to replenish artillery ammunition. Each expends Ammo Points from the appropriate Wagons.

The first is “by Caisson,” where the battery remains in place and a continual ammunition flow from the Wagons is transported to it behind the scenes.

The other is “by Battery,” where the battery abstractly goes to the Wagons to replenish.

8.3a Only “by Battery” requires the placement of any Depletion markers. If “by Caisson” is available, the battery will not be marked; instead deduct the Ammo Points directly from the Wagon.

8.3b In either case, deduct one Ammo Point from the Wagon **for every SP** in the battery of the type needed (there is no “partial replenishment”). *For example, a battery with 4 SPs that needs Shell will require 4 Ammo Points of Shell.* Batteries can replenish both types of Depletion simultaneously if the ammo is available and the player desires. The player is free to replenish only one type if he wishes. The player is never *required* to remove a Depletion marker. There is no “partial” replenishment of a given type of ammo.

8.3c A battery can replenish only from its **own** organization's Wagons (division, corps or army as the case may be).

8.3d Wagons are limited to the number and type of Ammo Points they have remaining. No battery can replenish from an empty Wagon, or one that does not have enough of the right ammunition type remaining.

Design Note: Obviously, “by Caisson” is a term invented here for the act of running a portion of the battery's caissons back and forth to the ammunition park, or that of bringing a few ammunition wagons closer to the battery so it can reload in place. It has been added as the original “battery must go to reload” (“by Battery”) method, which while correct in many cases was too restrictive (and deadly) in others. Historical examples of both techniques abound.

8.4 “By Caisson” Replenishment

On going into action, but one caisson at a time for two pieces should be opened, reserving to the last the ammunition in the limber-boxes of the pieces, in case they should be separated momentarily from their caissons. The pieces should never be without a supply. As soon as a caisson is emptied, it is sent to the reserve park.

—Gibbon’s Artillerist Manual

“By Caisson” replenishment happens automatically from the Wagons. Do this the instant the Depletion result occurs.

8.4a “By Caisson” is **not** possible when:

- 1) The Wagons are unavailable or are over 25 MP away (see 8.4d).
- 2) The Wagon has insufficient ammunition of the right type to replenish.
- 3) The battery's hex contains a Counter Battery Fire (CBF) marker (either level). (see 5.8a)
- 4) The battery is in an EZOC.

8.4b If “by Caisson” is possible (and desired), delete the needed Ammo Points directly from the Wagon. **Do not** mark the battery Depleted.

8.4c In cases where “by Caisson” is **not** possible or desired, mark the battery with the appropriate Depleted marker. The player is **never** forced to replenish. A Depletion marker **cannot** be removed “by Caisson” **after** being placed; the player must use “by Battery” to remove it.

8.4d Count the 25 MP distance limit from the Wagon to the battery using the Limbered artillery terrain costs. It need only get to any hex adjacent to the battery. Terrain artillery cannot move through, enemy combat units and EZOCs block this path. Such a blockage **cannot** be negated.

The caisson park is about 100 yards (one hex) behind the battery; ammunition is manhandled forward from there.

8.4f A battery's Morale State does not affect “by Caisson” replenishment.

8.5 “By Battery” Replenishment

“By Battery” replenishment is the only means to get rid of a battery’s Depletion marker(s). It involves *abstractly* moving the artillery to the Wagons to get the needed ammunition.

8.5a Limber and move the battery to its Formation’s HQ (or leader, if serving as the center of Command Radius). If a path can be traced from the HQ’s hex to where the appropriate Wagon is (or will be), remove the battery from the map. If enemy units, EZOCs, or impassable terrain (for Limbered movement) block the pathway, do not remove the battery. Wait for the turn, if any, when the pathway is found to be open.

8.5b If the Ammo Points and pathway are available, pay the Ammo Points for the battery, remove the Depletion marker(s) and place the battery on the Turn Record Track one hour later. On that turn, the battery reappears (Limbered) in the originating HQ’s or leader’s hex.

8.5c If the Ammo Points are not currently available, but a pathway to its eventual location is, place the battery to wait there for them. When the Wagon arrives, follow 8.5b to return the battery to play.

8.5d If the game specific rules require off-map movement and a time delay, execute 8.5c and then, on the next turn, begin the process in the game specific rules. When the battery moves back onto the map, execute 8.5b.

8.5e If the needed Ammo Points to remove a Depletion marker are unavailable (and will never become available) and the battery has Depleted **both** kinds of ammunition, **or** the player does not want to expend them on a given battery, remove the battery from play. This decision cannot be revoked later.

8.5g Batteries are *exempt* from Command Radius when they replenish (10.2d).

v2.0 Design Note: The By Battery system was greatly abstracted for one reason—to avoid the drill of marching batteries all the way across the map to refill them. While I rather liked to literally do that, others pointed out it was a waste of playtime in a pointless activity. They were correct.

9.0 Special Rules

9.1 Leaders

Leaders represent important historical commanders. They move normally using their own MA. As non-combat units, they do not count for stacking, and have no formation or Facing. Leaders are **not required** to stack with any unit (**Exception:** 3.2c, *brigade leaders* must stack with at least one unit of their brigade, if they stack at all). Leaders can be in a hex by themselves.

Printed on a leader’s counter are two ratings. The left one is the “Command Value” and the right one is the “Morale Value.”

Some senior leaders (division-level and above) may have additional insignia on their counters. Aside from the possibility of being marked an “Artillery Leader,” these symbols have no game effect other than to help the player quickly identify his important leaders.

For a Morale Check, **one** leader in the stack can contribute his Morale Value for the *Morale Table* modifier. The player can freely select any leader in the hex to use, if more than one is available.

Leaders do not suffer from Morale States or make their own Morale Checks.

9.1a Leader Loss. When a hex containing leaders suffers a *Combat Table* or *Opening Volley loss*, the firing player rolls two dice for **each** leader on the *Leader Loss Table*. Use the column listing the situation involved.

Make only one check, even if the loss is more than one SP.

If the result is Captured, Wounded or Killed, remove the leader from play (the difference between them is merely color) by flipping the counter over to its Repl side, if there is one. See 10.8b for the effect of Leader Losses on a Command’s orders.

Use the same table’s *Capture column* if your units enter a hex containing enemy leaders that are not stacked with combat units. Apply this only if the enemy leaders were alone in their hex *at the start* of your stack’s movement. Do not apply capture to leaders whose units are *destroyed* under them by combat; use 9.1d instead. If a capture attempt fails, the owning player places the leader(s) in any hex containing a combat unit of the leader’s Command.

If all of a leader’s combat units are eliminated, remove that leader. All appropriate leaders return when any of their combat units return through Loss Recovery or if their leader is needed to fill vacancies created by other leader losses.

Play Note: Leader Losses take place **before** a Morale Check, so a leader available when a combat begins might not apply to the Morale Check.

Watch out for the Leader Loss for attackers in a Charge! If abused, your command ranks will be devastated.

9.1b Promotion. When a leader is lost, promote the ranking leader from the next lower level of his Command to fill the position.

If the most senior ranking leader is not yet available, temporarily promote the ranking *available* leader until the senior one arrives (once he does, adjust the leaders to the way they would have been had he been available in the first place).

Fill any slots opened by leader promotion the same way as a loss, moving from the most senior leader down to the brigade level in the chain of command.

At the brigade level, all replacement leaders are represented by generic leader counters labeled “Repl.”

When a brigade leader is **promoted**, leave that leader where he is and put a Repl leader (marked “Any”) into his hex to command his old brigade.

When a brigade leader is **killed** or **wounded**, flip his counter over to its Repl side and move it to **another hex** containing units of his brigade. If there is no such hex, place the Repl leader in the original hex, but he *does not affect* any Morale Check required at that moment.

Repl leaders are subject to the same loss possibilities as regular leaders. Should a Repl become a casualty or get captured, simply replace the Repl, using the same counter, following the above rules.

Design Note: All leaders, except the Army Commander, have a Repl leader on the back of their counter. Most Repls have a brigade designation on them to clarify who they command. A few others only have the word “Any” so they can be used wherever needed.

9.1c Artillery Leaders. Some leaders (usually only those with extensive artillery experience and relatively high rank) are designated “Artillery Leaders” by a “Crossed Cannon” symbol on their counters.

Artillery Leaders are normal leaders in every way, except:

- Artillery Leaders can allow a **second** and **third shot** against a hex using artillery.

To allow a second or third shot, all of the following must be true:

1. The leader is in or adjacent to the firing stack and has finished his move for the phase, if any.

2. The stack contains at least one battery of the leader's Command that can actually fire in the desired shot.

3. The target hex has already been fired upon in the current phase by artillery (regardless of the results obtained).

Artillery Leaders allow better coordinated and controlled fires.

- They can "Post" any battery of **their** Command outside of Command Radius. Non-Artillery Leaders cannot post batteries unless specifically given that authority.

To do so, the leader must be stacked with the battery in the Command Phase. Jot down the battery's destination hex. The battery must then go there and unlimber. If it later limbers (which the owning player can do freely in any of his Activity Phases), it must move to be back within normal Command Radius unless it is "posted" elsewhere or is replenishing ammunition. Batteries that do leave a posted hex to replenish ammunition are free to return to **that** hex (and their original posted status) or go back to normal Command Radius, as the player desires.

An Artillery Leader can only post one battery in his hex per turn. Posting has no Command Roll procedure; it happens automatically.

Batteries unlimbered within Command Radius are considered to be "posted" such that if the Command moves elsewhere, the player can leave all or some of them in position, if he so desires.

Design Note: Artillery Leaders typically have a replacement that is **not** an Artillery Leader. **Only** those Artillery Leaders that have an actual Artillery Battalion organization in the game even have this sort of Repl. If the Artillery Leader is a "floater" without an actual Artillery Battalion to command, he is not replaced and the player must make do without another leader filling his shoes.

9.1d If all the combat units in a leader's hex are destroyed, displace the leader to any other hex of his organization. If there is none, remove the leader from play. If the above occurs **during** a Charge, roll for the capture of the leader **before** doing the displacement (this roll is *in addition* to the regular roll for Leader Loss).

9.1e Zeroes. Some Brigade leaders have 0-Command Values (as do **all** Repls at the brigade level). This rule simulates their inability to coordinate the use of their brigade. It does not apply to Zero leaders **above** the brigade-level, **nor** to any brigade that "gained" a Zero in the *current* Activity Phase (i.e. a leader was **just** killed or wounded).

If the Zero-led Brigade *is following Attack orders*, apply the die roll below. If it has Move orders or no orders at all, the units move normally and make no roll.

Roll one die for each such brigade (led by a Zero, following Attack orders) as it begins to move.

If the result is 1, the each unit/leader in the brigade (hereafter, just "brigade") has **no MA**.

On a 2-3, the brigade has **½ MA**.

*Remember, a Fire Activity allows a unit to move **½ MA** and still fire, so an MA 6 unit would have an MA of 3 here and be able to move with 2 MPs (1.5 rounded up) and fire.*

On a 4-6, it has **normal MA**.

