



Version 1.4 is a major update of the rules. Updated or new rules from the previous versions are highlighted in **Green**.

## 1.0 INTRODUCTION:

The Civil War Brigade Battle Series allows players to take command of the Union and Confederate Armies in famous battles from the American Civil War. Each player will command either the Union or Confederate army and maneuver their combat units across a game board of one of these battles.

The combat units represent the infantry, cavalry, and artillery with icons shown of each. Designators giving historical information such as unit name, a strength point factor (SP hereafter), and a morale indicator are shown on the unit.

These rules will serve as the series rules with specific Play Books included giving scenario set ups, historical details, designer notes, and special rules for particular battles where necessary.

**SHOWN IN BLUE HIGHLIGHTS THROUGHOUT THE RULES ARE KEY RULES.** Where possible it breaks down a rule section to one or two important thoughts for that rule.

The game specific rules will state which rules do not apply, AND add battle specific rules such as weather, etc.

## 1.1 KEY CONCEPTS AND RULES:

**1.11 STACKING:** Each hex may contain **one combat unit** per hex. Combat units are infantry, cavalry, artillery, and supply wagons.

**Leaders are non-combat** units. Any number of leaders may stack in a hex with any friendly combat unit.

**Markers** show different game functions and are not units. Any number of markers (routed, **Panic**, etc.) may be in the hex with a unit.

**KEY RULE:** Only one combat unit per hex.

**1.12 ZONE OF CONTROL (ZOC):** All, **non-routed** combat units have a ZOC that extends into the 6 hexes surrounding the hex they occupy. Routed units have NO ZOC, other than the hex they occupy. This ZOC crosses and **enters** all terrain types except prohibited terrain.

Units entering an enemy ZOC must stop movement for that turn.

Units may move out of enemy units ZOC during the movement portion of their turn, it cost +1 Movement Point

to exit an enemy ZOC. A may not enter the same units ZOC in that turn. They may enter a different enemy units ZOC.

**KEY RULE:** ZOC extends into all 6 hexes around a non-routed combat unit, except across prohibited terrain. Units must stop movement when entering an enemy ZOC. Routed units have no ZOC.

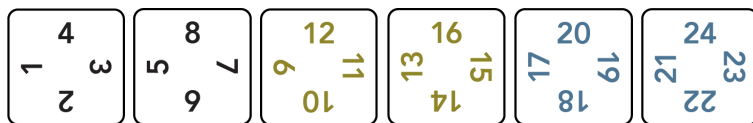
## 1.13 STRENGTH POINTS (SP) AND STRENGTH

**COUNTERS:** All combat units have a strength point number value (SP hereafter) in the lower right corner, shown in a colored box. The SP may be adjusted by scenario.

A combat units' full-strength (SP) is shown on the front (full color) side of the unit. For infantry and cavalry, the back of the unit is a lighter shade of the front color and has an SP value that is roughly half of its full SP.

As combat units suffer losses in combat, an SP marker is placed under the unit so the unit's current SP is at the top (designator name side), reflecting its new lower SP. As the unit suffers additional losses, the SP marker is rotated, flipped, or replaced to reflect the units current lower SP.

When a unit reaches 0 SP, it is eliminated and removed from the board.



**KEY RULE:** As combat units take losses, place an SP marker (orient the new SP at the top of the unit) under the unit showing the units new lower SP.

**1.14 SHATTERED:** When an **infantry or cavalry** combat unit, is reduced to the SP shown on the back of the unit (roughly half of the front SP), the unit is flipped to its back side and considered **Shattered**.

Shattered units may not enter an enemy ZOC, but do not have to exit enemy ZOC during movement and may fire **combat** offensively and defensively. A shattered unit may not **melee attack**.

**KEY RULE:** When a infantry or cavalry unit reaches the SP shown on the back of the counter it is flipped (Shattered) and may no longer move into enemy ZOC.

**1.15 MORALE:** Morale is shown on combat units by the color box surrounding its SP.

Morale is either Green (morale number of 5) morale, Black (morale number of 7), or Gold (morale number of 9).

When doing a morale check, roll the ten-sided die and apply any die modifiers based on terrain, Routed markers, Panic Markers, or leaders. If the modified die result is higher than the number of the unit's morale color, the unit routs.

