# The Great Battles of the American Civil War

**SERIES RULE BOOK**

2014 Edition

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1.0 Introduction

The Great Battles of the American Civil War (GBACW) system allows gamers to simulate American Civil War era battles on a regimental level, using mechanics that concentrate on the use, effects and personalities of battlefield command, as well as the tactical difficulty in maneuvering such large numbers of troops and bringing them to bear on the enemy.

Each game in the system uses this base set of “Series” rules. However, each battle also contains additional rules, and typically some changes to the Series rules, which allow us—and you—to simulate the specifics and peculiarities of each battle (see that game’s Battle Book). Each game in the system has its own set of components.

Developer’s Note: There are no new rules nor are there any significant rule changes in this 2014 Series Rule Book. There are numerous editorial changes and clarifications; far too many to note in the margins.

2.0 Components and Terminology

2.1 The Game Maps

Each game map depicts an area over which part of the battle was fought, covered by a hexagonal grid which is used to regulate movement and combat. The different types of terrain featured on the map, such as Woods, Streams, Roads, etc., are explained in these rules.

2.2 Counters

Three types of counters are in the game: combat units, leaders and informational markers.

2.21 Combat Units. Combat Counters are either infantry, cavalry or artillery. Cavalry, furthermore, may have two types of counters: Mounted and Dismounted. Each combat unit is rated for Weapon Type, and, reading across the bottom of the counter, Combat Strength (Fire Strength for Artillery), Cohesion Rating and Movement Allowance. Artillery Combat Strengths are bracketed to show they are used for Fire only.

Each counter also shows the unit’s parent organization, usually its brigade, division and corps.

The individual units are color-coded so that they can be identified by brigade. The color of the top band identifies the division to which that unit belongs; the colored Cohesion box identifies the brigade within that division to which the unit belongs. The designation on the right side of the counter indicates the brigade/division corps to which that unit belongs.

2.22 Leaders. There are four levels of leaders: brigadiers (AKA brigade leader), division leaders, corps commanders and army commanders. These are discussed in section 4.1.

2.23 Activation Markers (AM). These markers (usually three or four for each division) represent the mechanic the game uses to determine who goes, and when [see 5.0].

2.24 Informational Markers. These include corps Efficiency markers (EMs), Orders markers, Step Loss markers to record combat losses, Extended Line Indicators, markers related to special events and other similar indicators of status. Use of markers is explained throughout the rules.

2.3 Charts and Tables

The game provides several charts and tables, all used to resolve actions and/or list applied effects. These are discussed throughout the rules in detail.

2.4 Game Scale

2.41 Unit Scale. Most infantry units are regiments, but some units called battalions are included. Cavalry is also by regiment, although many cavalry regiments are divided into two battalions. Artillery units are mostly batteries (of four to six guns each); however, where the guns within the battery were not uniform in caliber, each gun type is given a “section.” Each infantry or cavalry combat strength point represents 50 men, and each artillery strength point is one gun.
2.42 Map Scale. See individual game’s “Battle Book.”

2.43 Time Scale. Each turn encompasses about one hour of real time. The game uses a military (0100-2400) clock. For example, 1600 is four o’clock in the afternoon.

2.5 The Die
The game includes one ten-sided die that is used to resolve certain game functions. The 0 is read as zero, not ten.

2.6 The Universal Disorder Die Roll
During play, you will often perform a Universal Disorder Die roll (UDD) to determine the outcome of certain situations. When a unit is required to undergo a UDD, the owning player rolls one die and compares the result to that unit’s Cohesion Rating:
- If the result is the same as or lower than the unit’s Cohesion Rating, the unit passes, usually without penalty.
- If the result is higher than the unit’s Cohesion Rating, the unit fails, and a penalty usually applies.

PLAY NOTE: Except for leaders [11.73] and Fatigue [17.31] there are generally no modifiers to this die roll.

2.7 Terminology
The following words, abbreviations and phrases are used throughout the rules. The definitions below are general; they are not, in themselves, rules.

Activation: The game mechanic whereby the player determines which of his units are going to undertake movement, fire, etc.

AM (Activation Marker): A chit (one to four for each division) placed in the AM Pool and used in the Activation mechanic.

AM Pool: An opaque container used to hold AM chits and other markers.

Charge: A Charge is a form of Shock combat in which movement creates much of the effect. There are two types of Charge: Infantry [11.21] and Cavalry [11.5].