Other than a potentially different MA, the brigade is free in each case to otherwise function as desired.

v2.0 Design Note: This rule caused a number of testers to twitch as it was seen as too draconian. Obviously, the whole point here is that a Zero is actually far worse than 'just a bad 1-rated leader.' It has a nice secondary effect of forcing players to think twice before they allow all their leaders to get axed in combat. A division loaded with a bunch of replacement brigade commanders just isn't the same anymore.

9.2 Headquarters (HQs)

HQs serve to locate its formation's center of operations (to keep their units from drifting about willy-nilly).

Commands

"Command" refers to the combination of a leader, his HQ, plus all his subordinate leaders and their units. Commands are the blocks of the army the order system uses to move and attack. (See 10.1)

Movement

HQs move like leaders. As non-combat units, they *do not* count for stacking, have no formation, or Facing. HQs cannot

move unless their Command has an order requiring it.

Once an HQ's order ends (10.8), it is "bolted to the ground" in that hex and *cannot* voluntarily move. A "bolted HQ" means the center of the Command Radius for that Command will not move—combat units and leaders are able to move and/or fight around that point (given other restrictions) and are not "bolted" themselves.

9.2a The Army HQ. The Army HQ always requires orders to move. The orders to this HQ are automatically successful in their Command Roll to implement, but have the same Order Delivery turns as any other order.

Combat

HQs have no combat ability, are not affected by morale, and cannot be destroyed. Firing at an HQ has no effect. When stacked with units that retreat, the HQ retreats with them. If enemy combat units enter a hex containing an HQ but no friendly combat units, displace the HQ to the nearest combat unit of its Command.

9.2b When an HQ is forced to displace or retreat, its entire Command *must* execute a *Skedaddle* (10.9) starting in the next friendly Activity Phase.

9.3 Loss Recovery

A unit's losses include men who are separated from their units because of confusion, those who helped the wounded, some who were just unable to keep up, lightly wounded, and active shirkers and, in the case of artillery, replacement of horses. In most of these cases, the men will rejoin their regiments as quickly as they can.

Loss Recovery allows regiments and batteries a chance to rebuild their strength and could return eliminated units to play.

Loss Recovery is handled by Regiment and Battery.

Loss Recovery **only** occurs during the Rally Phase at *midnight*.

To recover losses, a unit must...

- 1) If it is still on the map, it must be in Command Radius, and
- 2) Not belong to a Command that is executing any order at this moment, nor can it accept any new orders before dawn. The need to do *Attack* Recovery does not affect *Loss Recovery*.

9.3a Each eligible Combat unit (infantry, cavalry or artillery—including dead units) can recover 25% of its SP losses (round down) or 1 SP (whichever is more).

Example: An eliminated battery has 6 losses. It recovers 1 SP (1.5 with fraction dropped to be 1). Another unit lost 3 SPs, it would recover 1 SP (the 0.75 rounds to 0, so the unit recovers the minimum of 1 SP).

9.3b No unit can recover beyond its printed strength. A unit can only recover its own losses.

9.3c Place eliminated units returning to play in any hex that is in Command Radius and at least 4 hexes from any enemy unit.

If leaders have been removed (because all their units have been eliminated), use the next higher Command Radius for this determination.

Removed leaders (not Wounded or Killed ones) return with the first eliminated unit of theirs that recovers an SP.

9.3d Sharpshooter units cannot recover losses. Non-Sharpshooter Open Order units recover losses normally.

Play Note: Admittedly, the recovery process takes some effort, but only needs to be done once per game day...and everyone likes to get strength back.

v2.0 Design Note: Allowing artillery to recover is a must given that they are now subject to morale table losses (for the most part this is the effect of replacing lost horses, not lost guns or crews). Doing all of it by regiment and battery keeps the older concentration of recovered SPs into the ‘good’ unit effect out of it. The ‘25% or 1 SP’ business is to avoid a rounding error.

9.4 Open Order & Sharpshooters

“Open Order” is defined here as those combat units proficient in dispersed tactics. “Sharpshooter” units are likewise proficient in dispersed tactics but also specially selected and trained marksmen. Sharpshooters do not include the many self-titled “sharpshooter” units who had neither special training nor tactical skills.

9.4a Identification and Basic Handling. Most Open Order units show a “bugle” in the place of the usual “battle-line” symbol. Sharpshooters (9.4g) show a “rifle” instead.

Open Order units have normal Facing and always use the *Open Order* column of the *Terrain Effects Chart* on Movement.

They can **never** Charge, “jump” an HQ (forcing it to displace thus creating a Skedaddle) or become Blood Lusted. Optional Rule 12.3 **never** applies to them.

9.4b Open Order Capability. Open Order units are “Open Order Capable” **only** if they are **not** stacked with **any** combat unit.

DG and Routed units can never be Open Order Capable.

“Open Order Capability” is a requirement for the special abilities below. If an Open Order unit is *not currently* “Open Order Capable,” then they cannot use them.

Effectively, Open Order units that are not currently Open Order Capable are in Line formation.

9.4c Facing. Open Order Capable units *do not* pay the +1 MP cost to change Facing and have all-around frontal Facing.

9.4d Combat & Morale. Open Order Capable units apply the various Open Order modifiers. They also ignore the Small on the Morale Table. A hex containing an Open Order Capable unit is limited to a maximum of only 3 SPs, not 8, even if the unit involved is larger than 3 SPs (i.e. a 5 SP Open Order unit could only fire a maximum of 3 SPs out of its hex).

9.4e Tactical Flexibility. Open Order Capable units enjoy several special abilities. Each could happen multiple times in a given phase.

- 1) They can **exit** EZOCs freely when moving provided the **next** hex entered is **not adjacent** to any enemy combat unit.
- 2) In some situations, Open Order Capable units are forced to withdraw 2 hexes. If this is required, neither the Opening Volley nor Charge (if any) occurs. The withdrawal is not considered a retreat for purposes of 3.4c, 6.3e or 6.5. The Active player’s moving stack must **cease** movement at that point (even if MPs remain) where the fire would have occurred or in the Charge’s target hex. The moving stack cannot switch to another target; it is done for the phase.

Withdrawals are required upon any fire or non-Mounted Charge against an Open Order Capable unit that would require an Opening Volley.

Important Note: Nothing about the freedom of Open Order units implies they can violate the other normal rules regarding Command Radius. Also, remember that Command Radius **cannot** enter an unnegated EZOC hex.

9.4f Closing Roll. Open Order Capable units *automatically* pass their Closing Rolls.

9.4g Sharpshooters. In addition to being an Open Order unit, these are specially trained marksmen. No unit is a *Sharpshooter* simply because it has “sharpshooter” in its name. They are marked with a rifle symbol (identifying them as Sharpshooters **and** Open Order).

Apply all the Open Order rules to Sharpshooters plus the following:

1) If Sharpshooters perform a Fire combat and need to check for Leader Losses inflicted use the modifier on the *Leader Loss Table*.

2) Sharpshooters use the *Sharpshooter Small Arms Range shifts* on the Combat Table.

Sharpshooters are just another Open Order unit under 9.4b, even when stacked with another Sharpshooter unit.

Sharpshooter units cannot recover losses. Non-Sharpshooter Open Order units recover losses normally.

Play Note: Open Order units are capable of some fancy footwork because of their tactical flexibility and relative immunity to Fire combat and Charges. This may seem excessive at first, but it accurately reflects the quality of these units. Have fun with them; they are rare and special.

9.4h Mounted Flexibility. Allow **all** Mounted cavalry units to take advantage of 9.4e parts 1 and 2. These apply *even if* the cavalry is stacked with some other unit.

Furthermore, for part 2, cavalry can choose to stand fast and not automatically withdraw if the owning player wishes. However, it **must** stand its ground and fight if it is being Charged by Mounted units.

v2.0 Design Note: Added because players asked for it.

9.5 Breastworks

9.5a Breastwork Availability. If the player is provided any Breastwork markers, their number will be listed in the game specific rules. If none are listed, the player cannot build Breastworks. The player can never build more Breastworks than he has markers available.

NbH Note: Neither player has any Breastwork markers to use.

9.5b Building Breastworks. Given available Breastwork markers, the player can place a Breastwork marker given all of the following:

- 1) There is a friendly unit in Line formation in the hex and has been for at least 3 hours. These turns must be continuous.
- 2) The unit's Command has not executed any order in that time.
- 3) There has been no enemy attack against the position in that time (the occasional fire combat does not matter, an enemy Command must have had orders to attack the area in question).
- 4) The hex contains at least a small amount of the Woods symbol (the symbol used for LOS, not the Woods Hexsides).

If these conditions are met, place one Breastwork marker on the units in the hex. No hex can ever have more than one Breastwork marker in it. Once placed the marker cannot change facing.

9.5c Removing Breastworks.

Breastworks remain until the Command that placed them accepts orders to move or attack. At that point, the player can either leave them on the map for other units to use or return them to his marker pool.

9.5d Closing from Breastworks. Stacks suffer a modifier if they attempt to close with the enemy **from** a Breastworks hex.

9.5e Breastwork Markers and Friendly Units.

Once created, Breastworks exist as a hexside terrain feature (5.5b) for any friendly combat units (including those from different Commands). All units in a Breastwork hex must have the Breastwork's Facing and that Facing cannot change. The Breastworks effects on the *Combat* and *Morale Tables* apply to each frontal hexside (see also 1.7k).

9.5f Breastwork Markers and Enemy Units.

Friendly Breastworks do not exist (for any purpose or modifier) for enemy units. Remove them if an enemy unit enters their

hex and return them to the owning player for later use.

v2.0 Design Note: The original breastworks rules were still too overwrought for my tastes.

10.0 Command & Control

These rules strive to be realistic, but not overwhelming. They employ simple concepts that give players a sense of what it was like to command these armies. The orders you give determine what your forces do and when—but have no absolute certainty.

The basic idea is that while you know what you'd like to do, you won't be able to do it as quickly or as coordinated as you want. This makes it difficult to take advantage of fleeting opportunities. Once you do have your army in motion, it won't fight to the last man to get the job done. Getting it to change direction once moving will prove difficult and inefficient.

In general, how does it work?

The Army Commander (the player) issues orders to instruct his units (grouped into "Commands") to move or attack; no order is needed to stay in place and defend. If the player wants to issue an order in a given turn, he makes a Command Roll to see if he can actually do so. If he passes that roll, he can create an order to send. That order **can** apply to only one subordinate Command and any Artillery Battalions the player has "associated" with that Command.

Orders can be whatever the player wants. Record them on notebook paper. They take time to deliver based on the distance from the issuing HQ to the receiving HQ (use leader location for these when a Leader has no HQ) and for the Army Commander, the 'Awareness' level.