**KEY RULE:** Morale is either green (morale of 5), black (morale of 7), or gold (morale of 9).

**1.16 GAME SCALE:** Each hexagon on the board represents approximately 200 - 250 yds from side to side. Each game turn represents 1 hour of daylight or 3 or 4 hours of night.

2.0 GAME COMPONENTS:

2.1 THE GAME MAP:

The map represents the area on which the main part of each battle was fought. A hex grid is shown on the map to regulate movement and combat. The map includes the dominant terrain features that will affect movement and/or combat.

Hexes with terrain not shown on the Player Aid are for aesthetic purposes or to designate historic landmarks.

\*Town hexes are outlined in red lines.

2.2 PLAYER AIDS:

On the player aid is the Fire Range Chart, Unit Morale Chart, Unit Movement Allowance, Combat Chart, and Terrain Effects Chart.

Either on the game board or a separate chart there is the Turn Track and a Loss Track to keep track of the losses for each side.

2.3 THE UNITS:

**Design Note:** Civil War armies followed a command structure that ran from the Army Leader (Lee for example) to 2 or more Corps Leaders (Longstreet, Ewell, and Hill at Gettysburg). Each Corps command contained 1 or more division Leaders (Heth, Anderson, and Pender for Hill at Gettysburg).

2.31 COMBAT UNITS

Infantry and cavalry show their full-strength side on the front of the unit. The back side of the unit, a lighter shade of the front side, is the units shattered side which is normally equal to or less than half the unit's front SP. Units reduced to their back side are SHATTERED. Only infantry and cavalry can be shattered.

At the top of combat units is the Unit Designator (normally the brigade or unit leader name). The Unit Designator is in a color bar that matches all units in that units' corps color.





Below that is the division/corps leader designator for this unit, in a color bar corresponding to the division within

the given corps (Volume IV in the series and after). This is important when checking command range from that unit to its division or corps commander.

In the bottom right is the units starting strength points SP in a square of Green, Black or Gold. The color is that unit's current morale.

Above the unit SP, In some volumes, is the units starting setup hex or turn of entry in the game.

To the bottom left is an icon showing the type of unit:

ICONS	DESCRIPTION	TYPE OF UNIT
	Soldier Firing Rifle	Infantry
	Charging Horseman	Cavalry
	Cannon (Or Limbered Artillery)	Artillery. The back side of artillery is a cannon attached to a limber wagon = limbered artillery (meaning it can move)
	Horseman standing	Leader. Division leaders are 1 star, Corps leaders are 2 star, Army leaders are 4 star.

- » **Infantry:** Infantry units normally represents a brigade with each SP representing roughly 100 men. Infantry are combat units. Infantry units are either in line or column formation. Infantry are considered in Line unless marked with a Column Marker. Infantry has 6 movement points.
- » **Cavalry:** Cavalry units normally represents a brigade with each SP representing roughly 100 men. Cavalry are combat units. Cavalry is either dismounted or mounted. Cavalry act as infantry when dismounted. Cavalry is considered mounted unless they are marked by a DISMOUNTED counter. Mounted cavalry has 9 movement points. Dismounted cavalry follow all rules of infantry.
- » **Artillery:** Artillery units are normally battalion strength with each SP representing 1-3 cannons (adjusted for cannon type and range). Artillery units have a front side showing a cannon firing (Unlimbered) or the back side (limbered) showing a cannon attached to a limber wagon for movement. Artillery can only conduct offensive artillery or defensive fire when Unlimbered. Artillery can only move when Limbered. Artillery are combat units. Limbered Artillery has 6 movement points.
- » **Supply Wagons:** Supply wagons are combat units. Supply wagons may not move adjacent to enemy units. Their strength is 1 and they represent any number of wagons. Supply wagons have 4 movement points. Supply wagons are eliminated if they take a casualty in combat, OR have to retreat or rout.

## 2.32 LEADERS

Leaders are the army, corps, and division leaders of the combat units in the game. Leaders are not combat units. On the front side, at the top of the Leader Counter is a color bar with the leaders name. In the bottom right black box is the rank of the leader in stars.