CI (Combat Ineffective): [13.21].

Cohesion Rating: The measure of a combat unit’s morale, training, regimental-level command, equipment and esprit de corps, all of which affect how well that unit can fight and how it does after taking losses.

Command: A group of units commanded by a leader. This can be a brigade, a division or a corps.

Commander: An inclusive term for the corps and Overall Commanders.

Command Range: The maximum distance: 1) a combat unit may be from its leader to be In Command, or 2) a subordinate leader can be from his superior to be in the Chain of Command.

Disordered: A loss of unit cohesion—flip the counter to its reverse (disordered) side and use those values.

DR: Die Roll

DRM: It means “die roll modifier,” a numerical adjustment to whatever die roll is being undertaken.

Efficiency: A game mechanic which determines how often during a single turn the divisions in a corps can be activated.

EM: Efficiency Marker [5.0, 5.21].

Fire: The use of small-arms and cannon to inflict casualties on the enemy.

Initiative: Gives the so-designated player a choice of which AM to start a turn with, before AM chits are drawn.

Leader: A generic term for all division and brigade leaders in the game.

LOS: Line of Sight [10.21].

MA: Movement Allowance, measured in Movement Points (MPs), is the capacity of a leader or unit to move/act.

MPs: Movement Points [9.12].

OC: Overall Commander [4.11].

Orders: The type of Orders a command is under determines what the units in that command may do.

Phasing Player: The player whose units are activated and moving/attacking. His opponent is the non-phasing player.

Shock: Hand-to-hand combat in which the main weapon is the weight (and spirit) of the formation. The object is to dislodge the enemy from its position, disrupt it, demoralize it, and, hopefully, put it to flight.

SP: Strength Point.

UDD: Universal Disorder Die Roll [2.6].

WM: Withdrawal Movement [9.54].

2.8 Questions?
If you have any questions about the rules, we’ll be glad to answer them—if you provide us with a self-addressed, stamped envelope.

Send questions to:
GMT Games
ATTN: GBACW Q’s
P.O. Box 1308
Hanford CA 93232

Or, we can be reached via the Internet at:
Designer: bergbrog@gmail.com
Developer: johngalsen@aol.com
Publisher: GMTGames@aol.com

For ongoing online support of this game, please visit our website at www.gmtgames.com. It features a set of “Living Rules” as well as a discussion board where you can ask questions and get the latest tips and tricks from the designer/developer as well as other players.

We can also be found, along with most of the rest of the GMT designers and developers, on Consimworld’s discussion boards, at www.consimworld.com. We heartily recommend this site to anyone interested in wargaming. This is also the preferred way to answer your questions as we can post the answers for all the GBACW family to see.
3.0 Sequence of Play
The Sequence of Play is the order in which you perform the functions the rules prescribe.

General Overview of Play: After determining Efficiency, and giving Orders to eligible divisions, the player with the Initiative (determined by die roll at the start of the turn) chooses which division he wants activated to start the turn. In the Activation Phase, brigades may change Orders and units Move, Fire, Shock, etc., based on their Orders. After the Initiative Player undertakes actions with his chosen command, commands are then activated by blindly drawing an AM from the AM Pool. This continues until all AM have been drawn. After the Activation Phase, some housekeeping steps are performed, and the turn ends.

The Sequence of Play
I. Initiative Segment
Players roll a die to determine who has the Initiative for that turn [5.1].

II. Orders Segment
A. Determine Chain of Command. Determine if division leaders, brigade leaders and individual units are within their Chain of Command [4.2].

B. Activation Efficiency Determination. Each player picks Efficiency Markers to determine the Efficiency of each of his corps. He uses this corps Efficiency to see how many division AMs he receives that turn [5.2 and 5.4].

C. Division Orders. Players with a Chain of Command from brigade to corps may change the Orders of any brigade in that chain.

D. Reinforcement Orders. Give Orders to all reinforcements scheduled to arrive that turn.

E. Reserve Placement. Commands may be placed In Reserve [6.3].

III. Activation Segment
A. Initiative Activation Choice. The player with the Initiative chooses which AM he will activate to start the turn.

B. AM Pool Placement. All AMs available from II/B for both sides, except the one selected for the Initiative Activation (II/A), are now placed in the Pool (an opaque container).