When a new order arrives, the recipient also makes a Command Roll to determine if he 'accepts' it. If successful, he can begin to follow that order or (given circumstances) relay the order to lower leaders within his command. The Command must act on it in good faith—even if the situation has changed. If the Command Roll is not successful, the leader must try again the next turn. Relaying orders does not require a separate Command Roll to send (this is part of the Command Roll already made by the leader who must now relay it), but time elapses before delivery, and upon delivery the receiver must make a Command Roll to act.

Basically, orders merely instruct Commands to advance and capture an objective OR to just move to a specific terrain feature or hex.

v2.0 Design Note: Command has been very heavily redone. I wrote those original rules (which have remained pretty much as they were—since 1986) when I was a green designer of 25 years old. They were in dire need of another look and a more experienced eye.

The fundamental difference is the use of the Command Roll instead of the Acceptance Table and all of its little features including 'Frequency' which was adopted in LoB v1.0. This was the result of a tester looking at the whole command process and pointing out that all those sub-systems merely represented a time between order idea and order implementation. Everything else we were doing or seeing was merely color and color that added only a little to the major effects of commanding your army through your orders and playing what happened.

That led directly to the Command Roll at both the sending and receiving ends of the puzzle. Extending order issue downward to division for attacks allows them to require more prep/planning time than a simple 'move over there' instruction.

The Command Roll itself went through a series of evolutions bringing it ever closer to what the Initiative Table used to look like, so the logical thing was to integrate the two into one.

This distillation process continued until I got to the table and method you see here. It's easy to explain (roll to send, and when you get it, roll to either re-send or start doing it, as the case may be).

Testing also showed that a set of lucky (or unlucky) dice could (and did, actually) cause orders to be executed far earlier than humanly possible or be delayed in a frustrating manner as players attempted to hit elusive levels of dice rolling. I addressed this problem from both ends. First the hard delivery delays place a set minimal amount of time to get the job underway (trust me, you don't want to see the systems that were implemented along the way to a good solution!). At the 'too slow' end, the Command Roll was adjusted to be a bit easier on most leaders (Zeros are still no good).

So, what you get is the ideas I had in my 20's refined by 30 years of design experience into a streamlined package.

10.1 Commands

“Commands” are the working “blocks” of the army as seen by the Army Commander. Orders pretty much boil down to ordering Commands to move or fight.

“Command” here denotes a “formation with its own HQ,” it does **not** mean “to give orders.” It is an object, not an instruction.

10.1a A Command always consists of its own HQ, leaders and units. Controlling the movement of the HQ is the order system’s purpose (moving them here and there with resulting enemy interactions).

Commands range from Artillery Battalions up to Corps of multiple divisions.

If a scenario set up, the designer’s orders, or reinforcement status, forces a formation outside of Command Radius of its actual Command HQ use the formation’s leader to mark the “center of command” for that formation.

10.1b While orders control the HQ’s movement, a Command’s *units* can move and/or fight pretty much as desired provided they stay within Command Radius (10.2). **Exceptions:** 10.8a (No Orders) and Optional Rule 12.2 (Defensive Positions).

Orders are the instructions telling a Command what to do. An order’s wording should convey both meaning and intent. They exist in a society steeped in notions of duty, honor, and glory. They must be followed as originally intended, even if circumstances have changed. That’s a big part of the fun in using them!

10.2 Command Radius

10.2a Command Radius is the maximum allowed distance between leaders, HQs, and their units. All units must be within appropriate Command Radius. (**Exceptions:** 10.2d).

All segments of Command Radius from the Command HQ to the actual regiments or batteries must be at or within the appropriate level Command Radius for the given regiment or battery to be “in Command Radius.”

10.2b Command Radius begins at each Command HQ. From there it branches like a tree down to the actual combat units. Formations that have been sent outside of normal Command Radius use their senior leader in the place of an HQ.

10.2c Command HQs do not need a “higher” HQ to trace Command Radius to—they are only controlled by their orders.

10.2d Leaders in charge of Commands (and, of course, the Army Commander) are exempt from Command Radius.

Leaders that actually mark a Command Radius center (such as most all brigade and many divisional commanders) are constrained by the Command Radius that links through them to their units or subordinates. Such Leaders are used to determine Command Radius effects on Order Delivery and provide their own HQ for Command Roll purposes.

Leaders filling in for a Command HQ, for whatever reason, are bolted to the ground when not following orders, just like an HQ.

Wagons are exempt from Command Radius requirements, but cannot move without the required orders (8.1c).

Artillery batteries can ignore Command Radius when going to replenish ammunition or after having been “posted” (9.1c).

Play Note: Regarding artillery batteries going somewhere to replenish ammunition. It is acceptable to move batteries to a safe location to await the arrival of ammunition supplies or to just sit out of the way. All of this can be done without any sort of order.

10.2e Count Command Radius in hexes. Always calculate Command Radius down the chain of command—from the Command HQ down through to the individual units. Allowed distances are shown on the Command Radius Chart in the Charts and Tables.

Enemy units and EZOCs block Command Radius. **Friendly units negate EZOC blockages for Command Radius purposes.**

v2.0 Design Note: The change to hexes here is important. It loses some detail in really rugged terrain (a rare feature) but negates the overly extensive radius available using road nets (no argument that road nets do not help, or are not useful, for command purposes—just not as flexible and extensive as game players were able to execute without much effort). It’s also much easier to play (counting hexes is far easier than MPs under piles of units—especially so since the answer was almost always one!).

10.2f Check Command Radius at the moment a stack begins to move and when

an initial Charge is announced. If found to be in Command Radius at these times a stack is free to move as desired (including moving out of Command Radius).

10.2g If a stack **out** of Command Radius (at the moment it begins to move) moves it **must** move to re-establish Command Radius, and **must** choose to do a Move Activity. No stack outside Command Radius may make an initial Charge. A stack that is out of Command Radius can sit in place; it is not required to move, but if it does so, it must move to re-enter Command Radius

Combat units found to be in an EZOC and out of Command Radius **must wait** until they exit the EZOC otherwise (see 3.4); they are stuck. Artillery **can** limber to escape an EZOC in such a situation.

Combat units *stuck* in an EZOC and out of Command Radius **can** conduct a Fire Activity (an exception to the above), but still cannot make an initial Charge.

Play Note: Situations may arise where a leader or his units get cut-off by the enemy or terrain. Cut-off units must attempt to move back into Command Radius as best they can. In situations where units are not cut-off, but the leader himself is, allow Command Radius to be traced (temporarily) from the next higher leader or HQ directly to those units. This exception exists to avoid having units that are nominally within Command Radius to be forced to move toward a cut-off leader.

10.2h Operations of Units within Command Radius. Under any order, units function **freely** within Command Radius, *provided* they follow the order’s original intent and instructions. A Command’s HQ must follow the order’s movement path.

10.2i Ordering Formations Out of Command Radius. The player **cannot** order formations out of Command Radius (note that the momentary ability to run out of Command Radius during movement does not constitute being ‘ordered’ out of radius). Game specific rules may violate this as needed (especially where reinforcements are concerned). In the cases where the designer does this to you, any orders affecting the Command to which these out of radius formations belong must be relayed to those formations (just like Attack Orders always do, but for any kind of order).

Just so it is clear: No subordinate Command is required to be within the Army HQ’s Command Radius. That radius is merely for use with order delivery.

v2.0 Design Note: It was time for me to stop hemming-and-hawing about the ability to throw formations all over the map. The player already has unlimited intel as to what is going on and what the enemy OOA looks like. A little less freedom here is a good thing (so he cannot take advantage of the knowledge so easily). The old freedoms were an endless source of abuse. Could real commands send their forces hither and yon? Sure... but then they didn't operate with regiments as discrete unbreakable chunks either.

RSS Game Play Note: That said, the games designed under RSS rules (THG, TTS, AFS and SM) made liberal use of the ability of the player to detach and attach formations. For those four games, use the original rules to allow those actions. While detachment (in limited form) still existed in NbH, the game limited map area and density meant that actually doing so verged on "gamey". Future games will only apply the ability using the "designer's exception" and allow for forces to execute specific orders (also provided by the designer).

10.3 Orders

10.3a Orders must be *clearly* written so they are easy to interpret and understand. An order's content should be as detailed—or as brief—as needed to convey its intent and purpose (see also 10.3d).

Record orders on notebook paper. Each order must include:

- 1) The time the order will arrive at its destination
- 2) The order's type (Attack or Move).
- 3) The order's textual instructions for each involved Command or formation.
- 4) Conditions, if any (10.4d)

10.3b Each order must give a precise objective and a route of advance. Only one objective per Command can be given per order. This can be in the form that orders an attack along an axis of advance (such as a road) to get to some specific deep location. Open-ended orders such as "Attack west!" are not allowed; they are too broad and vague. The "objective" of a Move order would be its destination, which in turn would be the hex the HQ is to move into.

10.3c An order can contain instructions for only **one** Command and its subordinate formations plus any "associated" Artillery Battalions (10.8e part 2) established in this or an earlier order to that Command. Any order applying specifically to formations

below the actual Command level must have those orders relayed to them (like Attack Orders) through all higher leader levels.

For example: An order to a corps specifies instructions for a given brigade in it. That order must be first re-issued from the corps to the appropriate division and then, again, from the division to the brigade itself. Be careful here... it's easy to lose control!

10.3d Order Details and Elaboration.

Orders can carry as much "elaboration" as desired.

Both ...

"Move to B13.24"

and

"Move to B13.24, establish a defensive position along the creek and secure the bridge"

...effectively say the same thing, but the second wording is more descriptive of the intent.

Follow the elaboration as you'd expect the real commanders to have done. Avoid parsing them legally.

10.3e Orders at Night. Most Army Commanders can issue orders at night, but only upon the actual midnight turn. The player can write any number of orders on that turn (no Command Roll required). These orders are automatically delivered and can make their implementation Command Roll on the first twilight turn of the new day (but no earlier). Note that any required re-issuing must be done **after** that first Command Roll is successful.

Others could be restricted from even this according to their game specific rules.

This rule does not apply to Commands that need to re-issue orders sent to them before nightfall, even if the original implementation Command Roll was still unsuccessful when night falls. Re-issues of those orders are allowed at night. The primary restriction here is on the Army Commander.

Initiative **can** be used at night

v2.0 Design Note: This one's purpose is pretty simple: Keep players from writing and rewriting orders all night. No point to that, issue the orders you want for the new day (if you are allowed) and don't waste play-time on night turns so you can get back to the meat of the game.

10.3f Orders and 'Yet to Arrive' Reinforcements.

Orders can contain instructions for Commands which have not yet arrived on the game map. The process proceeds normally (and **always** using Beyond Command Radius and 50 hexes or more away), except that the reinforcing leader cannot make any Command Roll until he actually does arrive on the map. If the order's delivery delay extends beyond that leader's time of arrival, merely wait out the normal time. No off map leader can ever issue orders or use Initiative for any purpose.

10.4 Order Types

There are two general types of orders: Attack and Move. As well as two additional statuses the player can order: Reserve and Association (10.8e part 2).

Scenario orders are listed as "Attack" if they are Attack orders. Those without such a designation are automatically Move orders.

