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1. INTRODUCTION

Rules that apply only to a specific battle are found in the specific rulebook. Certain rules sections are marked as Advanced. These rules should be ignored until the players are familiar with the rules and the system. The Advanced rules should be used by experienced players and during all tournaments.

2. COMPONENTS

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

2.1 The Game Map

The map depicts the area over which the battle was fought, covered by a hexagonal grid that regulates movement and combat.

2.2 Counters

UNIT COLOR CODES: Each unit has a color band across the top of it. This band defines which group the unit belongs to. See the specific rules for their definition.

TWO-STEP UNITS: Some units have values on both sides; these units have two steps. The full-strength side is marked with either the setup hex, or the turn of entry and entry hex; the reduced side has a lower strength point value, and the unit morale is usually one less than the full-strength side.

2.3 The Die

The game includes one 10-sided die that is used to resolve certain game functions. The 0 is treated as a 0 (not a 10).

3. GAME SCALE AND TERMINOLOGY

3.1 Game Scale

UNIT SCALE: Each infantry, light infantry, militia, rifle or mounted cavalry Strength Point equals approximately 100 men. Each artillery Strength Point equals two cannons.

MAP SCALE: Each hex is approximately 200 yards from hexside to hexside.

TIME SCALE: Each turn represents approximately one hour.

3.2 Key Terms

British Player: Refers to the player who controls the British Regulars, Loyalists and German units.

British units: The British Regulars, Loyalists and German units are treated as one nationality except in certain circumstances. See Exclusive Rules for any stacking or command limitations.

Combat Unit: Any infantry, light infantry, mounted cavalry, artillery or militia unit. Leaders and markers are not combat units.

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

Highest Ranking Leader: The Leader with the most stars listed for Rank. In the case where multiple Leaders have the same number of stars, their seniority is given in the specific rules.

Into Fieldworks: An attack across a fieldworks hexside from outside the hex which contains the fieldworks symbol (see Terrain Key).

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

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

Militia: Militia is often (but not always) a lower quality unit consisting of volunteers without proper military training. American Militia units are designated by a kneeling soldier on the counter. British militia are depicted standing to attention.

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

Out of Fieldworks: An attack or ZOC which crosses a fieldworks hexside from the hex which contains the fieldworks symbol (see Terrain Key).

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

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

Rifle Unit: A light infantry or infantry unit which is armed with rifles. Rifles permitted units to fire over greater distances than units solely armed with muskets. Rifle units are either designated by a white “R” in a
black circle or a black “R” in a white circle on the counter. The distinction will have bearing on Close Combat modifiers.

**Musket/Rifle Unit:** Typically these are mixed musket/rifle formations which are effective in Close Combat. The SP values are read as Close Combat/Rifle Fire, and each value is applied in the corresponding phase.

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

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

**Up Slope:** Attack across a slope hexside into the hex which contains the solid line portion of the slope symbol. Movement is affected in both directions across a slope hexside (see Terrain Key).

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

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

4. **HOW TO WIN**

See specific rules for Decisive and Marginal Victories. See rule 16.3 for a Substantial Victory.

**VP Clarification:** A 2-step unit that is eliminated is worth 2 VPs whereas a 2-step unit that is captured is worth only 1 VP. In other words, captured units are worth 1 VP regardless of whether they have one or two steps. Eliminating a unit will destroy its organizational staffing which means more effort than providing replacements must be expended to return the unit to fighting capacity.

5. **SEQUENCE OF PLAY OUTLINE**

Each game turn consists of two player turns. During the initiative segment, players determine which player executes their player turn first. Each player turn consists of several phases that must be executed in sequence.

**A. Initiative Segment**

Determine which player has the Initiative this turn.

**B. Initiative Player Turn**

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

**C. Second Player Turn**

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

**D. End-of-Turn Segment**

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

6. **INITIATIVE**

6.1 **General Rules**

Initiative is determined by a die roll. Each player rolls a die and adds their Army Morale Initiative DRM (found on the Army Morale Track). The higher modified roll wins the Initiative for the game turn.