C. Activation. The command selected in II/A activates first. Thereafter, either player draws an AM from the pool. The AM drawn determines which command is now active and able to undertake various activities. An active command may do the following:

1. CHANGE ORDERS PHASE. The player may attempt to change the Orders of activated brigade leader by die roll, using the Brigade Orders Change Table.

2. BRIGADE COORDINATION PHASE. The player may attempt to activate all brigades in the division simultaneously by die roll using the Brigade Coordination Table.

3. ACTION PHASE. Each unit in an activated brigade may undertake one of the three actions below, or it may do nothing. Each brigade in that division completes all Activations before the next brigade goes.

   • Move and/or Fire plus Shock. After all movement and Fire, eligible units may Shock; or
   • Rally Disordered units; or
   • Construction.

Exception: Brigade Coordination.
When the selected division has finished, one of the players blindly draws a new AM from the AM Pool. If none remain, go to IV.

IV. End of Turn Segment
A. Commander Movement Phase. All corps and Overall Commanders may move. This is the only time in the turn they may do so (voluntarily).

B. Replacement/Recovery Phase.
1. Replace any eliminated leaders.
2. Undertake In-Reserve activities, including Recovery from Rout, Fatigue and Straggler Recovery.
3. Remove commands from Reserve status, if so desired.

C. Combat Effectiveness Phase. Players check to see if any brigades or divisions are Combat Ineffective.

D. Turn Record Phase. Advance the Turn marker one space on the Turn Track and begin a new turn. If the new turn is the 0200 turn, move the Day marker to the next day.

4.0 The Command System
There are four levels of command in most GBACW games: army, corps, division and brigade. Each command is represented by a leader (brigade/division) or commander (corps/army). One of the premises of the game system is that units operate better when communications are maintained, in the form of a “Chain of Command.”

4.1 Commanders and Leaders
4.11 Overall (Army) Commanders (OC) are the generals in command of the battle (e.g., at Gettysburg, Lee and Meade). They have four stars on their counters. An OC has two ratings on his counter:

INITIATIVE RATING: This rating is used to:
1. Affect the Initiative Die Roll; and
2. Increase the corps Efficiency of that number of corps commanders, if eligible [5.22].

COMMAND RANGE [4.22].

DESIGN NOTE: The premise of the game is that you are the army commander, and that you will make the decisions. The effects of the historical OC are usually built into the corps commanders’ ratings.
4.12 Corps Commanders have three stars on their counters. A corps commander has the following ratings on his counter:

- Efficiency Rating
- Command Range

EFFICIENCY RATING: A Modifier (e.g., +1) used to adjust division Efficiency [5.23].

COMMAND RANGE [4.15].

4.13 Division Leaders have two stars on their counters. They command all brigade leaders in their division, and they are subordinate to their corps commander. They have the following ratings:

- Brigade Coordination
- Command Range
- Activation Rating

BRIGADE COORDINATION [5.34].

COMMAND RANGE [4.15].

ACTIVATION RATING: A modifier (e.g., +1) used to adjust the number of Activations that division may undertake that turn [5.23].

4.14 Brigade Leaders are the leaders directly commanding combat units. They have one star on their counters. Brigade leaders have the following ratings:

- Action Profile
- Command Range
- Orders Rating

ACTION PROFILE: (A = Aggressive; N = Normal; C = Cautious; U = Unreliable) This rating is used when a “Loose Cannon” result occurs while changing Orders [see 6.24]. An Aggressive leader also may provide a DRM in Shock.

COMMAND RANGE [4.15].

ORDERS RATING: A DRM used whenever the brigade wishes to change Orders, as needed [6.21].

4.15 Command Range. The range over which a leader’s ratings may be factored into certain actions. Command Range is measured in leader MPs and is always counted from the superior to the subordinate leader/unit, including the subordinate’s hex but not the superior’s hex. Command Range:

- May not be traced into/through terrain impassable for leader movement; and
- May not be traced through a hex adjacent to an enemy unit unless occupied by a friendly combat unit. This applies to all Command Ranges. See 5.36 for the effects of being Out of Command.

If a combat unit is adjacent to its leader he is automatically In Command, regardless of the intervening terrain hexside.

4.16 Brigade and Division Leader Movement Allowances. Leaders do not have their Movement Allowance (MA) printed on the counter; it is ten (10) for all brigade and division leaders.