10.4a Attack Orders. These instruct your troops to move to some location and seize terrain from the enemy. Attack orders are *required* for offensive operations (those involving *actual* assaults, not just movement). Attack orders can also be used for short movements so as to avoid the "column" requirements of an actual Move order.

Important: Attack orders to a Corps Commander **must** be re-issued by him to **each** of his involved divisions. They begin to function, given any Conditions (10.4d), as they accept those orders.

10.4b Move Orders. These move the Command to a new location but *without* the ability to assault the enemy.

The movement of artillery into position to provide fires *for an attack*, is a legal Move order.

All Infantry must be in Column. If using roads, they must form a "conga line" with as few breaks as possible (as in 12.3, even if the rest of the optional rule is not used). If roads are not involved, they move in Column Formation, but can stack up to the stacking limit **and** can move side by side or a column from front to back as the player desires. They must remain in this column until they deploy.

Infantry, here, is any unit with Column formation on one of its sides. Open Order units, mounted infantry, and (obviously)

all artillery and cavalry are **not** considered *Infantry*.

The Command's column can be one long line (so as to take advantage of roads) or with each brigade forming its own column (so as to keep length under control). Such brigade columns can be separated or linked together with the other brigades as the player desires; but each brigade must form its own "conga line."

A Command following a Move order can **only** deploy if one or more of the following apply:

- 1) It reaches its intended Objective.
- 2) It begins acting on Attack orders.
- 3) Its leader obtains Initiative to deploy.

Once its column deploys, a Move order ends.

Important: Unlike Attack orders, Move orders don't normally need to be relayed.

v2.0 Design Note: Move orders now allow the formation of short brigade columns or a longer road column as needed for the job at hand. The older rule was too restrictive in requiring an actual road column for many shorter moves, but column of regiments by brigade is still needed to avoid non-combat (Attack) 'sailing of regiments as if ships at sea' maneuvering.

10.4c Reserve. Reserves allow the Fluke Stoppage modifier and (more importantly) the player to set aside formations for more rapid future use. Reserves apply a Command Roll modifier to any Command Rolls they make while still in Reserve.

- 1) A formation or Command of any size can be put into Reserve (see also 10.7c).
- 2) While in Reserve, the Reserve's units must be in Column, Limbered, Mounted, or Open Order Formation as appropriate.
- 3) Army orders are required to establish Reserves. The order can specify the Reserves when written, or the player can assign the needed Reserves to the order upon its implementation Command Roll. It is possible to write an order that does nothing **but** put a Command into Reserve and any Attack or Move order can make such assignments as well. It is perfectly acceptable to write an order that tells a Command to move to some location and then go into Reserve.
- 4) Formations leave Reserve when they make a successful Command Roll to do so (new orders or Initiative), but must remain in Reserve until that occurs.
- 5) No scenario begins with *full Commands* in Reserve unless specifically stated in the

Game Specific Rules (yes, that means there are none in games prior to **Last Chance for Victory**). The player is free, however, to designate any lower level formations as being Reserves as part of any Attack order to provide for 10.7c.

10.4d Conditional Orders. While players cannot use the clock to ensure coordination (thereby applying 20th century staff procedures), they *can* designate a number of starting conditions for an order.

Do not make a Command Roll to execute the order until the turn the condition occurs. **Exception:** Conditions inside orders that are to be relayed do not affect the **ability** to relay those orders to lower formations.

Allowed Conditions:

- 1) First Light (the first **Twilight** turn of the day).
- 2) When another Command attacks.
- 3) Some time period (hour or half-hours only) **after** another Command attacks.

10.5 The Order Process

The Army Commander is the source of most orders. He creates them by sending orders out of his HQ's hex to his subordinate's HQs (if any).

Lower leaders **can** issue very limited orders using Initiative, see 10.10. Some orders **must** be relayed by lower level leaders, possibly through several levels.

10.6 The Command Roll

Orders are created and accepted using a "Command Roll" on the *Command Roll Table*. This same table and roll is used to send, accept, and create orders (using Initiative). Roll two dice based on the leader's Command Value, add any applicable modifiers and read the result.

Importantly: A given leader can only make one Command Roll in a given phase.

If the roll is a "yes," the leader can issue one order, relay the order just received, or start to act on an order (as appropriate).

If the roll is a "no," the leader can try to issue again next turn or if rolling for implementation **must** try again next turn (until the order is successful or replaced by a later order).

If he *has* an HQ, a leader **must be stacked with it** to make **any** Command Roll.

10.6a Delivery Times. Orders take time to deliver based on the distance between the sending and receiving leaders/HQs using Command Radius and, in the case of an Army Commander, the Army Commander's 'Awareness'. Use the *Order Delivery Chart* on the Charts and Tables to determine how long an order takes to deliver.

Order Delivery distances are measured using Command Radius. Measure distance from HQ to HQ except in cases where a Leader has no HQ of his own—in the latter case, use the Leader himself.

Awareness itself is defined in the game specific rules.

Older Game Note: See the Game Specific Updates for the RSS games in the header of the Line of Battle topic on the CSW forum.

In NbH, the location of the army HQ is ignored for Order Delivery for all three leaders.

10.6b Existing Orders. When a new order arrives, it automatically *eliminates* any order that leader has which is still trying to pass a Command Roll. When a new order passes its implementation Command Roll, it replaces any order currently being executed (given what the order requires).

10.6c Distortion. *This has been eliminated.*

NbH Note: In the case of NbH rule 2.2d, execute 2.2d the moment the initial order to Sumner from McClellan obtains its first "no" result on the Command Table.

10.6d Re-Issuing Requirements. Move orders **do not** have to be literally disseminated *within* a Command. Attack orders to a Command, however, **must** be re-issued, and sent to the divisions involved. Re-issue is automatic to the affected units when the Command's leader 'accepts' the order.

The Command's leader need not make any new Command Rolls to re-issue (re-issue is part of the roll he made to 'accept' his order) **and** he can make all needed re-issues at one time. Delivery time is determined using the distance part of the Order Delivery Chart.

Command leaders cannot usually issue orders without an order requiring it from the Army.

Example of the Order Issuing Cycle in its most elaborate form.

- 1) Army Commander issues an order to a corps to attack. Ensuring he is stacked with his HQ, he successfully makes a Command Roll and jots down one order with a section addressing the corps and any associated Artillery battalions as to what they are to do. He notes the delivery turn for each (if the artillery is different from the corps). An example of one case would be: If he has an awareness of 'Normal' and the two HQs are out of Command Radius of each other (but not by 50 hexes or more), the order would arrive at its destination in 4 turns. So, if the order is issued at 7:30 a.m., the order arrives at 8:30 a.m.
- 2) Once the corps commander in this case gets his order at 8:30 a.m., he makes his Command Roll to accept the order at the start of that turn (provided he is stacked with his HQ). Assuming he is successful in that roll, move on to step three, if not repeat step two until he does.
- 3) The same turn the corps commander successfully accepts his order, he re-issues it to each of his divisions (remember this is

an Attack Order). Jot down any specific instructions needed for each division (if any) and forward the order to each division, noting the delivery turn as the army commander did in step 1, but without any turns expended due to 'awareness.' Re-issue to a division in Command Radius, assuming step 2 was successful at 8:30 a.m., would arrive on the 8:45 turn.

- 4) At the division level, on the 8:45 turn based on the above, the divisional leader must make a Command Roll to begin to implement the corps order. He does not need to be stacked with an HQ to do so (he provides his own 'imaginary' HQ as he fills in that role for himself). This roll could be successful this turn or at some later turn (as they all are) and the division in question cannot begin to follow the corps order until it is successful.
- 5) Each division will begin to execute the corps order independently. The corps HQ itself will start following the corps order the turn any of its divisions begin to execute the order.

Note that in the case of a Move Order, only steps one and two will apply.

10.7 Ending Orders

10.7a Orders remain in effect until:

- 1) The orders are fulfilled.
- 2) A new order begins execution.
- 3) A Skedaddle occurs. (10.9)
- 4) All the Command's divisions suffer Fluke Stoppage (10.7b)
- 5) The player chooses to end an attack he now considers futile. The distinction here is important—he must consider the attack as **unable** to achieve its objective, not that the objective is no longer worthwhile or fitting with the situation. Apply 10.7b in this case.
- 6) A Command following a Move order deploys.

In the event of a Command fulfilling its orders, its units are allowed to exit EZOCs to 'break contact' by moving (normally) out of the EZOC to establish a more secure defensive line. If this is done, attacks without orders must be inside the Command's new (not original) perimeter.

10.7b Fluke Stoppage. Each turn every division following an Attack order must make a Fluke Stoppage Check.

Roll two dice on the Fluke Stoppage Table's Base Check applying any applicable modifiers.

If this roll passes the Base Check, there is no chance of Fluke Stoppage that turn (and no Leader Roll is needed).

Issued	Arrived	Sender	Receiver	Type	Acceptance
11:00am	11:15am	Lee (4)	Longstreet (0)	Attack	Accepted

1st Corps to move via Herr Ridge Road, Pitzer's Schoolhouse to Warfield Ridge. HQ to C20.23.

Attack by division in echelon to the NE along the Emmitsburg Road to capture Cemetery Ridge and Cemetery Hill.

Subordinate Commands:

Hood's Division: In the attack, keep left flank in contact with McLaws. Re-issued, awaiting acceptance.

McLaws' Division: Attack one hour after Hood begins, seize the Peach Orchard and attack up the Emmitsburg Road (maintain contact with the road with the left flank). Support Hood's attack on your right. Re-issued, awaiting acceptance.

Henry, Cabell, Alexander's Arty Bns: to be assigned on the corps' arrival at the area of operations.

An example of an order involving a corps attack with re-issues to subordinate divisions and associated artillery battalions.

Obviously this is the order to Longstreet's Corps for the attack on July 2nd, 1863. Hex numbers are dummies and do not replace the information in any game.

If the roll *fails* the Base Check, roll two dice and compare to the ranges shown in the divisional Leader's Command Value's column. The result will be either stoppage or no effect (the attack continues).

When a stoppage occurs, the division must successfully conduct Attack Recovery (10.8c) before it can resume its attack (if the original order has not ended) or attempt to implement a new Attack order (such an order can "arrive" and wait to roll).

The units of a stopped division **must** move to the rear where they **cannot** be fired upon at that time by Small Arms fires *assuming unlimited daytime Visibility* (in other words, they cannot use lower Visibility to make the needed distance shorter).

The actual distance is not important, but the division must be in a more secure location. Do this in the next available friendly Activity Phase.

Units found to be in EZOCs at the moment of a Fluke Stoppage **can** exit them as per 3.4 case 2.

Once moved to its "safe" location, the division defaults to the natural "no Accepted Orders, defensive status" and **cannot** leave its new area without new orders. The enemy can approach the stopped division without causing an *additional* withdrawal.