- » **Division Leaders: One star.** If the unit is a division leader his name is in a color bar that matches showing the corps color. Below his name is the corps commanders in a color bar for his division, with the corps leaders name.
- » **Corps Leaders: Two stars.** If the unit is a corps leader his name is in a color bar matching all brigades in his corps. The army leaders name is below that in a gold bar.
- » **Army Leaders: Three stars.** Army leaders have their name at the top of the unit in a gold bar.

When leaders become casualties in combat they are flipped to show the back of the counter. The back side of leader counters show the word **REPL** (meaning replacement). The REPL showing means that leaders command radius is reduced from 4 hexes to 3 hexes.

**2.4** Leaders have the following affects when stacked with combat units from their respective command:

- » Apply a -1 die roll modifier to any morale check for that unit.
- » Add a +1 die roll modifier to defensive and offensive fire during melee combat, .

Only one leader modifier may apply, even if more than one leader is in a hex with the unit.

**FOR EXAMPLE:** For a morale check Lee provides a -1 modifier to any unit in the Confederate army he is stacked with, while Jackson provides a -1 modifier to any unit from his corps he is stacked with, and Hood provides a -1 modifier to any unit from his division he is stacked with.

## 3.0 GETTING STARTED:

Players should select a scenario, and side to command, from the Play Book. Each side should set up their units according to the scenario chosen. Special rules and victory conditions should be read and understood by each player prior to play.

Play begins by the 1st player listed in the scenario starting his turn and following the Turn Sequence.

## 4.0 TURN SEQUENCE:

**4.1** The game is played in Game Turns in which each player completes their half of the turn.

The first player in a turn will be given in the playbook for each scenario. When both players have completed their half of a turn the Turn Marker is moved to the next turn on the Turn Track.

## 4.2 A COMPLETE GAME TURN IS AS FOLLOWS:

### » First Player

1. First player COMMAND PHASE
2. First Player ORGANIZATION PHASE
3. First Player OFFENSIVE ARTILLERY PHASE
4. First Player MOVEMENT PHASE
5. First Player COMBAT PHASE
  - » Second Player Defensive Fire
  - » First Player Offensive Fire
  - » **Melee Combat**
6. First Player RALLY PHASE

### » Second Player

1. Second player COMMAND PHASE
2. Second Player ORGANIZATION PHASE
3. Second Player OFFENSIVE ARTILLERY PHASE
4. Second Player MOVEMENT PHASE
5. Second Player COMBAT PHASE
  - » First Player Defensive Fire
  - » Second Player Offensive Fire
  - » **Melee Combat**
6. Second Player RALLY PHASE

The Turn Marker is advanced to the next turn. Players continue the sequence until after the second player rally phase of the last turn of a scenario at which point the game ends and victory conditions are checked.

## 5.0 COMMAND PHASE

Combat units must be In Command in order to move adjacent to enemy combat units.

**5.1** A unit being in command is determined during the command phase. In order to be in command control an infantry or cavalry unit must be within 4 hexes of its respective division or corps leader.

A unit must be within **3-hexes for REPL leaders.**

The path can cross any terrain except prohibited and may not enter an enemy zone of control. Friendly units (not friendly ZOC) negate enemy zone of control for the purpose of tracing the path.

**5.2** Infantry, cavalry, and artillery units with their names in gold bars and an asterisk are Independent commands and are always in command.

**5.3** All artillery is in command control if it is within command radius of 4 hexes of ANY friendly leader.

**5.4** Units that are determined to be in command control during the command phase are in command control for the entire turn.

**5.5** A unit not in command control range during the Command Phase is marked with an **OUT OF COMMAND** marker. A unit marked OUT OF COMMAND remains out of command that entire turn.

**KEY RULE:** Infantry and cavalry are in command if within 4 hexes of their respective division or corps commander (3 hexes for REPL leaders). Artillery is in command if within 4 hexes of any friendly commander. If in command during the command phase they remain so for the turn.

**5.6** Units marked OUT OF COMMAND may not move into enemy ZOC, but may remain in an enemy ZOC if they start the turn in it, and may fire offensively and defensively.

## 6.0 ORGANIZATION PHASE:

For certain volumes, during the organization phase, non-routed units may conduct the following actions:

**6.1 Build Breastworks:** A non-routed infantry unit may build a breastwork in any clear or woods terrain hex.

To build a breastwork, during the Organization Phase of a turn, a breastwork marker is placed with the BUILD side face up on top of the unit. The unit may not move nor fire offensively that turn. The unit **may fire defensively**, but if forced to retreat or is routed the marker is removed.