- Brigade leaders move when their brigade is activated.
- Division leaders move when their division is activated, during the Action Phase of any one brigade.

4.17 Corps and Overall Commander Movement Allowances. The MA for these leaders is 40. However, that rather large number may be misleading. They may move only in the Commander Movement Phase, and if they use more than 10 MPs, their “abilities” are reduced in the upcoming turn [9.33].

4.18 Replacement Leaders. The reverse side of a leader counter is his Replacement side, which shows the leader who will replace him if he becomes a casualty.

PLAY NOTE: Some leaders do not have a replacement.

4.2 Chain of Command

4.21 The Chain of Command usually uses four levels of command, from the Overall Commander (OC) to corps commanders to division leaders to brigade leaders.

PLAY NOTE: While the OC is part of the chain, he has little effect on play; you are the OC.

4.22 The Chain of Command is maintained through the Command Range of the leaders.

EXAMPLE: If a brigade leader is 3 MPs from his division leader (range of 5), who is 5 MPs from his corps commander (range of 6), then the Chain of Command is complete from that corps to that brigade.

Exception: If a combat unit is outside its brigade leader’s Command Range but adjacent to a unit from the same brigade that is within Command Range, it is considered to be In Command. Likewise, if a combat unit is part of a “chain of units,” and at least one unit in the chain is in Command Range, then all units in that chain are In Command. Each unit in the chain must belong to the same brigade and must be adjacent to at least one other unit in its brigade.

4.23 Command status for activation purposes is only checked during the Step II.A. of the Sequence of Play. The orders of Out of Command units are not changed when its parent brigade makes a brigade Orders Change [6.2]. However, Out of Command units automatically change to the orders of their brigade when they begin an activation within Command Range.

4.3 Artillery Command

HISTORICAL DESIGN NOTE: Because of their relative independence and mission, artillery units have a slightly less-restrictive command structure. In most major battles—with armies of multi-corps size—artillery was usually (but not always) organized in brigades (or battalions, although it doesn’t really make any difference game-wise), with each brigade/battalion having an artillery leader. These brigades are attached either at corps level or for the Union—to the artillery reserve; or, for the CSA—at the division level or the corps artillery reserve. It does vary from battle to battle.

4.31 Artillery brigade leaders are treated as brigade leaders for purposes of Activation. All batteries assigned to that Artillery Brigade leader may Move, Fire, etc., when its division is activated.

4.32 In addition, each infantry or cavalry brigade may attach, and use, one of the batteries from its division.

4.33 Certain battles have Artillery commanders (corps-level officers) and large “Reserve” parks. The rules for their use are found in the individual battle rules.
5.0 The Activation System

The Activation system is based on Efficiency—the ability of the cardboard units to do what the player wants them to do. Efficiency is a product of Chain of Command and leadership ability. The Efficiency mechanic serves two other play and simulation functions: it slows down the pace of a game battle to something approaching reality a bit more, and it provides just a touch of the fog of war.

General Overview: Players determine the Efficiency rating of their corps by blindly drawing an Efficiency Marker (EM) for each corps which has units on the map from the Pool of available EM. The number on that marker, adjusted by the corps commander’s Efficiency modifier, represents the number of Activations he may provide for each of his subordinate divisions. For each division, that number may be further adjusted by the Activation modifier of the individual division leader, the Chain of Command and Combat Effectiveness.

To represent a division’s Activation Efficiency, the player then places AMs equal to that Efficiency, for each division, in the AM Pool for blind draw. When a division is activated by AM, each of its brigades may then undertake actions.

5.1 Turn Initiative

5.11 To determine which player will have the Initiative each turn, each player rolls one die, to which the following adjustments (DRMs) may be made:

- The player who had the Overall Initiative for the previous turn adds one (+1) to his roll.

The player may add his OC’s Initiative Rating to the roll, if the OC did not use more than 10 MPs in the Commander Movement Phase and has at least one of his corps commanders in his range.

Exception: Some scenarios state which player automatically has the Initiative for the first turn of the game.

5.12 The player with the higher total has the Initiative. If the modified rolls are tied, no one has the Initiative. Place all AMs in the Pool and start drawing.

5.13 The player with the Initiative chooses which of his divisions will be used first in the Activation Phase. Remember to set aside one or above four of that division’s AMs; it does not go into the Pool. The March AM of the Initiative Player’s side may also be chosen as the first AM. Also, the player with the Initiative changes division Orders, gives Reinforcement Orders and moves commanders before the non-initiative player.