The rest of a stopped division's corps (if any) continues as before. The corps will not stop its attack until **all** its divisions have stopped. If the corps HQ continues to advance, divisions that have "Fluked out" **must** stand fast and may be left behind out of Command Radius—they remain that way until they (or the corps) gets new orders or they achieve Attack Recovery.

Scenario Start Grace Period: Make **no** Fluke Stoppage Rolls in the first 8 turns (2 hours) of any scenario, unless the scenario specifically states otherwise.

Design Note: Obviously a short scenario would explode if the attacking units Fluked out too soon. Once the ball is well underway, however, an odd Fluke Stoppage is just the friction of war rearing its ugly head.

10.7c Reserve Modifier. A division has "reserves" for purposes of the *Fluke Stoppage Table* modifier if **all** of the following conditions are true:

- 1) The reserve **does not** contain *any* Wrecked or Destroyed regiments.
- 2) No enemy Small Arms unit can fire on a unit of the reserve (ignore friendly units for this determination).

- 3) Cavalry **cannot** be a reserve for an infantry division.
- 4) If the reserve consists of only one regiment, that regiment **cannot** be Disorganized or Routed.

Minimum Reserve Size. A division of...

...3 or more brigades—one complete brigade.

...1 or 2 brigades—one **full-strength** regiment.

Follow 10.4c to assign reserves. Reserves are released from reserve by their own (brigade, usually) leader or any higher leader in their chain of command obtaining Initiative (if there is no such leader, a regiment as reserve for example), use a leader value of 0.

10.7d Brigade Operations. If a brigade is given its own Attack order, then it will check for Fluke Stoppage by itself. Use the procedure in 10.7b, using the brigade leader instead. Such a brigade is a "division" of one brigade for 10.7c.

10.7e Units Assigned Directly to a Corps.

Units assigned to a corps but not part of any division, suffer Fluke Stoppage only when the corps order itself ends.

10.8 Special Order Situations

10.8a No Orders. Any Command that does not have an Accepted order is automatically *defending*. The Command's HQ (or formation leader if it has no formal HQ) is "bolted to the ground" and **cannot** move. The Command's **units**, however, move and/or fight normally *within the area they currently occupy*, but **cannot** advance (or expand this area) without new orders.

Play Note: When a Command does not have an order, the current unit locations determine its forward lines. Units are free to move and fight within this area, but **cannot** advance **beyond** it without new orders. Units that retreat from this forward line can attack to regain the lost ground. Don't be too rigid, a player can use his units within Command Radius as he pleases provided he's not creating a *de facto* Attack order. Note that the older exception regarding Open Order units has been eliminated, it led players do doing exactly what the rest of this rule and this design note sought to preclude—imaginary attack orders.

10.8b Leader Losses and Orders.

If a Command's **senior** leader is lost while executing an Attack order, the

entire Command suffers Fluke Stoppage (10.7b).

In any other case (Move orders or subordinate commander losses), the original orders proceed without interruption.

Any orders for which the senior leader was still attempting to obtain a successful Command Roll are eliminated.

10.8c Attack Recovery. Once an Attack order ends or divisions suffer Fluke Stoppage (10.7b), each division must achieve Attack Recovery independently **before** it can be issued new Attack orders. This is the **only** effect on divisions awaiting Attack Recovery.

Roll on the *Attack Recovery Table* each **turn** for each division trying to recover.

While the same process is always used for Attack Recovery, the *dice roll* for checking is based on the *division's situation*. This is determined using the presence (or lack thereof) of Wrecked and Destroyed units in the division. Ignore all Open Order and Sharpshooter units for this and the time at which a loss happened is not relevant—losses at *any time* during the battle (not just the last attack) affect the ability to recover.

If the modified roll (two dice) is within the Base Check's range, recovery is possible that turn, otherwise it is not.

If recovery is possible, roll two dice and check it against the appropriate Leader Command Value column to see if recovery actually occurs.

All divisions still attempting Attack Recovery *automatically* recover on the first twilight turn of the next calendar day.

Attack Recovery Order Situations.

A corps that has divisions attempting Attack Recovery can be issued new Attack orders, but those orders *only* affect its recovered division(s). If another division recovers later, it can only begin any needed attempts at its implementation Command Roll **after** it manages Attack Recovery.

A division that successfully recovers after a Fluke Stoppage can immediately start following its old Attack order again, if they are still in play **and** the player desires.

Smaller than Division Commands and Attack Recovery. If a Command is smaller than a division, consider it to be a "division" for the above rules.

10.8d New Orders to Commands still executing Attack Orders. On occasion, players will want to issue new orders to

a Command that has not yet completed (or Fluke Stopped) existing Attack orders. This is perfectly legal and can be done freely (Attack Stoppage and the need for Attack Recovery will occur normally as the Command finishes the new orders or suffers Fluke Stoppage).

Design Note: It would appear this is a work around to avoid Attack Recovery, but it will not work out that way. Fluke Stoppage will take care of itself (it doesn't matter which direction an attack is going; a turn is a turn). The player might (temporarily) by-pass the issue of an attack succeeding and therefore ending, but given good (reasonably difficult to obtain) objectives and the delay involved in getting new Attack orders, the effect will be quite minimal.

10.8e Artillery Battalions.

Artillery is sometimes organized into its own independent Commands. These are called "Artillery Battalions."

If not assigned to an Artillery Battalion, artillery acts like any other part of the organization to which it belongs.

The following apply to **actual** Artillery Battalions:

- 1) Batteries must trace Command Radius to their Artillery Battalion HQ using the Artillery HQ Command Radius (4 hexes)—unless going to get more ammunition or after being “posted.”
- 2) Any order moving an Artillery Battalion **must record** the artillery HQ’s destination hex. That hex must either a) currently be in Command Radius of a friendly infantry or cavalry Command (of any level within it) or b) ordered to be ‘associated with’ a given infantry or cavalry Command and write down its ‘in radius’ hex assignment after the associated Command has moved and the desired hex is actually in radius. In the latter case, the Artillery Battalion is free to move with the associated Command to wherever they are going without an actual hex assignment until they get there.

Design Note: For simplicity, I have called all higher artillery organizations “Artillery Battalions” even though the Union equivalent was historically labeled as “Artillery Brigade.”

Play Note: For item 2 above, an order going to a corps with several Artillery Battalions, record a destination hex for each battalion.

10.9 Skedaddle

“Skedaddle” (soldier’s slang for “running away”) moves Commands out of harm’s way in an emergency.

A Command can Skedaddle by choice or because the enemy forces it to happen. In either case, a Skedaddle is a *controlled* event (not a rout).

The player can declare a Skedaddle any time in his Activity Phase, but units that have already moved cannot participate during that phase.

A Skedaddle also occurs when enemy combat units enter an HQ’s hex, if an HQ retreats from a result involving *Small Arms* fires OR because other units force it to Displace. In these cases, the Skedaddle begins in the owning player’s *next* Activity Phase. Note that formations using their leader in the place of an HQ cannot be forced to Skedaddle, but can declare one if the owning player desires.

Regardless of the reason, the Skedaddle’s execution is the same.

Skeddaddles are not Move orders and are not affected by 10.4b.

Procedure:

First, place the HQ in any desired hex in the rear *as many or as few* hexes the player desires from its current location. Ignoring all other concerns, simply pick up the HQ and put it in the chosen hex.

Impassible terrain, EZOCs, and enemy combat units do not affect placement.

If the edge of the play area (or map edge itself) is an issue, place the HQ only as far as it *can go*; there is no additional ill effect. Skedaddle does not cause units to fall off the edge of the world.

Once the HQ is placed, it cannot move out of that hex until the Skedaddle ends (and no ‘new’ Skedaddle can be declared or forced until the current one ends).

The Command’s units (including any divisions stuck in position because of a Fluke Stoppage) **must** move to re-enter *normal* Command Radius each turn.

Skeddaddling units must enter Column, Limbered, or Mounted Formation (as

appropriate) and *remain that way* until the Activity Phase **after** Initiative is obtained ending the Skedaddle. (10.9b)

During a Skedaddle, units can exit EZOCs freely and **can** enter EZOCs while moving (**with** the step loss as would happen in a retreat) provided the movement allows further withdrawal. Skeddaddling units do not make Closing Rolls while doing their moves.

Facing change costs and facing movement restrictions **apply** normally in a Skedaddle.

Wagons can move (without separate orders) to follow their Command’s Skedaddle.

10.9a Army HQ. The Army HQ can declare a Skedaddle like any other HQ and executes it in the same way.

10.9b Ending a Skedaddle. A Skedaddle ends in the first Command Phase after all of the Command’s units are at or within Command Radius and the Command’s senior leader successfully makes an Initiative Command Roll.

Once the Skedaddle ends, the Command begins to function normally and the Formation restriction in 10.9 ends. See also 10.9d.

10.9c Skeddaddles and Orders. When a Skedaddle, starts cancel all the Command’s orders (even those awaiting a successful Command Roll). A Command *cannot* attempt make any new Command Rolls during a Skedaddle. Any orders received during a Skedaddle must wait until it ends before rolling.

10.9d Trapped Units. If a Skedaddle cannot fulfill 10.9b because units cannot get back for whatever reason, then the player can choose to:

A) Allow the Skedaddle to continue until the enemy mops up the units (which he might not do)

OR

B) Have them surrender (place them in the dead pile where they can later count for Loss Recovery).

The player can make this choice on any turn he discovers this situation to be the case.

v2.0 Design Note: Skedaddle was adjusted and greatly simplified both due to the clean up process and a discussion of potential abuse on Consimworld. Now, distance is uncontrolled and Command Radius is normal (eliminating two special rules), but units are required to be in Column, etc., until the Skedaddle ends (which is unpredictable). A 'short' Skedaddle could result in disaster if it doesn't recover in time.

10.10 Initiative

Initiative allows leaders to create their own orders.

When a leader attempts to give himself a new order he a) makes a Command Roll to attempt to send/create an order for himself. b) If successful, the order arrives immediately and there is no need to make another Command Roll to implement it. The leader can begin to act on that order in the same Player Turn in which it was created.

Once created, an Initiative order follows all the requirements and procedures of any other order (including the need for re-issue depending on what the order entails and the situation).

Play Note: While it is not necessary to actually write an order before each Initiative attempt, a player must decide what he wants to do **before** rolling.

10.10a General Restrictions. The Army Commander and leaders in a Command executing a Skedaddle **cannot** use Initiative for any purpose other than ending the Skedaddle.

10.10b Permissible Initiative Orders.

Initiative Orders are restricted to... and their type:

- 1) Move an artillery command. (Move Order)
- 2) Modify an existing order as to route or timing, but not objective. This includes the shifting of defensive forces when playing using Optional Rule 12.2 as well as changing an attack's jump off point. (Move or Attack as appropriate)
- 3) Deploy a Command during a Move order. (Move Order)
- 4) To release a Reserve from Reserve status (in order to deploy in place or to begin following its Command's orders).
- 5) Counterattack to allow a formation to recapture terrain lost by another friendly defending formation. The formation obtaining this Initiative must have already been assigned Reserve Status (10.4c) in an earlier order. (Attack)
- 6) To end a Skedaddle.