During the Rally Phase, the marker is flipped to the side showing the built breastwork.

If the unit moves out of the hex, the breastwork marker is removed.

Only one breastwork marker per hex is allowed.

**6.11** Apply a -1 die roll modifier to a firing unit if the defender is under a Breastworks mark (cumulative with terrain modifier and leader modifier).

**6.12** Apply a -1 die roll modifier for morale checks for units under a breastworks marker.

**6.13** The number of Breastwork markers in a game is a limit on how many may be built.

## 7.0 OFFENSIVE ARTILLERY PHASE:

**7.1** Offensive artillery may only fire for the active player during this phase. Artillery may not fire for the active player during the combat phase.

**7.2** During a player's turn a player may fire with any of his unlimbered artillery (cannon side up) units that are in range and line of sight of enemy units.

**7.3** When an artillery unit fires, place a **FIRE** marker on the unit. A unit marked with a Fired marker may not move during that turn.

**7.4** Any number of artillery units may combine their fire at a target hex, as long as each artillery unit only fires once, and each target is only fired at once per offensive artillery fire phase.

**7.5** All firing artillery must have line of sight to the target being fired upon.

## 7.6 To conduct Offensive Artillery Fire:

1. **Determine line of sight.**
2. For each artillery unit firing determine their range to the target hex. To determine range, count the range from the artillery unit, not counting the hex the artillery unit is in, counting the target units hex. Modify each firing artillery units SP **based on the range.**
3. Add all modified, firing artillery SP together.
4. Determine any terrain modifiers.
5. Roll the combat die, and modify the die roll for terrain modifiers, and cross reference the die result with the total firing SP on the Combat Chart.
6. Any results are applied immediately.
7. Place a **FIRE** marker on the artillery unit(s).

## 8.0 LINE OF SIGHT

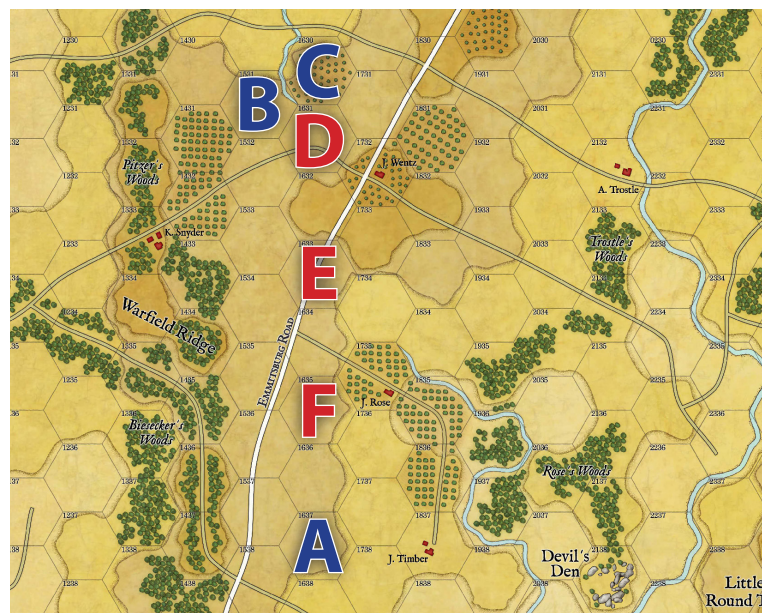
**RULE:** Adjacent units always have a clear line of sight.

To fire on an enemy unit at more than 1 hex range, a firing artillery unit must have line of sight to the target unit. A hexes terrain type is that of a majority of it's hex and is considered to fill the entire hex. Trace a line from the center of the target unit and firing unit.

When tracing LOS along a hex line, LOS is blocked if the terrain in both hexes adjacent to the hex line are blocking terrain. If only one of the two adjacent hexes has blocking terrain then the LOS is clear.