PLAY NOTE: Phases II.B.II.C and IVA normally can be done simultaneously. But, if it matters, the Initiative Player goes first.

5.2 Efficiency

Efficiency determines how many times the units in a corps may be activated in a turn.

DESIGN NOTE: The following rules are for large battles. Smaller battles, especially those that do not have corps, will use a similar system to this but focus more on divisions (see individual Battle Books).

5.21 In the Activation Efficiency Determination Phase, each player places his EMs (the ones numbered 1 through 4) into an opaque cup (the Efficiency Pool). The player then draws blindly and randomly an EM for each corps which has any units on the map, or which is entering that turn as Reinforcements (and for which he is not using March Orders). The drawing player must announce for which corps he is drawing and assign the EM to that corps.

PLAY NOTE: On the game map or on a separate display there is a series of boxes for each corps commander, so that the drawn EM may be placed in it, face down, in case A Matter of Honor arises.

5.22 A corps’ Efficiency may be adjusted by the OC’s Initiative Rating. If an on-map corps commander is within Command Range of his OC, and the OC has an Initiative Rating greater than zero, the OC may increase that number of corps commanders’ Efficiency by +1 (each). Thus, an Initiative Rating of +2 (quite rare in this series), would allow an OC to increase two in-range corps’ Efficiency by one each. A corps’ Efficiency may never end up below one or above four.

DESIGN NOTE: The number and ratings of the EMs for each battle differ and they are not truly linear. They reflect a bell curve of capabilities, possibly adjusted for different battles.

5.23 Each division in a corps uses its parent corps’ Efficiency (regardless of where it is on the map) to determine the number of Activations it may undertake that turn. That corps’ Efficiency [5.22] may be adjusted as follows, for each division:

1. If a division leader is within Command Range of his corps commander, the corps commander’s Efficiency Rating is applied as follows:

   a. When the Corps Commander’s Efficiency Rating is +2, the Activation Efficiency of one Division may be increased by two, or the Activation Efficiencies of two Divisions may be increased by one each.

   b. If the corps commander’s Efficiency Rating is +1, he may increase the Activation Efficiency of any one, In-Command division leader by one.

   c. If the corps commander’s Efficiency Rating is –1, the corps Efficiency for that turn is reduced by one for all in-range divisions. [See #3, below.]

   d. If the corps commander’s Efficiency Rating is 0, there is no effect.

2. If a division leader is not within Command Range of his corps commander, subtract one from that number (for that division only). This most certainly applies if a division leader and/or corps commander is/are not on the map.

3. The division leader’s Activation modifier [4.13].

4. Division Ineffective Status [13.32].

EXAMPLE: II corps is given a corps EM of 3 for that turn. The II Corps commander has a +1 CE Rating. There are three divisions: 1/II and 2/II’s leaders have Activation Ratings of 0; The 3/II leader has an Activation Rating of +1. Both 2/II and 3/II are within the corps commanders’ range; 1/II is not. The following division AMs are used this turn:

   • 1/II: 2 AMs. The division leader is out of range (–1).

   • 2/II: 4 AMs. The corps commander gives him the +1 (1a above).

   • 3/II: 4 AMs. His Activation Rating gives him a +1.

5.24 The result of the above is the number of Activations [5.3] the brigades in that division may undertake that turn, represented by AMs. For each division, take that number of AMs and place them
in the AM Pool. A division’s number of AMs may never end up below one or above four.

5.25 A Division whose division leader is not within Command Range of that division’s corps commander may never use more than 3 AMs in a turn, with the exception of units in March Order.

5.26 Independent Brigades. A brigade whose brigade leader starts his turn out of the Command Range of his division leader must skip one division AM in that turn. The choice of which AM not to use (for that brigade) is up to the player.

EXAMPLE: Division 1/1 gets 3 AMs for a turn, but 1/1/I is Out of Command Range. As the turn progresses, the player decides, as the second 1/I AM is drawn, not to “activate” the 1/I/I with that AM.

5.27 Unless specifically stated otherwise in the rules for a given battle, a brigade always gets a minimum of one AM.

5.28 The following are instances when certain units do not use the marker-induced Activation result:

• MARCH ORDER UNITS: Units (be they corps, division, brigade or individual) entering the map as reinforcements under March Orders, or have been given March Orders to move, have a maximum possible Activation level of four. Moreover, units under March Orders do not use the divisional AM [5.35].