Note that shifting of forces not directly covered in cases #1 and #2 is **strictly** the responsibility of the Army Commander.

Play Note: Experienced players will note that the rules above apply very intentional severe new restrictions on Initiative.

They exist as a stop to excessive "freedom" on the part of leaders to ignore the Army Commander and just go off in spite of the old man. It is much more realistic to keep units working with the army orders.

11.0 Set Up Notes

Use the following guidelines when setting up an LoB game, *except* when explicitly stated otherwise in the Game-specific rules.

1. Combat units set up in any formation or Facing and in a Normal Morale State.
2. Leaders set up with any subordinate unit.
3. "w/i X" means to set up the given unit(s) within X hexes of the listed hex.
4. When a Corps, Division, or Brigade designation is listed in the set up or Order of Arrival (1/1/1, F/H, 3 Corps, etc.), it includes all that formation's units (including leaders).
5. The Confederate player turn is first.
6. Each scenario lists the applicable historical orders. For existing series games **THG (98)**, **TTS**, **AFS** and **South Mountain**, interpret these orders as follows:
 - a) Any wording that indicates a Command already on the map is *defending* does not give the Command an accepted order. If ordered to move somewhere, then it has a Move order.
 - b) Any order instructing units to join their Command, move to an HQ, or move to some location (with or without a requirement to "defend") is a Move order.
 - c) If the order is in Delay, retain its Delay status. Keep in mind that the terminology for Delay has changed over the years. Use the version stated in that game's rules.

e) Other than the above, all other orders are treated as accepted Attack orders. Unless specified otherwise, Attack orders are assumed to have been relayed to all levels of the command involved and are 'active' on the first turn of play (the same applies to reinforcements entering with Attack orders).

- f) Any order specifying a movement to a location is assumed to imply movement by the quickest direct routing.
7. When playing games that use losses as a criteria for victory, **only** count losses from *Opening Volleys* and the *Combat Table*. When it refers to "stragglers" these would be the losses from all other sources. Use the game's *Loss Charts* to determine

the status of "Wrecked" units for victory purposes, if needed.

8. Artillery batteries set up fully loaded with ammunition.

9. If there are initial losses (or casualties and stragglers in the older games), apply all of them as losses during set up. If there are no losses listed, the unit sets up at full-strength. Losses are recorded as "19 Ind (3)" where in this case the 19th Indiana would set up with an initial strength of 3.

10. The higher organization (if any) of units are listed in parenthesis. *For example*, 59 Ind, 26 Wisc (1/1/5) would mean the 59th Indiana and 26th Wisconsin Infantry Regiments belonging to the 1st Brigade, 1st Division of 5th Corps.

11. Any unit with "Any" shown as its higher organization can trace Command Radius to any friendly leader or Command using the appropriate Command Radius.

12. If a replacement leader is called for, it will be listed as "Repl (1/2/1)" showing what the leader commands. If a named leader has been moved to a different organization, he will be shown with the designation of the current organization he commands.

13. No stack sets up with a CBF marker on it.

14. Artillery that sets up outside normal Command Radius has been posted.

15. Set ups take into account 12.3e. If that rule is not being used, do not set up the Road Column markers, just leave those hexes empty.

16. Any setup in an older game's scenario that specifies the stacking of what should be Unlimbered artillery with other unit types allow the owning player the freedom to shift the units (artillery or not) up to one hex to ensure that the Unlimbered artillery is not stacked with any other unit type.

17. Assign Reserves as needed according to 10.4c part 5.

12.0 Major Optional Rules

All players must agree on the choice of Optional Rules *before* starting.

12.1 Pre-Set Orders

Each scenario gives starting orders for Commands setting up or arriving as reinforcements. However, players might want to create their own orders before the game begins. In some cases, this will *greatly* upset the game's balance; all players are operating with 100% hindsight!

Simply replace any or all of the historical orders with your own before play begins.

12.2 Defensive Positions

Once emplaced, a line intended as a defense must be announced as a ‘Defensive Position.’ A Command will require new orders to establish a different Defensive Position.

Each Defensive position requires 1) an orientation, 2) a left and right boundary and 3) a front-line that applies 10.8a. This creates a three sided box for the defense. The rear of the box is open, restricted by Command Radius only.

The Command’s units can function freely within this box given the following: No more than one brigade of the Command can change from the general orientation of the defense (to refuse a flank, etc.) without the Command’s leader getting initiative to do so.

There are no benefits for assigning Defensive Positions. They just give a more accurate simulation.

Design Note: This rule exists to prohibit assigning large sectors to defensive formations and conducting a crab scuttle left or right to match an incoming attack’s axis of advance. A good offensive operation takes a great deal of planning, effort and time to put together—too much, if the defender can just magically “get in the way” as if nothing happened. This rule requires much more realistic defensive planning.

An actual defensive benefit (a shift on the Combat Table) was tried in testing, but found to be too strong, so the rule boiled down to a restriction on overly fluid troop shifting without any specific advantage to the player who uses it. It is designed for players wanting a more realistic simulation and is perfect for making solitaire play more like the real thing.

12.3 Advanced Road Columns

Combat units moving using the Road Movement costs as in 3.0a must form a *Road Column* to do so.

12.3a Creation and Breakup. Literally, march the units out leaving room for the next Road Column markers. The column pulls out of the formation’s location like taffy.

To take them out of Road Column, use regular movement to march the Road Column markers back into their unit. Once all the Road Columns for a given unit have been removed, the unit can change formation.

12.3b Road Columns and Movement.

Units must form a ‘conga line’ of their formation with as few breaks in it as possible. Count movement for the first unit in the Road Column and all the others merely follow that unit. Units faster than the first unit must slow to its pace, units slower than it will fall behind as needed. No unit can pass another, even if it is falling behind because of a slower element up-column from it. There is no stacking allowed between units moving on a road in Road Column and units in the conga line can never pass one another. Leaders and HQs are unaffected by the Road Column movement restrictions.

12.3c Intersections. If two Road Columns will arrive at a road intersection, the one closest to it (in MPs) goes first and blocks the intersection. The other must wait until the first has completely finished clearing the intersection.

12.3d No Passing. If one Road Column is following another, that Column cannot pass any unit of the one in front of it, including any Wagons lagging to its rear.

12.3e Column Length. To more accurately show the length of Road Columns, place the actual unit in the first hex of its Column and leave a number of hexes (below) between it and the next one. Fill these hexes with Road Column markers as place holders to keep the correct distance.

Round fractions of 50% or more UP.

Example: A 8 SP infantry unit requires three hexes of road space. Its counter counts as one, the next two hexes would need to be filled with a Road Column marker. The second hex would be filled by the last 2 SPs (which round up). A following unit (if any) would be in the fourth hex.

Tiny units can stack to take advantage of the limits below, but can **never** stack such that a hex exceeds the limit.

Example, a 1 SP and a 2 SP infantry unit can march together in a hex, but a 2 SP infantry unit and a 2 SP infantry unit cannot.

While not normally subject to stacking, Wagons have their rightful road space assigned below.

Infantry: 1 hex per 3 SPs.

Artillery: 1 hex per 4 gun SPs.

Mounted Cavalry: 1 hex per SP

Wagons: 6 hexes (25 wagons)

Army Reserve Ordnance Train Wagon: 16 hexes (70 wagons)

12.3h Road Column Markers. These are nothing more than place-holders. When it comes to enemy action, fires must be directed toward the actual unit—effectively, these hexes are empty. If an enemy unit moves into a Road Column marker’s hex or a Road Column unit is forced to retreat, remove the marker. There is no ill-effect on the unit it belongs to as a result (it instantly collapses).

Design Note: 12.3 is designed to deal with brigade and larger marching Columns. A regiment/battery that wants to change formation and jump on a road for a short movement is not so constrained (although such a unit could not share or cross the road being used by an actual Road Column). The rule has been cut down for v2.0. Too much verbiage to describe a simple operation, players understand what they are trying to do when using the rule.

12.4 Axis of Advance

Each Attack order must give an Axis of Advance that marks the center of its attack. It can be a map feature (such as a road) or simply the line connecting two hexes. Once established, the line can only be changed by new orders or from Initiative.

The Axis of Advance must be a) a straight line, b) a road feature, or c) a stream, creek or river.

Design Note: Like the Defensive Position rule (12.2) this rule precludes the “drift” you might see in an attack as it tries to “out crab-walk” the defender. Combined, these two optional rules lend a much more realistic look at the interaction of the armies without the benefit of 100% eye in the sky intelligence.

12.5 Sound of the Guns (Attack Drift)

This rule is best for easy-going players who really enjoy historical movements and works best for solitaire players looking for the game to tell them a story.

If a brigade is following an attack order and the desired line of march is **not** directly toward the nearest enemy combat units, apply the following:

Roll one die each turn before the brigade begins its movement. If the result is *less than or equal* to the **sum** of the brigade and divisional commanders Command Values (i.e. a brigade leader with a 2 and a divisional leader of a 1 would need to roll a 3 or less), the brigade can continue on in its desired direction. If not, the brigade must attack toward the nearest enemy instead. *If both leaders are ‘zeros’, you might as well only order them directly forward!*

Roll independently each turn for each attacking brigade. Note that a given brigade might ‘zigzag’ as it sometimes moves in the desired line and sometimes direct.

This rule may require the movement of the brigade out of divisional Command Radius. Such a move is allowed if the above calls for it.

12.6 The Gallon-jug Rule

Mike Galanduk suggested this one to reduce counter congestion. This allows beat up regiments to combine together into fewer regimental counters (and their strength markers).

- 1) Units being consolidated must be of the same brigade, combat arm, weapon type and Morale rating.
- 2) Any number of units fulfilling #1 can combine their SPs into one such unit and the “empties” put into the dead pile. Any excess SPs (beyond that unit’s full strength) are wasted.
- 3) All combining units must be Wrecked and mark the resulting regiment in any convenient way to show it is also Wrecked **and** can never be otherwise (regardless of how “full” it looks) as long as it remains a consolidated unit.
- 4) During Strength Recovery build the brigade back spreading its SPs around as evenly as possible to the other regiments (and the original “combined unit” can, possibly, become un-Wrecked at this time).
- 5) Artillery batteries can also be consolidated, but only if none of them are Depleted. Obviously, batteries do not need to be recorded as Wrecked.

Designer's Notes

The first question I want to answer is exactly how and why *Line of Battle* came about. In late 2006, Bob Cloyd (then in charge of the *CWB* and *RSS* series) decided to move on from those duties to other work. As a result, the *Civil War Regimental* v3.0 rules he had been working on landed on my desk for finishing. While I had been busy with other series for some time, I was also deep into the preliminary design work for **None but Heroes**, the prototype *RSS* Antietam game, so I knew I needed to do a full court press to get the series rules ready for release.