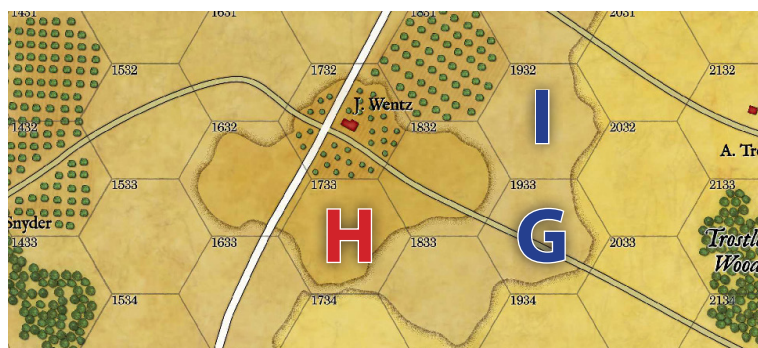
LOS is blocked by the following in all cases regardless of elevation of the firing or target units..

1. LOS is blocked by wood hexes and town hexes between the firing and target unit.
2. LOS is blocked by friendly units that are between the firing unit and the target unit and are adjacent to the target unit. LOS is not blocked if a friendly unit is not adjacent to the target.



**EXAMPLE:** E cannot fire at B or C because D is adjacent. E can fire at A because F is not adjacent to A.

- Line of sight is blocked by an intervening hex of equal or higher elevation than the unit at the higher elevation. (firing unit or target.).



**EXAMPLE:** H does not have line of sight to I, and vice versa. The reason is there is a hex of equal or higher elevation between H (higher elevation) and I.

H does have LOS to G and vice versa because tracing along the hex line has a hex of the same elevation as G (lower



elevation).

J can see K, and K can see J because there is no hex of higher or equal elevation than the higher units (K) elevation between them.

L cannot see M, and M cannot see L because there is a hex of higher elevation than both units between them.

J cannot see M, and M cannot see J because there is a hex of higher elevation than either unit between them.

N cannot see K, and K cannot see N because there is a hex of equal or higher terrain than the higher elevation unit (K) between them.

N can see M because there is no blocking terrain between them.

## 9.0 MOVEMENT PHASE

**9.1** Each unit type has a movement allowance per turn given in a number of movement points (MP) as follows

UNIT TYPE	MOVEMENT POINTS
Supply Wagons	4
Infantry / Dismounted Cavalry / Limbered Artillery	6
Mounted Cavalry / Leaders	9

**9.11** Artillery with a FIRED marker on them may not move. Unlimbered artillery may not move unless they limber.

**9.12** Each unit is moved one at time. A player may move as many or as few of his units as he wants during his movement phase, following all rules for terrain effects and ZOC.

**9.13** During the movement phase, the current player may move any unit up to its full movement points per turn, paying the terrain cost for each hex entered and/or crossed.

**9.14** A unit may not spend more movement points than it has in a turn. A unit may not move across prohibited terrain. A unit may not save movement points for future turns. A unit may not transfer movement points to another unit.

**9.15** Units must stop when entering an enemy ZOC, but if beginning in an enemy ZOC, may move out of that units ZOC into another units ZOC in the same turn, but may not enter the units ZOC that it began the move in. It cost +1 MP to exit an enemy ZOC.

**EXAMPLE:** If a Union unit began the turn in Confederate unit A's ZOC, it could move out of the ZOC of unit A at the cost of +1 MP, and into any other Confederate units ZOC, but not back into A's ZOC.

**9.16** Limbered artillery **MAY NOT** move adjacent to enemy combat units.

**9.2 Moving Through Friendly Units:** Units may move through friendly units with no penalty.

**9.3 Stacking:** Only **one combat unit** is allowed per hex at the end of a units move. Any number of leaders may stack with a unit, and markers do not count against the stacking limit.

**9.4 FORMATION CHANGE:** Infantry, Artillery and Cavalry can change formation, all of which affect movement and the units ability to fire.

- » Infantry moves quicker when in Column but may not fire. When in Line infantry may fire but may not use road/pike movement.
- » Artillery has to be limbered to move and unlimbered to conduct Offensive Artillery or Defensive fire.
- » Cavalry moves quicker when mounted but may not fire, cavalry moves slower but may conduct fire combat when dismounted.

**9.5 Infantry Line and Column Formations:** To change Infantry from Line (able to fire, unable to use road / pike allowance) to Column (unable to fire, quicker road / pike move) formation cost 2 MP. The unit may only change formation if it has enough movement points for the change.