**TIES:** In case of a tie of modified rolls, both players roll again using the same modifiers.

**NOTE:** see Specific rules for exceptions.

6.2 **(Advanced) Momentum Chits and Initiative**

Besides the Army Morale DRM, this die roll can also be modified by use of Momentum chits (12.62).

7. **STACKING**

7.1 **Stacking Limit**

Each hex may contain up to six friendly SPs of infantry, light infantry, militia or mounted cavalry, and one friendly artillery unit (regardless of its SPs). Leaders and markers do not count for stacking purposes. Exclusive Rules may contain further restrictions and/or exceptions to stacking.

7.2 **Stacking during Movement and Retreat**

Stacking limits apply at all times, including during movement and retreat—a unit may never move or retreat through a hex in excess of stacking limits.

7.3 **Overstacking Penalty**

If units are found to be overstacked, the owning player must eliminate enough steps to meet the stacking limit. (Addition) Step losses taken for this reason impact Army Morale and Victory Points as if they were lost in combat.

7.4 **Intelligence**

Both sides may examine all stacks of friendly and enemy units. Where Exclusive Rules provide exceptions and players are prohibited from examining enemy stacks, follow the following procedure for designating Fire Combat targets and Close Combat.

- Once a target hex is identified for Artillery or Rifle Fire, the firing player is free to examine all units in that specific hex in order to pick the specific target.
- One unit in the reviewed hex must be fired upon in that very same Fire Phase before any other targets are identified.
- It is also permitted to examine an enemy stack for purposes of
calculating odds in Close Combat but only after friendly units have been moved adjacent and the Close Combat phase is in effect.

- A penalty of –1 Army Morale will be imposed upon a player EACH TIME he examines an enemy stack other than for the above stated purposes.

8. ZONES OF CONTROL (ZOCs)

8.1 General Rules

All Parade Order combat units exert a ZOC into all six adjacent hexes. A unit loses its ZOC while it is disrupted or shattered. The ZOC is restored if the unit rallies to Parade Order. Note that ZOCs do extend across Ford and non-Ford Creek hexsides.

Exception: A ZOC extends out of, but not into, light forest/orchard, heavy forest, and fieldworks hexsides. See exclusive rules for additional exceptions.

8.2 Negating ZOCs

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

8.3 Effects of ZOC on Movement

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

8.32 A unit which begins movement in an enemy ZOC may move directly into another enemy ZOC but must stop in that hex. If the first hex entered does not contain an enemy ZOC, the unit may continue moving until it again enters an enemy ZOC.

8.4 Other Effects of ZOCs

- ZOCs and the Surrounded Close Combat Modifier (12.7)
- ZOCs and Retreat (see 13.22).

9. MOVEMENT

9.1 General Rules

During the movement phase, the phasing player may move all, some, or none of his units. Units expend Movement Points (MPs) to enter hexes and cross hexsides moving into adjacent (contiguous) hexes (see the Terrain Effects Chart [TEC]). MPs may never be saved for use in future turns or transferred to other units in any way. Each unit must complete its movement before any other unit may move. Units are never required to move. A unit may never expend more MPs than its movement allowance.

Exception: A unit may always move one hex as long as no movement restrictions are broken (Under certain circumstances, heavy artillery in Savannah may not automatically move 1 space).

9.2 Movement Restrictions

The following movement restrictions apply:

- Shattered units may not move (13.4).
- Disrupted units may only move 1 hex per turn (13.3).
- Pinned units may move only if they do not end the movement phase adjacent to any enemy units and the phasing player reduces his Army Morale (9.3 & 13.1).
- A unit may never enter an enemy occupied hex or prohibited terrain (see TEC).
- A unit may never move through a hex in excess of stacking limits (7.2).

9.3 Removing Pinned Markers

After all movement is complete, remove pinned markers from all units on both sides which are not adjacent to enemy units (see PIN under 13.1). The phasing player must reduce his Army Morale by one if any pinned markers are removed.