At first, I merely wanted to do a full edit of the existing draft rules. Very soon it became apparent that numerous procedures could be done in a simpler or faster playing manner and some design decisions I made for the *CWB* over 20 years ago needed re-examination. I called together the team that had been working on *CWR* v3.0 to mull these things over and leave no stone unturned in the effort to clean, streamline, and improve.

I set a goal of making the system play faster **as well as** give an improved model of Civil War combat. Originally, this work was called *CWR* v4.0, but it was not long before the changes became too much to merely be a new version of the old rules. It really was a new system and needed a new name, hence *Line of Battle*.

The consolidated Activity Phase was the result of various attempts to integrate fire and movement so as to better replicate the “rat fight” feel of the Civil War battlefield. Under v3.0, the attacker would march up to the defenders, watch his line get devastated by defensive fires and then what units remained could get a shot off. While there is no denying the defender’s advantage (which still exists here), the net result was way too extreme and players reacted accordingly. All battles took on the appearance of Petersburg—where players vied to win the ‘line extension’ contest. The model failed to show the swirling battle that **did** occur inside the mobile battles we choose to simulate. The combined fire and movement allows the attacker to mix it up with the defender (who can return the favor in his own turn). This gives the type of swirling open battle that occurred in situations most likely to be gamed.

Since fire and movement were integrated like this, I introduced two new rules: Closing Rolls and Opening Volleys.

Given the perfect control you have over your units, Closing Rolls were introduced to add realistic friction and uncertainty. Units get embroiled in firefights and lose their ability to continue to close. Poor morale units give unpredictable behavior. It also shows the effects of covered approaches (where no roll is needed).

Opening Volleys, meanwhile, replaced the old Defensive Fire Phase by executing “defensive fires” in a very abstract manner *only* where and when needed. I kept this brutally simple and fast. Since it is based on “normal” expected results, there are some odd situations where the defender seems to get a benefit, but these things come out in the wash (being odd, they are also rare).

The original defensive fire sequencing allowed players to adopt a “fade back” defense, so the attacking player was forever trying to close. Now the player has the power to rip through any thin line that an opponent might put in front of him. Proper play now involves massing troops at critical points, the use of reserves and an “active

defense” involving sharp counterattacks (strangely enough important matters in real life as well).

Mechanical issues showed the original system to be just too friendly to the defender, much more so than more recent research would indicate. The defense was so superior in the old system that players responded in terror at engaging an enemy line. They would, instead, generate an extremely thin line they could use to edge around the enemy position (and could get away with this because the enemy couldn’t attack, either). Designers, seeing that a defense was nearly impossible to break, implemented a “defensive order failure” rule to boot them out of the position they would otherwise never need to leave.

By addressing this balance between offense and defense, I’ve made it possible to put the defender into the position of having to decide to stay and risk destruction or to implement a Skedaddle and save his Command for later in the battle. On top of this, the new Small modifier (on the Morale Table) puts a premium on being able to maintain a strong solid line (which requires reserves as losses accumulate) and an interest in pulling back to reform a tighter line somewhat to the rear. You must have reserves. No additional “failure” rule was needed.

Meanwhile the attacker still needed a system which “just stops the attack” regardless of “the good” circumstances. That system is Fluke Stoppage that is based, in part, on the *RSS* “Corps Attack Stoppage.” Attack Stoppage accomplished the same thing but with some extra book keeping. An examination of the old system showed it boiled down to two parts. One was the imposition of simple chance, while the other pretty much required grinding a formation completely into the ground. I’ve split them here and eliminated the book keeping. The “simple chance” can be dealt with as it was before. A Command that has been “ground into the ground” will stop its attack (or defense) as it will no longer be able to close and won’t stay in position when the enemy fires on them.

I made a number of changes to the Command system to simplify and streamline play. I eliminated the Order Point system as well as the minor matters of Written vs. Oral orders and such. The Acceptance Table has been replaced by “Command Rolls.” Orders are orders now, except for the mechanical distinction of Attack vs. Move. The column requirements for Move Orders exists to ensure players form the correct formations and take the risks inherent in such movements if they stray too close to the enemy.

I did reduce the speed of order issue based on the Army Commander's 'Awareness.' The rates are still very liberal; players really should not be issuing orders that fast. It is important to note that in an unforeseen crisis, the commander might lose control of events if he cannot to issue orders fast enough or in synch with a rapidly changing situation.

A number of other changes—large and small—were designed to bring out more leader variations (the new dual leader ratings, for instance), get rid of rarely used rules verbiage (deleting Conferences), deleting oddly implemented and frequently confusing rules (Loose Cannon), making the Army Commander more important (the reduction in what can be done with Initiative). I wanted to bring out better how the player is the commander; activating the Army Commander was part of that effort.

While I certainly feel these things are improvements, I can understand that some might disagree and I can tell them that using the old orders system and its structures (if preferred) will work well in LoB. They are just not as clean and will lose the new features.

One item of great importance I changed was the addition of Attack Recovery. It was simply too easy to issue breathtaking, fancy-footwork orders to put corps-sized formations back into the attack mere hours after doing so elsewhere. This made for an operational tempo the real commanders could only dream about. The recovery requirement makes for much more realistic game play. In earlier test versions of these rules, corps were limited to one Attack order per day. While this was accurate in almost all historical cases, players felt overly restricted by what seemed an artificial limitation and balked accordingly. Attack Recovery allows a chance of getting all or some of a corps to attack again in the same day (depending on when the first attack occurred, the leader, and a bit of luck).

With the improved offensive balance and integrated turn structure, a rule was needed to keep units from simply zipping through enemy fire fans during movement. This became the locking EZOC rule. Once you see the effects of this rule, you'll join the guys wanting to slap me for not installing it years ago. Units get locked in local death matches, reserves mean something, yet the rule is so simple, it's crazy. Sometimes old ideas aren't bad, they are just waiting for the right application.

A huge part of the streamlining effort was a desire to unload all the paper work overhead. I've already talked about the record keeping requirements of the old Stoppage rules, the

rest of the records existed to track the two types of losses units suffered (casualties and stragglers) as well as the wrecked status of regiments.

Dave Powell inserted an easy way to track wrecked status in the old rules when strength markers were used: "50% loss? You are wrecked." I adjusted this during development to be "*more than 50%*" to push the staying power up just a little, but the idea was (and is) a good one and works great.

Tracking stragglers and casualties was a thornier matter. The only effective difference between the two was that you could get stragglers *back*. I looked at strength recovery during the course of battle and concluded, for the most part, that men would only return to the ranks during the night, after the fighting had died down. A look at the math involved showed that we could make do with a strength recovery mechanic involving a percentage and there was enough historical data to determine reasonable values. Obviously, this broad brush cannot be applied to battles lasting more than a few days (else all the dead will arise!), but that is well beyond the series design parameters.

The new *Combat Table* tracks exceptionally well with the old one, but with far less arithmetic overhead. Where it does differ, (such as the application of Canister effects evenly out to full Canister range) the change is intentional (in that case, the **best** effect from Canister is out around 300 yards (*Gibbon*) as that is the optimal spread).

Firing by stack individually came about as players spent too much time agonizing over how to manage the combinations presented. This change eliminated the decision (beyond deciding to hit the same target again). While at first blush one might think this effectively doubles the number of combats; this is actually not the case. In my recorded base of 100 combats from actual play, only 14 of them involved multiple stacks and, of them, 10 were artillery fires. The artillery leader 'second and third shot' effect is used to reflect the better coordination of artillery and, behind the scenes, gives them a reward for "combining fires." The infantry best "bang for buck" was had when fires weren't combined anyway, so the simplification works out better for them.

I made some decisions here that deal with the thorny issue of artillery representation that has long plagued RSS. The new limitations

on unlimbering distance from the enemy and freedom (generally) to limber without loss replaces the tricky system added to the RSS to keep artillery from acting as "proto-panzers." You'll see that the unlimbering restriction does not apply Night (or otherwise limited) Visibility and wonder why. Basically, this was done to keep enemy artillery from pushing forward after dark expecting to light up the enemy at close range at dawn. As a rationale, remember the infantry has picket lines forward of its main body to provide security. Artillery just couldn't wander into that area, in the dark, to set up.

A key change in v2.0 is the provision that does not allow Unlimbered artillery to stack with other unit types. This brings a whole new look at the concepts of battery location, handling, and supports. Heretofore, "support" meant you stacked your guns with some hapless infantry who would be there to take the losses the guns avoided. Now, you support the way they actually did it—infantry keeps the flanks of the artillery clear of the enemy while the artillery provides its own frontal protection. No longer are the guns free from any losses (because they stacked with some infantry suckers) nor are players to pat themselves on the back for being brilliant because they were clever enough to slap some infantry in the guns' hex. Now, you have to allocate the ground footprint the guns really needed to operate and use infantry around the guns to provide them the protection they need.

Also affecting artillery is the addition of both Artillery Leaders and the Artillery Battalion rules. These allow the system to show the development of artillery tactics and use (via their organization) that developed over the course of the war.

I deleted the old Small Arms ammunition rules. While not particularly complex, they still managed to take too much attention away from more important matters (maneuver and combat) and brought the player down to an unnecessarily low level of micromanagement. It just wasn't right and the impact on play was so small and rare it just wasn't worth keeping around.

While this thinking may seem at odds with the attention given artillery ammunition in the series, it really isn't. Artillery ammunition was an operational concern of the first order—army level decisions were made on the basis of the stock available. This is in stark contrast to small arms ammunition. While regiments can and did run low on ammunition, the army's small arms ammunition supply was effectively unlimited and not of much concern.

The Detailed Artillery Ammunition system was promoted to the standard rules for quite a while in testing, but was eventually replaced with the simpler and faster Depletion mechanic. This came about because of the effort and overhead involved in the earlier rule. I have John Kisner to thank for bringing it up.

Additionally, I added the abstract “by Caisson” artillery ammunition replenishment system to the old (now named) “by Battery” method. There were plenty of instances where “by Caisson” (or something similar) was done. Enough to warrant the bit of rules involved. There were also plenty of times where the old “by Battery” method was a touch too restrictive. Adding “by Caisson” also opened the door to the very straightforward Counter Battery Fire mechanic. Both added depth to the game at little cost. Furthermore, in v2.0 I abstracted the “by Battery” mechanic to keep players from having to do the ant drill of sending batteries back for more ammo manually.

Lastly, I added the Open Order and Sharpshooter capabilities that developed during the war as well as a distinction between ‘small’ and ‘large’ Open Order units. These give life to these tactically interesting little units and for the first time bring out their roles and impact. This will allow me to demonstrate the development of cavalry as dismounted fighters and the Confederate late war “Corps of Sharpshooters.”

In summary, I hope you find *Line of Battle* to be a significant advance in the portrayal of American Civil War fighting and adds greatly to both your enjoyment of your games and knowledge of this fascinating era.

A Word of Thanks...

There were many players who played over and over again to test these rules, their names in the playtest credits do little justice to the many hours spent going through these rules, playing the RSS games looking for back fit problems and so on.

