

**Game Specific Points to play RSS Games using LoB as of 22 Aug 14  
And for NbH when played under v2.0 as of 26 Jun 14**

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**All RSS games:**

The two hour grace period for Fluke Stoppage rolls applies to **all** reinforcements *as well* as at the game's start. The clock starts ticking for them the turn they enter the map—so a 12:15 p.m. reinforcement would begin to start rolling for Fluke Stoppage on the 2:15 p.m. turn. Track the times of such reinforcements independently.

The restrictions on initiative (10.10b) do not apply to the four games designed under *RSS*, however when playing that way with those games, players must use the original *RSS* Initiative Table and Loose Cannon rules.

Read any single value Leader as having two identical values for the LoB rules. For example a 1-rated *RSS* leader with that single value would play as a 1-1 in LoB.

*RSS* games used *different* graphics and rules for Slopes, Extreme Slopes, Inclined (there it is called “Sloping”) Ground, and Woods. When playing the original four games, use **their own** terrain effects and rules for those features.

The *RSS* games used a complete-hex based elevation procedure and their maps were designed to match it. When playing using those maps, use the “eyeball” method in *LoB* rule 4.0 and the **original** *RSS* LOS rules.

The note on the Terrain Effects on Movement Charts in the pre-LoB games regarding paying 3 MPs for cavalry in Line to change formation is in error. Pay 1 MP to change formation

Use the *RSS* Low and No Ammo markers to represent artillery Depletion states. Low Ammo marks Shell Depletion and No Ammo marks Canister Depletion.

Use the *RSS* rules regarding Detachments when playing the older games.

In all *RSS* games, the player is free to modify the at-start orders in any scenario to allow any divisions to establish Reserves before play begins.

**THG**

**Army Commanders:**

Lee: Not so Sure

Meade, Hancock, Reynolds: On Fire

Others: Normal

The very long range reinforcement entries, such as Entry Areas I and J, on the first day are timed incorrectly for the LoB system. Any infantry unit entering Entry Area I or J on 1 July cannot use the 8 MPs for being in column (use 6 instead) until they get north of the Bliss Farm.

For THG, use the original 1/3 Pike MP costs.

**Gettysburg Town Boundary** (for movement, LOS and Intersection purposes) contains all hexes inside Franklin, Stratton, High Streets and B29.xx (inclusive) plus B37.22, B36.22, B33.25, B31.25, B33.18, and B31.18.

**Breastworks:** Both sides can build Breastworks, but with the following restrictions:

- 1) No acting Army Commander can issue orders to build Breastworks, only Meade or Lee can do so.
- 2) Each leader of the Union 12<sup>th</sup> Corps can make one attempt to self-issue orders via Initiative to build them provided they are in a Forest and/or Rocky hex (otherwise following *LoB* 9.6).

**Game Specific Morale Modifiers.** Ignore the Boulder effect when playing **THG** using the *LoB* rules.

**Artillery Ammunition Reserves:**

**Confederate:**

Army—Shell: 52, Canister: 28

1 Corps—Shell: 32, Canister: 16

2 Corps—Shell: 28, Canister: 12

3 Corps—Shell: 28, Canister: 12

H Corps—Shell: 20, Canister: 12

**Union:**

Army—Shell: 228, Canister: 108

1 Corps—Shell: 42, Canister: 18

2 Corps—Shell: 30, Canister: 18

3 Corps—None (add Shell: 30, Canister: 18 on 4 July)

5 Corps—Shell: 42, Canister: 18

6 Corps—None (add Shell: 48, Canister: 32 on 4 July)

11 Corps—Shell: 30, Canister: 18

12 Corps—Shell: 30, Canister: 18

**This Terrible Sound**

**Army Commanders**

All are Normal, yes, even Bragg.

**Breastworks:** Both sides can freely build Breastworks.

**Artillery Ammunition Reserves:**

**Confederate:**

Army—Shell: 72, Canister: 36

P Corps—Shell: 20, Canister: 12

H Corps—Shell: 20, Canister: 12

Res Corps—Shell: 12, Canister: 4

B Corps—Shell: 20, Canister: 12

1 Corps—None

W Cav—Shell: 8, Canister: 4\*\*

F Cav—Shell: 8, Canister: 4\*\*

Army of Mississippi—Shell: 12, Canister: 4

\*\*Issue these to the guns as needed as there is no W Cav or F Cav Wagons.