- » To change from Line to column, deduct 2 MP from the units current MP and place a column marker on the unit. Infantry units adjacent to an enemy unit may not change into column. The unit can continue to move if it has remaining MP.
- » To change from Column to line, deduct 2 MP from the units current MP and remove the Column marker. The unit can continue to move if it has remaining MP.

**9.51** Infantry units in column may not move adjacent to an enemy combat unit.

An infantry unit that is fired on while in column formation suffers a 1 column shift to the right modifier and instantly removes the Column marker.

**9.6 Artillery Limber / Unlimber:** To change artillery from unlimbered (able to fire) to limbered (able to move), or vice versa, cost 2 MP.

- » To make the change from limbered to unlimbered the artillery unit must have 2 MP remaining. Spend the 2 MP and flip the unit from the side showing the caisson to the cannon side.
- » To make the change from unlimbered to limbered, the artillery unit may not have a Fired marker on it. Flip the unit from the cannon side to the wagon side, and deduct 2 MP from its remaining movement factor.

**9.7 Cavalry Mount / Dismount:** The cavalry unit must have enough remaining MP to change formation.

- » To change cavalry from mounted to dismounted deduct 2 MP from the **mounted** movement rate, mark the cavalry with a DISMOUNTED marker. This ends movement for the unit for the current turn.
- » To change cavalry from dismounted to mounted cost 2 MP from the dismounted movement rate and remove the DISMOUNTED marker. The unit has 3 MP to move for the rest of the turn.

**EXAMPLE:** A dismounted cavalry unit spends 3 MP moving and spends 2 MP to change formation to mounted. The Unit then has 3 MP remaining to move while mounted.

**9.8 Reinforcements:** Reinforcements that are due according to the scenario turn schedule may enter through the entry areas on the map as listed in the playbook.

Units entering the map may use their full MP unless otherwise stated and may enter in whatever formation the owning player chooses.

If a reinforcement area has enemy units or enemy ZOC blocking it, the reinforcing units may enter in the **next closest** hex of their choice free of enemy units or ZOC.

## 10.0 COMBAT PHASE (DEFENSIVE AND OFFENSIVE FIRE)

**10.1** During the Combat Phase units conduct defensive and offensive fire combat. Only defensive artillery, infantry in line, and dismounted cavalry can fire during this phase.

**10.11** Units are never required to have combat with enemy units.

**10.12** A hex may only be attacked once in the combat phase.

**10.13** Players may combine different units firing at the same target hex during the combat phase. A player may fire at a target hex with as many friendly units as may legally do so, combining all the firing SP into one total.

**10.14** When modifying a units combat SP, the minimum SP is 1.

### 10.2 DEFENSIVE FIRE:

All of the non-moving players combat units that can legally fire, may at the moving player's units.

Defensive artillery, infantry in line, and dismounted cavalry can combine their fires if Line of Sight is clear for all units.

### 10.3 OFFENSIVE FIRE:

All of the moving players infantry and dismounted cavalry units that can legally fire, may at the non-moving players units.

**KEY RULE:** Routed units and artillery may not fire during the Combat Phase.

### 10.4 FIRE COMBAT PROCEDURE:

Follow the procedure below for all fire combat, including offensive artillery:

1. Indicate the target hex and the units firing at the target.
2. Check the Range Chart on the Player Aid and modify each firing unit's SP separately. (no unit's SP may be modified below 1).
3. Total all units modified SP firing at the target hex.
4. Reference the total number of SP firing from step 3, on the vertical column on the Combat Chart.
5. Roll the ten-sided die and apply modifiers from the "Die Roll Modifier" list below the Combat Chart and the Terrain Effects Chart on the Player Aid. Determine the final modified die roll. If more than one modifier applies, only use the one most beneficial to the defender.
6. Cross reference the final modified die roll with the Firing SP column.
7. Apply the results from the Combat Chart immediately.

**FLANK FIRE:** A target unit that is fired on from 3 or more adjacent hexes adds a +1 DRM for each firing unit beyond 2 units. (For example: 4 adjacent firing units would equal a +2 DRM).

**SPECIAL:** Units firing at infantry in column, routed units, mounted cavalry, and limbered artillery receive a 1 column shift to the right on the combat chart.