9.4 Effects of Terrain on Movement

See the TEC and the specific rules booklets for terrain cost. All terrain effects of hexes and hexsides on movement are cumulative.

Exceptions: Up Slope/Creek and Down Slope/Creek hexsides are each treated as a distinct combined terrain type as indicated on the Terrain Effect Chart (i.e. when reading Up Slope/Creek, ignore the Up Slope and Creek effects).

9.5 Roads/Tracks/Paths and Strategic Movement

9.51 ROADS/TRACKS/PATHS: If a unit moves from one hex to another through a hexside crossed by a road, track or path, it spends 1 MP. It ignores the cost of the other terrain in the hex and of any other hexside terrain.

Creek fords do not impede Strategic Movement.

No ZOC

EXAMPLE: Unit A’s ZOC does not extend into the Plantation House or the Heavy Woods. Unit B’s ZOC extends out of, but not into the Lt Woods hexes.
9.6 Reinforcements
9.61 PLACEMENT: At the beginning of their side’s Movement Phase on the game turn of arrival, reinforcements are placed in hexes marked with the letter that appears after the turn of entry on their counter. Reinforcements may be placed in excess of stacking limits, but the units must obey normal stacking limits as soon as they leave the entry hex, or by the end of the player turn of entry. Reinforcements may always be voluntarily delayed until a later game turn unless the Exclusive Rules for that game prohibit it.

9.62 MOVEMENT: Placement on the board does not cost any movement points. The unit can expend its entire movement allowance and use Strategic Movement during the game turn of entry. See Exclusive Rules for exceptions.

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

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

10.3 Procedure
STEP 1: The firing player cross references his firing SPs on the ‘adjacent’ column of the Fire Table to determine the ‘To Hit’ number.

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

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

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

10.5 First Fire Bonus
The DRM for first-time rifle fire can only be used if ALL the units are conducting their first fire. (Players should keep a record of which rifle units have fired.) All firing units lose their first-fire bonus for future fire combats even if no hit is attained. A rifle unit also loses its First Fire capability if it participates in Close Combat in any Game Turn prior to attempting Rifle Fire.

10.6 (Advanced) German Jaeger Rifles
The German Jaegers may make two die rolls against their ‘To Hit’ number if:
- they are not in a clear or crops hex, and
- there is an open flank as defined in the Turn Flank requirements (12.52).

Both die rolls must be against the same target and only one hit will result in a damage die roll. If both die rolls hit, ignore the second hit.

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

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

11.2 Selecting a Target
If a unit chooses to fire, it must select a target combat unit that is within range and LOS (11.4). All artillery units have a maximum range of three hexes (in Vol. IV there will be an exception). The range is the number of hexes from the firing unit to the target, counting the target’s hex but not the firing unit’s hex. No unit may be the target of more than one Defensive Artillery Fire per...
11.42 BLOCKING TERRAIN: The following hex types are blocking terrain: forest, light forest, Meeting House and Town (see exclusive rules for additional examples of blocking terrain). In addition, any hex that contains combat units, whether friendly or enemy, is blocking terrain. LOS can always be traced into blocking terrain, but never through it (Exception: 11.43, case C-Both units are ‘up slope’).

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

A. Neither unit is ‘up slope’: The LOS is blocked if it passes through any blocking terrain hex. In addition, the LOS is blocked if it crosses any slope hexside which is not part of the firing or target unit’s hexes.

B. One unit is ‘up slope’. The LOS is blocked if it passes through any blocking terrain hex. With one unit ‘up slope’, a LOS may be traced through a slope hexside which is not part of the firing or target unit’s hexes. The up slope direction of the hexside must be in the same orientation as the up slope direction of the slope hexside in the firing or target unit’s hex. If the orientation is not the same, the LOS is blocked. If both the firing and target units have slope hexsides and the range is 3 hexes, the intervening hexside must also be a slope hexside with the same orientation as the other two hexsides. If this intervening hexside is not a slope hexside or if the orientation is different, the LOS is blocked.

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

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

12.1 General Rules

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

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

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

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

Exception: See 12.14 Diversion.