**Union:**

Army—Shell: 90, Canister: 42

14 Corps—Shell: 42, Canister: 18

20 Corps—Shell: 30, Canister: 18

21 Corps—Shell: 30, Canister: 18

Reserve Corps—Shell: 78, Canister: 42

Cav Corps—None

11 Corps—Shell: 18, Canister: 6

15 Corps—Shell: 18, Canister: 6

Wilder's units are **not** actually Cavalry in spite of the Yellow Stripe on their counters. They are infantry.

**A Fearful Slaughter**

**Army Commanders**

Grant and A.S. Johnston: On Fire

Other: Normal

**Breastworks:** None allowed.

**Artillery Ammunition Reserves:**

**Confederate:**

Army of Mississippi—Shell: 48, Canister: 24

1 Corps—Shell: 20, Canister: 8

2 Corps—Shell: 24, Canister: 12

3 Corps—Shell: 28, Canister: 16

F Corps—Shell: 28, Canister: 12

Army of the West—Shell: 24, Canister: 12\*\*

\*\* If in play, add Army of the West's ammunition to the Army of Mississippi Wagon (as they have no Wagon of their own).

#### **Union:**

Army of the Tennessee—Shell: 66, Canister: 36

A Tenn Wagon 1—Shell: 30, Canister: 18

A Tenn Wagon 2—Shell: 30, Canister: 18

Army of the Ohio (old Army Trains)—Shell: 54, Canister: 24

A Ohio Wagon—Shell: 30, Canister: 18

*(Note: If not mentioned specifically, use game specific rules as written)*

#### **Random Events**

Unlike other RSS games when played using *LoB*, you should use the Random Events in **AFS**.

#### **1.6 Woods and Thickets**

Use game specific rules. The morale penalty for being in thicket is +1, the penalty for firing FROM a thicket is left shift of one.

#### **1.9 Swamp**

Use game specific rule. Also, roll for exit from a swamp after an attempted Charge roll, that way the player can't "avoid" the Charge roll he was going to make if he fails the swamp roll. A failed swamp exit (by itself) wouldn't cause an Opening Volley, but a Charge roll on top a failed swamp exit roll would generate an Opening Volley.

#### **2.2 Alternate orders types**

Use as given, do note that Immediate Orders still incur a D1, are subject to the limits of an Army Commander giving orders (**LoB** 10.4a), and the attempt to give them counts as the Initiative attempt for the command (that army).

#### **2.3 Attack Stoppage**

Follow **LoB** rules for Fluke Stoppage.

#### **2.4 Withdrawal from EZOCs**

Follow **LoB** rules.

#### **2.9 Camp Re-supply**

Use only the results of the Looting Random Event, but Looting is an automatic 1 SP loss.

#### **3.5 Union Alert**

Non-Alerted regiments check morale with a +3 modifier. Confederate units do not need to make a Closing Roll to enter a hex adjacent to only Non-Alerted units.

#### **3.6 Gunboats**

Units fired on by Gunboats check morale with a +2 modifier.

#### **Changes to the Morale Table**

Unalerted +3

Fired on by Gun Boat +2

Fired on **in** thicket hex +1

#### **Addition to Fire Table Column Shifts**

Firing **from** thicket 1 left

## **SM**

Given the elevation scale, trees add +1, not +3 for LOS purposes.

### **Army Commanders:**

All are Normal.

**Breastworks:** None allowed.

### **Artillery Ammunition Reserves**

#### **Confederate:**

Hill's Wing—Shell: 30, Canister: 18

#### **Union:**

APot— None

1 Corps—Shell: 24, Canister: 12

9 Corps—Shell: 24, Canister: 12

All those “Complex” defense orders should be Move Orders.

Longstreet is an army commander (and does not need Initiative to issue orders).

Use the Special Slope rule (1.1) and the RSS Trail movement costs.

The little Cavalry units in 9<sup>th</sup> Corps cannot be used to fulfill reserve requirements for Fluke Stoppage.

Pelham and Pleasonton's artillery can replenish from any friendly ammunition reserve.

Ignore rules 4.2 and 4.3 when playing with *LoB*.

### **None But Heroes when played using v2.0**

#### **Army Commanders**

McClellan is Normal

Lee, Jackson, and Longstreet are On Fire

Ignore the location of the Confederate Army HQ for order purposes, use the location of each of the three ‘Army’ commanders instead.