**SPECIAL:** -2 DRM for the firing units when Dismounted cavalry are part of the firing units total SP (this reflects horse holders).

## 10.5 COMBAT RESULTS:

**M:** Make a morale check

**# RESULT:** Reduce the target unit that many SP and make a morale check (follow morale check procedure below)

**#R RESULT:** Reduce the target unit that many SP, retreat the unit two hexes, and make a morale check.

**\*:** A result of 10 (modified or non-modified) causes a leader casualty check if a leader is present. Flip the leader counter to it's REPL side if the leader becomes a casualty. Its command range is now 3 hexes.

## 10.6 MORALE CHECK PROCEDURE:

1. Determine the unit's morale level based on its SP color. Morale is either Green (morale number of 5) morale, Black (morale number of 7), or Gold (morale number of 9).
2. Roll the ten-sided die. Apply any die modifiers for leaders and terrain from the Terrain Effects Chart on the player aid card. **Morale check modifiers are cumulative**, with one modifier for leaders allowed, and one modifier for terrain.
3. If the number rolled is higher than the unit's modified morale number then the unit immediately Routs. A die roll of 10 before modifiers is an automatic rout.

## 10.7 RETREAT AND ROUT:

**RETREAT:** A unit that receives a retreat result is moved 2 hexes away from the unit that fired on it. This is not considered movement so terrain cost is ignored, **other than prohibited terrain**. It must retreat towards a friendly Reinforcement Entry hex, friendly leader, or board edge designated in the scenario. The owning player conducts the retreat.

### PLACE A PANIC MARKER IN THE HEX THAT IS VACATED.

The retreating unit may retreat through a hex with a friendly unit. If the retreating unit ends up stacked with another unit after 2 hexes, it continues retreating until it does not violate stacking rules.

A leader stacked with a retreating/routing unit may retreat/rout with the unit or move to a friendly unit within 2 hexes it could move to following movement rules.

**ROUT:** A unit that routs is marked with a ROUTED marker. It is retreated 3 hexes following the retreat rules, with one major difference - if a routing unit moves through a hex with a friendly unit, after finishing the rout, immediately conduct a Morale Check for any unit being routed through. (Note: This can cause multiple units to rout).

### PLACE A PANIC MARKER IN THE HEX THAT IS VACATED.

If the routing unit ends up stacked with another unit after 3 hexes, it continues routing until it does not violate stacking rules.

## The effects of being under a rout marker are as follows:

- » A unit marked with a Routed Marker that receives any results other than NO RESULT when fired on during combat retreats 3 additional hexes and remains routed.
- » Routed units may move 1/2 their movement points (rounded down) and may not move closer to an enemy unit.
- » Routed infantry may not change into column, and if in column, immediately change into line.
- » Routed artillery may not unlimber.
- » Routed cavalry must remain in the formation they rout.
- » Units with Routed markers may not move into an enemy ZOC.
- » Routed units have NO ZOC other than the hex they occupy.
- » Routed units may not fire during defensive or offensive combat.
- » Routed units, when fired on, suffer a 1 column shift to the right.

**10.71** The retreating/ routing unit may not enter the same hex twice. It may not enter or cross prohibited terrain, or exit the board. If it cannot retreat due to the above it is eliminated.

**10.72** The retreating / routing unit may retreat through enemy ZOC but loses 1 SP for each hex of enemy ZOC retreated through, and the retreat may not end in enemy ZOC.

**10.73 Unlimbered Artillery:** Artillery on it's unlimbered side that receive a **retreat OR Rout** result is reduced by 1 SP (in addition to losses by combat) and flipped to its limbered side, then retreats/routs.

## 10.8 PANIC MARKERS:

For any unit that is required to make a morale check, a +1 modifier is applied for each friendly PANIC marker that is adjacent to the unit making the morale check. (Maximum of +2 modifier to any morale roll).

## 10.9 ADVANCE AFTER COMBAT:

Units of the active player may advance into hexes of the non-moving player that are vacated as a result of combat, **except for across/or into prohibited terrain**. The non-active players units may not advance as a result of combat.

## 11.0 MELEE COMBAT

Melee combat occurs following the Offensive fire phase.

A player may initiate as many melee combats in his turn that they desire, but Melee combat is initiated by the active player selecting one attacking unit and one defending hex per melee.