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

12.15 MULTI-HEX COMBAT RESTRICTIONS:

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

12.16 LEAD UNITS AND PROHIBITED TERRAIN:

- A unit may only advance into prohibited terrain if it is the lead unit.
- A unit may only advance into prohibited terrain if it is the lead unit.

12.17 CYCLICAL ORDER OF COMBAT:

- The order of play is reversed after each Close Combat.

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

12.2 Procedure

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

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

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

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

EXAMPLE: 5 SPs attacking 4 SPs is 1:1, but 4 SPs attacking 5 SPs is 1:2.
- See 12.3 if all defending units are artillery.
- The defender may declare a Cavalry Withdrawal at this time (see 12.4)

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

- LEAD UNITS AND PROHIBITED TERRAIN: Units cannot be chosen as lead units if they would be required to advance after combat into prohibited terrain. If only this kind of unit is available, it can be selected as the lead unit, but will not be allowed to advance after combat.

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

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

NOTE: Rifle units designated by a white letter “R” in a black circle will suffer adverse DRMs in Close Combat while those designated by a black letter “R” in a white circle are immune from adverse DRMs in Close Combat.

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

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STEP 4, SELECT AND RESOLVE TACTICS: Each side secretly chooses one of its eligible Tactics Chits by placing the chit face-up under their hand. The two Tactics Chits are then revealed simultaneously and cross-referenced on the Tactics Matrix to determine if there is any DRM.

- NC Tactics Matrix Result: No combat takes place. If a side played a Withdraw chit and the Tactics Matrix result is NC, the side playing the Withdraw chit must retreat all units one hex. Exception, artillery in the attacker’s stack never retreats. If both sides chose Withdraw, the Defender retreats first. Skip to step 9.

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

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

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

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

STEP 8 (Advanced), GAIN MOMENTUM: If the final modified Close Combat die roll is less than or equal to -1, the Defender gains one Momentum Chit. If the final modified Close Combat die roll is greater than or equal to 10, the Attacker gains one Momentum Chit.

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

12.3 Artillery in Close Combat

Artillery SPs never count for Close Combat. If the only defending units are artillery, they are captured. Place all the defending artillery units in the captured box and skip to step 9.

12.4 Cavalry Withdrawal

If all the defending units in a Close Combat are Parade Order cavalry and none of the attacking units are cavalry, the Defender has the option to announce a Cavalry Withdrawal. Instead of resolving the Close Combat normally, his mounted cavalry retreats three hexes to a hex not adjacent to an enemy unit. Mark the unit(s) with a Cavalry Withdrawal marker and go straight to step 9 of the Close Combat procedure.

RESTRICTIONS: Mounted cavalry units marked with a Cavalry Withdrawal marker:
- May not move or attack
- Defend normally
- Retain their ZOC.

Mounted cavalry that are attacked again while already marked with a Cavalry Withdrawal marker may not choose back-to-back Cavalry Withdrawal options.

Pinned cavalry can choose the Cavalry Withdrawal option at a cost of –1 Army Morale adjustment according to Series Rule 13.1.

REMOVAL: Cavalry Withdrawal markers are automatically removed from friendly units during the owning player’s next Rally phase.

12.5 Tactics Chits

NOTE: Beginning with Pensacola, Tactics Cards are now provided as an alternative to Tactics Chits. They are used in the same way as the chits are used.

12.51 At the beginning of the game, each player takes one set of Tactics Chits. During each Close Combat, each player will select one eligible Tactics Chit to influence the battle.

12.52 (Advanced) TACTICS CHIT USE RESTRICTION: The following requirements must be met before a Tactics Chit is eligible to be selected in each Close Combat.

- Skirmish, Attack en Echelon, Stand Fast, Withdraw: No restriction.

Exception: An all-infantry force may not choose the ‘Withdraw’ tactic in clear, field, or crops terrain if the attacking force contains any mounted units.

- Frontal Assault, Commit Reserve: A Leader must be stacked with or adjacent to at least one unit involved in this Close Combat; the unit does not have to be the lead unit. See Exclusive Rules for leader restrictions.