I'd like to single out four in particular.

First is **Hans Korting**. He slaved over each and every one of the many, many editions of these rules looking for minor editing problems I needed to fix. The rules would not be as tight and clean were it not for his eagle eyes.

The second is **Chip Pharr**. Longtime supporter and advocate of the *CWB/RSS* game series, and hard worker on the *CWRv3.0* rules, Chip came to the project as a skeptic but promised to be an honest broker. While we have had our disagreements and I'm sure some of my decisions rubbed him the wrong way, he stayed true to his word and worked very long and hard

to make *LoB* a great system. I may have even lured him over to the dark side a bit.

The third is the redoubtable **Rod Miller**. He was a driving force behind many of the v2.0 streamlining efforts. He had the clear eye to ask the ultimate Miller-ite question: Why would you do that? He never backed down from the puzzled looks he'd get from me... and took the time to explain the math using smaller words so I could follow. I know he did not really have the time to devote to the project, but did anyway and I owe him my eternal thanks.

Lastly is my youngest son **John Essig**. After cutting his teeth on some *SCS* games, he played *LoB* in all the various developmental stages in small scenarios and large (even playing *three This Hallowed Ground* campaign games in addition to dozens of first day starts). While only 14 and later 15 years old, he showed a memory for rules wording and the effects and interactions in the system that made his old man proud (and sometimes embarrassed, when the kid was right). It was great playing with you, John!

Terms and Abbreviations

Active Player: The player currently executing the Sequence of Play.

Attack order: Any order allowing offensive combat operations.

Blood Lust (BL): A positive Morale State of temporary excitement making a unit less susceptible to adverse morale effects.

“by Battery” Replenishment: Artillery ammunition replenishment done by abstractly moving the battery to the Wagon.

“by Caisson” Replenishment: Artillery ammunition replenishment done without moving the battery to the Wagon.

CBF: Counter Battery Fire, a means of reducing enemy artillery effectiveness.

Charge: Combat occurring closer than 110 yards. Some melee combat may ensue, but for the most part, a Charge is just a firefight at very close range.

Closing Roll: An abstract measure of the ability of units to “cowboy up” and get in close proximity to the enemy.

Combat units: All infantry, cavalry, and artillery batteries, battalions, and regiments.

Command: The combination of a leader, HQ, and all the subordinate leaders and units under their control. The term as used in these rules is a noun, not a verb.

Command Radius: The distance from an HQ or leader to the units under their Command.

Disorganized (DG): A Morale State in which much control has been lost due to confusion.

DRM: Die (Dice) Roll Modifier. A value added to or subtracted from the number shown on the dice.

Enemy Zone of Control (EZOC): A Zone of Control of an enemy unit.

Facing: The hexside orientation of a stack.

Formations: The assembly of units into Columns, Lines (Dismounted), Mounted, Limbered or Unlimbered (as appropriate) to do specific battlefield tasks. Dictated by the drill of the time, each has its benefits and drawbacks.

Inactive Player: The player not currently executing the Sequence of Play.

Initiative: The ability of a leader below the Army Commander's level to self-generate orders.

Line of Sight (LOS): The determination of whether units can see each other.

Loss Recovery: A chance for regiments to rebuild their strength.

Morale Check: A requirement to roll on the *Morale Table*.

Move Order: An order to conduct movement.

No Orders: The state of a Command when it does not have a currently accepted order. Commands without orders are assumed to be defending.

Non-combat units: Leaders, HQs and Wagons.

Opening Volley: An abstract way of showing defensive fires.

Open Order: A flexible formation of specially trained units that allows them to spread out more and take advantage of terrain. A forerunner of 20th century tactical concepts.

Orders: The formal instructions issued to leaders of Commands.

Shaken (SH): A Morale State of very mild confusion, but not enough to really inhibit command and control.

Sharpshooters: Units specifically selected and trained in marksmanship and range estimation to allow long range shots.

Skedaddle: The retreat of a Command in dire circumstances.

Threshold Value: The minimum number of SPs needed to get a special weapon's characteristic shift on the *Combat Table*.

Wrecked: A unit that has become combat ineffective.

v2.0 Change Notes

General

Smallness: Made a system wide definition of “Small” units. 3 SPs or less. *It was applied as 3 or 4 in a couple of places before so a standard definition simplified matters.*

Linked Commands: Eliminated except as historical information since orders can affect multiple sub-Commands.

Terrain: Stone Walls: Redefined ownership based on order status. The attacking (by orders) player does not get them.

Rock Ledges: Reinforced the need to be on the downhill side to get the protection.

Hexside Features: Defined how hexside features apply given that LOS is variable depending on End Point location in the hex. I separated it from LOS entirely, being just a matter of which hex you are in with respect to the Front/Rear dividing line on the target. *Needed to make the issue clear...we always played that way, but it was not actually coded into the rules.*

Command

Command Phase: Simplified the sequencing by combining several old phases into one “Orders Phase.” This eliminated some sequencing matters *I ran into in play, “Which one comes first again?” as well as the simplification and application of the new Command Roll procedure. More comments on Command below.*

Ordering Formations Out of Command Radius:

Just stopped this beyond what the designer does in his rules. It’s a can that opens to nothing but abuse.

Command Roll: A single “Command Roll” now stands in for order issue, acceptance, and Initiative.

Order Issue: Rolled into a turn delay based on the commander’s “awareness” level, a crude measure of distance using Command Radius and the new Reserve status. Additionally, a lower commander cannot roll to “accept” his orders until he is stacked with his HQ. Army commanders are restricted to one order session at night (if they get that). A given order can contain instructions for multiple sub-Commands.

Attack Order Re-issue: Attack orders to a Corps Commander must be re-issued by him separately to each of his involved divisions. This is not the case for Move Orders which need only be implemented by the Corps Commander.

Move Orders: Move orders require a Command to be in Column (which may or may not be an actual Road Column depending on how the player wants to move). The Command can move as one long column or by columns made up of each brigade.

Reserves: Entire formations can now be put into Reserve which merely sets them up for faster order implementation in the future.

Zeros: Brigade commanders with a 0-Command Value under Attack orders roll for their brigade each turn to see how much MA they can use. On a roll of 1, their units have no MA. On a 2-3, they have ½ MA. 4-6 they have full MA. Many reasons, the biggest being that zeros are actually worse than “poor 1’s”. They are zeroes for a reason and lack of ability to control their units is one of them.

The Army HQ: The HQ requires orders to move. It is automatically successful in its Command Roll to implement, but have normal Order Delivery delays. Needed now that the army HQ’s location affects order delivery times.

Movement

Wagons: MA cut to 4 MPs. I needed to slow them down on roads a bit.

Closing: Changed it so “auto-fail” trumps the “no Roll” situations of no LOS and friendly units in the target hex. This is to keep wrecked units (mainly) from being too useful.

Line of Sight

Simplified it greatly.

Combat

Artillery Targeting: One shot per target hex (2-3 with artillery leaders) for artillery. This disperses fires a tad more than in v1.0 as artillery was still too able to “pick on” weak hexes (the original reason for the limitation).

Loss Distribution: Mandated a spreading of losses through a stack. This keeps units from “hiding” inside stacks.

CRT: Added new columns to the left of the old CRT. These allow shots shifted off the old table to be resolved correctly.

Long Range Artillery Shots: Reduced the range 10 or more CRT results. These show the inability of longer range artillery to actually do much real damage out at range... instead they change to “scary noise makers.”

Charges

Losses: Charges automatically apply one step loss to the defender instead of doing an actual fire combat when they get to that point in the sequence. Here, I threw in the expected value of the losses from the CRT so as to save some work on the part of the player. Plus, it rewards aggressive behavior by eliminating those times when a player goes into a charge, possibly risking a good leader, only to get a “no result.” The model (and game) is better if you try to do things and things happen as a result.

SPs Involved: Use all SPs in each hex for Charge Morale Modifiers (less any incapable of firing after the Opening Volley and defender’s loss above). Just simplifies matters, with the newer DRMs for “size” it’s regulated anyway.

Bugle Call: Mounted Charges (the old optional rule) is now standard. For what it’s worth. Doesn’t happen much, but if there is any cav around that might pull it off, the rules need to cover it without resorting to an option that might not have been used.

Morale

Long Range Shots: Normal Morale Checks beyond 10 hexes. Part of a number of changes intended to better show the effects of artillery fires. This one is designed to “help” enemy batteries figure out they need to retire during an artillery duel.

Timing of Losses: Morale losses occur at the end of a retreat. This is to keep the strength with them during the retreat for the application of the Small Unit Retreat rule.

Little Guys: Small stacks can retreat through other stacks without causing them to displace, etc., unless the retreating stack stops in their hex. This eliminates the bizarre effect of 50 men running back causing a formation of 400 to fall apart.

Artillery

Stacking: Unlimbered Artillery cannot stack with other units. This gives them both the real need for actual flank supports (not the Frankenstein of “support” being stacked with them) and the true amount of space they normally take up in a hex.

No Gun Loss Table: Artillery can Unlimber 5 hexes away from enemy units with no ill-effect, but no closer (unless an artillery leader is stacked with them, then they can Unlimber at 4 hexes). Artillery can Limber with no ill-effect at any distance. This ditched the Gun Loss Table and an entire set of play behaviors that just were not correct.

Morale Losses: Artillery takes Morale Table losses and recovers losses at night like every other unit. This puts in the losses that would have happened due to the now removed Gun Loss Table.

Less Dramatic Retreat Results: Artillery whose hex gets a Retreat result it does not affect other units during their retreat, unless they stop their retreat in another stack’s hex. The player can extend a retreat result as needed to avoid this as well as to protect the artillery from being hit again. This allows guns to do their jobs of pulling out from hexes that get “too hot” so as to move elsewhere to apply fires... and do so without excessive effects on either themselves or other units around them.

By Battery Ammo Replenishment: By Battery ammo replenishment is done abstractly, by moving to the HQ and then coming back there later, rather than literally marching across the map to the wagons. The ant drill got old.

Other

Strength Recovery: Each eligible Combat unit (infantry, cavalry or artillery—including dead units) can recover 25% of its SP losses (round down) or 1 SP (whichever is more). This keeps players from accumulating all the returning SPs in the “good” units, adds the now-loss-taking artillery into the mix (reflecting the replacement of horses overnight, mainly) and provides a safety valve for units too small to actually get any SPs back (actually, useful in showing fractional SP losses).

Breastworks: The player may have a pool of Breastworks markers. If one is used, it is no longer available to be built elsewhere. When removed, it goes back into the pool. They take 3 hours to build and remain until that Command gets orders to move or attack. Simplification.

Skedaddle: Skedaddle can use any distance to the rear the player desires, but units must be in and remain in Column until the Skedaddle ends. The ending of a Skedaddle requires an Initiative roll by the Command’s leader to end.

Road Column Lengths:

Infantry: 1 hex per 3 SPs.

Artillery: 1 hex per 4 gun SPs.

Mounted Cavalry: 1 hex per SP