The defender gets a defensive fire that is shifted one column to the right. Results of the defensive fire are applied immediately to the attacking unit (including any morale checks).

If the attacking unit passes any morale checks required, he then conducts a combat with the defender (no column shift), applying any terrain and/or leader modifiers. Apply the results of the combat immediately. Attacking units may advance after combat.

Leaders add +1 DRM to defensive fire and offensive for melee combat.

## 12.0 LEADER CASUALTIES

**12.1** If a leader is alone in a hex OR stacked with a unit and the unit is eliminated Or a 10 is the die result (modified or non-modified) during combat, the player must check if the leader is eliminated.

Roll the die again and apply the following effects:

- » On a 1 – 6 the leader is not eliminated, place the leader with the nearest friendly unit.
- » On a die roll of 7 - 10, the leader flipped to its REPL side and placed with the nearest friendly unit.

**12.2** If an enemy unit enters a hex adjacent to a leader alone in a hex, place the leader with the nearest friendly unit.

## 13.0 RALLY PHASE

**13.1** Flip all Build markers to their Breastworks marker side.

**13.2** Remove all Fired markers from friendly artillery.

**13.3** Remove all Panic Markers from hexes.

**13.4** All of the current players units with rout markers may attempt to rally.

**13.41** To rally, each unit with a rout marker make a morale check with any modifiers applied. If they pass the morale check the rout marker is removed. If the unit fails, it keeps the Rout marker on it until it's next turns Rally phase when it may try to rally again.

**13.42** A unit does not further rout as a result of a failed rally attempt.

## 14.0 TIDE OF BATTLE MARKER

In some games players may receive Tide of Battle Markers. A player, once per day of a scenario may opt to use his Tide of Battle marker(s).

If used, it is only during the active players turn once per day of a scenario. The Tide of Battle marker may be used for one of two purposes:

1. Reroll any one combat die roll made by their unit.
2. Reroll any one morale check die roll for their unit.
3. In either case the Tide of Battle Marker is considered spent and may not be reused until the next day of the scenario.

If not used during a day of game, the marker is also considered spent and may not be carried over to the next day of a battle.

## 15.0 NIGHT GAME TURNS

The following rules apply during night turns:

- » All units movement points are half of normal rounded down
- » Units may not enter an enemy ZOC during night turns
- » If a unit begins a night turn adjacent to enemy units they are not required to move away. Units may fire if they start the night turn in the ZOC of an enemy unit.
- » All fire ranges at night are 1 hex.

**15.1 STRAGGLER RECOVERY:** During a night turn a with (\*\*) on the turn track, stragglers are checked for units with losses. To check for stragglers each player rolls 1 die for each of their **infantry and cavalry** brigades that have taken SP losses that are still in play.

- On a roll of 1 to 5 no stragglers are recovered
- On a roll of 6 to 9 the unit recovers 1 SP
- On a roll of 10 the unit recovers 2 SP

Rotate or replace the SP marker under the unit to reflect the increased SP.

No unit may recover more SP's than they began the scenario with.

Units may recover from the effects of being shattered because of this rule.

Eliminated units may not be brought back into play.

## 16.0 SCENARIO SETUP:

Each game's Play Book will give set ups for each scenario, as well as Victory Conditions and special rules for that particular battle.

## 17.0 VICTORY:

**17.1** Victory Points are Awarded for terrain objective hexes as per the scenario book and the scenario being played. Control of a terrain objective hex is determined by the last side to have an in command infantry brigade to move through or occupy the hex.

**17.2** Victory points are also awarded for casualties inflicted upon the enemy army. Markers are provided for x1, x10, x100 casualties for each army. Either on board or on a separate chart with each game is a casualty track.

**17.3** At the end of the game check each infantry, cavalry, and artillery units starting SP vs current SP.

Subtract the ending SP value from the beginning SP value and add the difference to the casualty track by advancing the appropriate marker (Union or Confederate) up the number of spaces on the Loss Track. The markers always start on 0 at the start of each scenario.

**17.4** The casualty marker should be advanced 1 for each leader casualty in battle.

**17.5** For each side, add the casualty VP to the terrain VP for a total VP.

**17.6** The player with the most VP at the end of a scenario wins.