- Turn Flank, Refuse Flank: There must be one empty hex adjacent to both players’ units (one hex with defending units in it, and one hex with attacking units in it), AND a friendly Leader must be stacked with or adjacent to at least one unit involved in the Close Combat; the unit does not have to be the lead unit. See Exclusive Rules for additional restrictions.

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Note: Flanks may not be turned if the only empty flank hex as described above is prohibited terrain.

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

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

12.6 (Advanced) Momentum Chits

12.61 There is a pool of five back-printed Momentum Chits. Players accumulate Momentum Chits during the game. See specific rules to determine if one side starts the game with a Momentum chit may be used in one of the three methods below. When a Momentum Chit is used, it is returned to the pool and is eligible to be accumulated again.

- **CLOSE COMBAT:** Each chit allows the re-roll of one Close Combat resolution die roll. More than one Momentum Chit may be used in one Close Combat (12.23, step 6).
- **INITIATIVE:** For each Momentum Chit spent BEFORE the initiative die is rolled, a player may add two (+2) to their initiative die roll. The player who had Initiative on the previous turn must decide how many Momentum Chits to spend first (6.0).
- **INITIATIVE:** A player may spend three Momentum Chits AFTER the initiative die rolls to negate the result of the die rolls and instead dictate which player has the Initiative (6.0).

See Exclusive Rules for other ways to spend Momentum.

12.62 SPENDING MOMENTUM CHITS: Momentum chits may be used in one of the three methods below. When a Momentum Chit is used, it is returned to the pool and is eligible to be accumulated again.

- **CLOSE COMBAT:** Each chit allows the re-roll of one Close Combat resolution die roll. More than one Momentum Chit may be used in one Close Combat (12.23, step 6).
- **INITIATIVE:** For each Momentum Chit spent BEFORE the initiative die is rolled, a player may add two (+2) to their initiative die roll. The player who had Initiative on the previous turn must decide how many Momentum Chits to spend first (6.0).
- **INITIATIVE:** A player may spend three Momentum Chits AFTER the initiative die rolls to negate the result of the die rolls and instead dictate which player has the Initiative (6.0).

See Exclusive Rules for other ways to spend Momentum.

12.63 GAINING MOMENTUM CHITS:

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

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

12.65 If a player is entitled to receive a Momentum Chit but there are none available in the pool, the opposing player must return one Momentum Chit to the pool instead. If the opposing player does not have a Momentum Chit, there is no further effect. See Army Morale Adjustment chart for additional cases.

12.7 Surrounded Close Combat Modifier

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

13. COMBAT RESULTS

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

13.1 Explanation of Results

- **"*" No effect.
- **“AM” Army Morale Loss:** The affected player must reduce his Army Morale marker by one.
- **“R” Retreat:** The owning player retreats the affected unit one hex (see 13.2). The other friendly units in the close combat, and the Defender’s artillery (but not the Attacker’s artillery), must make a morale check; if they fail, they must retreat one hex also. When both sides must retreat, the defender retreats and makes morale checks first. See Exclusive Rules for exceptions to mandatory retreat.
- **“D” Disruption:** The owning player retreats the affected unit three hexes (see 13.3) and places a disruption marker on the unit. The other friendly units in the close combat, and the Defender’s artillery (but not the Attacker’s artillery), must make a morale check; if they fail, they must retreat one hex.
- **If the affected unit was already disrupted, it is now shattered.** The affected unit must still retreat three hexes.
- **If the affected unit was already shattered, it is eliminated and placed in the eliminated box.**
- **“I” One-Step Loss:** The affected unit loses one step. If the unit is a full-strength two-step unit, it is flipped over and remains in the hex; otherwise, the unit is placed in the eliminated box. The other friendly units in the close combat, and the Defender’s artillery (but not the Attacker’s artillery), must make a morale check; if they fail, they must retreat one hex.

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

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

- **“DC” Captured, Defender’s Choice:** One combat unit of the Defender’s choice on the affected side is captured; place the unit in the captured box (if the printed unit morale is +2, see also 12.64). This unit does not have to be the lead unit, neither does it have to be at full strength. The other friendly units in the close combat, and the Defender’s artillery (but not the Attacker’s artillery), must make a morale check; if they pass, they must retreat
one hex; if they fail, they suffer a “D” result (retreat three hexes and become disrupted).

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

“PIN” Pinned: The opposing units remain engaged. All disrupted and shattered units on both sides are captured. The Defender, followed by the Attacker, then places his or her units in the captured box and adjusts army morale. A pinned marker is then placed on all hexes involved in this close combat. The next phasing player must either:

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

B. Move all friendly pinned units so that they are not adjacent to any enemy units; and do not move any other friendly units adjacent to the enemy pinned units; and reduce his or her Army Morale by one (9.3).

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

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

NOTE: Pinned defending units may not receive a Diversion.

‘Pin’ markers are removed from all friendly and enemy units either at the end of the movement phase, with an Army Morale Penalty (9.3), or after all Close Combats are assigned (12.22).

Pinned defending units may not receive a diversion. This is an Exception to 12.14.

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

13.2 Retreat

13.21 RETREAT GUIDELINES: If possible, a unit must retreat into a hex which is not adjacent to an enemy unit. In addition, the unit must retreat towards a friendly map edge if possible. See specific game rules for definition of “friendly map edge”.

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

13.23 RETREAT AND CAPTURE: Any unit that cannot retreat to retreat due to stacking limit violations, the owning player may choose to take a step loss and retreat, provided that the reduced-strength unit would not violate stacking limits in the hex into which it retreats. The Army Morale adjustments of suffering a ‘1’ result are applied if the unit is reduced in this manner. (The player may still choose to have the unit captured instead of taking a step loss.)

13.24 Any unit that is retreating three hexes must end three hexes from its starting hex, counting by the shortest distance, or else be captured. The hex may not be adjacent to an enemy unit if there is any hex which is also three hexes from the starting hex and not adjacent to an enemy unit. Cavalry Withdrawal (12.4) may never end adjacent to an enemy unit.

13.25 COMBAT AND PREVIOUSLY RETREATED UNITS: If a unit retreats from a Close Combat into a hex which has not yet had its Close Combat resolved, it may not contribute any strength to the Close Combat, nor may it be selected as the lead unit. If its side suffers any result in the Close Combat, the previously-retreated unit must make a morale check. If it passes, it must retreat one hex; if it fails, it suffers a “D” result (per 13.1).

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

13.27 ARTILLERY RETREATS: Artillery units retreat like other units. Artillery units are NOT captured automatically if they end the Apply Close Combat Results Step adjacent to enemy combat units. Automatic capture only occurs to defending artillery units during the Determine Odds Ratio Step.

13.3 Disruption

Disrupted units:
- May only move one hex per turn, and may not move adjacent to an enemy unit. If a disrupted unit begins a movement phase adjacent to an enemy unit, it must use its one hex move to move away from (i.e. no longer adjacent to) as many enemy units as possible
- May not attack; artillery and rifle units may not fire
- Defend with only half of their SPs (fractions rounded up)
- Have no ZOC
- Are shattered, if they receive an additional “D” result
- Are captured if they receive a ‘PIN’ result
- Suffer an additional “D” result, if they end their own Close Combat phase adjacent to enemy units, and are not stacked with friendly Parade Order units. This results in the unit becoming shattered (i.e. they must retreat 3 hexes or be captured).
13.4 Shattered
Shattered units:
- May not move
- May not attack; artillery and rifle units may not fire
- Defend with 1 SP (regardless of their actual SP ratings), and may NOT receive any terrain DRMs
- Have no ZOC
- Are eliminated, if they receive an additional “D” result (place such units in the eliminated box)
- Are captured, if they receive a ‘PIN’ result
- Are captured, if they end ANY Close Combat phase adjacent to enemy units, and are not stacked with friendly Parade Order units; remove the units and place them in the captured box.

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

MORALE CHECK MODIFIERS: Apply the following modifiers to the Morale Check die roll:
+1 Defending units attacked solely across unbreached fieldwork hexsides including forts, redoubts, stockades, revetments, earthworks, flechettes or any other type of fortified hexside specifically depicted in the game.
+? Leadership DRM (14.23)

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

14. LEADERS

14.1 Stacking Leaders
Any number of friendly Leaders may stack in a hex. However, only the highest ranking Leader (see 3.2) may command units in a hex (that is, provide DRMs for those units). Place the Leader in command on top of the friendly units. Check Exclusive Rules for limitations to leader stacking.

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

14.22 TACTICS CHITS: If a combat unit is stacked with or adjacent to a Leader during Close Combat, the player is eligible to play additional Tactics Chits (12.5).

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

15. THE RALLY PHASE AND UNIT MORALE

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

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

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

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

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

16.1 Adjusting Morale

Army Morale may need to be adjusted each time one of the following occurs (see Army Morale Adjustment Chart):

• A Fire or Close Combat result is other than ‘no effect’.
• A unit rallies (+1)
• A Leader casualty (see specific rules)
• PIN markers are removed in the Movement Phase (9.3).

16.2 Army Morale Levels

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

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

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

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

16.3 Demoralized and Substantial Victories

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

A. Initiative Segment (see 6.0)
• Each player rolls one die and modifies it by the Army Morale DRM to determine who has the Initiative this turn.

B. Initiative Player Turn
1. Flip the game-turn marker to indicate the correct player turn.

2. MOVEMENT PHASE (see 9.0)
• Shattered units may not move (13.4).
• Disrupted units may only move one hex (13.3).
• Pinned units may move only if they do not end their move adjacent to an enemy unit and the phasing player reduces his Army Morale (9.4).
• Units may conduct Strategic Movement along roads or tracks (rule 9.22).

3. RALLY PHASE (see 15.0)
• Make a Morale Check (13.5) for each friendly Disrupted (13.3) or Shattered (13.4) unit that is not adjacent to an enemy combat unit.
• A modified die roll ≥ 5 Rallies the unit.
• Shattered units that Rally become Disrupted, Disrupted units that Rally become Parade Order.

4. DEFENSIVE ARTILLERY FIRE PHASE (see 11.0)
• The non-phasing player may fire any or all of his artillery units.

STEP 1: Determine “To Hit” number (cross reference artillery SPs with the range to the target on the Fire Table).
STEP 2: Roll a die. If the modified die roll is equal to or greater than the “To Hit” number, a hit is scored.
STEP 3: If a hit is scored, a second (unmodified) die roll is made on the Rifle Fire Damage Table. Make any Army Morale adjustments that are required (16.1).

5. RIFLE FIRE PHASE (rule 10.0)
• Both players may conduct Rifle Fire with their Rifle units.
• Fire is considered simultaneous (10.4).

STEP 1: Determine the “To Hit” number (10.3).
STEP 2: Roll a die. If the modified die roll is equal to or greater than the “To Hit” number, a hit is scored (10.3).

6. CLOSE COMBAT PHASE (rule 12.0)
A. Designate all attacks (12.21). The phasing player must attack with all his units that are adjacent to enemy units (exception: artillery and rifles), and all adjacent enemy units must be attacked.

B. Remove Pin markers from all units (12.22).
C. Conduct all designated Close Combats

CLOSE COMBAT SEQUENCE (12.23):
STEP 1: Determine Odds Ratio
• Artillery Capture (12.3)
• Cavalry Withdrawal (12.4)
STEP 2: Determine Lead Units
STEP 3: Determine DRMs
STEP 4: Select and Resolve Tactics
STEP 5: Resolve Close Combat
STEP 6: Momentum Decision*
STEP 7: Apply Close Combat Results
• Make Army Morale Adjustments
STEP 8: Gain Momentum*
STEP 9: Advance after Combat
*Advanced Game only

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

C. Second Player Turn
Same as above, except ignore B1 and B7.

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

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