Exception: On-map Commands being given division Orders to go into March, must use the number of AMs allotted for that division in the initial turn of that March.

• SPECIFIC AM: Some reinforcements arrive with a specific number of Activations available for that turn. EXAMPLE: A brigade that arrives as a reinforcement with an Activation Efficiency of 1 may be activated only once that turn, regardless of how many AM its division has.

5.3 Activation

5.31 The player with the Initiative gets to specifically select which AM he will use to start the turn. All other AMs are drawn, blindly and randomly, from the Pool (an opaque cup or similar container). Each turn, the Pool will start with:

• All of the AMs available that turn to each player (or fewer, if a player so elects),
• The March AM for each player (if he has units under March Orders at the time),
• The Random Event marker (if the game uses that rule), and
• Any Battle-specific AMs (i.e., Artillery leaders).

5.32 When a division’s AM is drawn, all that division’s brigades—regardless where they are on the map—may be activated. Each brigade activates individually, completing all activities before the next brigade is activated (exceptions: Brigade Coordination [5.34] and Independent Brigades [5.26]).

EXAMPLE: The 1/I Union Division has three brigades: 1/I/I, 2/I/I and 3/I/I. The Union player activates 2/I/I first, completing all of its actions. He then activates 1/I/I, etc.

5.33 Brigade Activation. When a brigade is activated, all combat units—regardless where they are—may do what the Orders for that brigade allow [6.11]. The brigade may include as a combat unit any one artillery battery (all sections) that is from that division.

EXAMPLE: A brigade under Advance Orders has four regiments. The player may now Rally one of its Disordered units, construct Breastworks with another, and Move or Fire with the other two.

5.34 Brigade Coordination. Division leaders are rated for their ability to coordinate and combine the actions of more than one of their brigades during any one action (a DRM ranging from +0 to +3). Any divisions attempting this must have their brigade leaders within the division commander’s Range; brigades outside that range are not eligible for coordination. The player wishing to combine brigades into a single Activation rolls the die, adjusting it by adding the division leader’s Coordination Rating. The possible results are:

- CONFUSION: No move/combat actions that Activation. Not only is no coordination possible, but all of the leaders involved are confused as to what is supposed to happen. As a result, they do nothing. No In-Command brigade in that division may undertake any move or combat actions that AM. Leader movement, Rally, Ammunition Resupply, and one-hex Facing changes are all allowed.
- FAIL: No penalty; brigades move individually: No coordination is possible, but there is no penalty for trying.
- MAY COORDINATE # BRIGADES: The player may undertake actions with that number of In-Command brigades from that division as if they were one brigade.
- MAY COORDINATE ALL BRIGADES IN COMMAND: All eligible brigades may undertake actions as if they were one brigade.

### Brigade Coordination Table

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>0–2</td>
<td>Confusion</td>
</tr>
<tr>
<td>3–6</td>
<td>Fail</td>
</tr>
<tr>
<td>7–9</td>
<td>May Coordinate 2 Brigades</td>
</tr>
<tr>
<td>10, 11</td>
<td>May Coordinate 3 Brigades</td>
</tr>
<tr>
<td>12</td>
<td>All</td>
</tr>
</tbody>
</table>

**DRM:**

+/-? Division Leader’s Coordination Rating

EXAMPLE: Smith’s Division’s AM is drawn. All three of Smith’s brigades are within his range, and the player wants to launch a division-sized attack with all of his brigades at once, rather than piecemeal. Smith has a Coordination Rating of 2. He rolls the die, getting a 6. The player may activate two of Smith’s brigades (his choice) at the same time, as if they were one. The other activates separately.

PLAY NOTE: The Coordination Ratings usually are not very high (lots of 0’s).

5.35 March Order Activation. Units that are operating under March Orders do not move when their division AM is drawn; they move only when their (one) March AM is drawn. When a player’s March AM is drawn, he may move all units under March Orders the equivalent of any number of Activations, from one to four (but see the Fatigue rules [17.0]). The order of movement is up to the selecting player.

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Exception: Entering reinforcements with an AM # are limited to that number of activations [9.74].

5.36 Out of Command. Being Out of Command affects units depending on the nature of that unit or command.

- DIVISION LEADERS: May not receive Orders from corps commander, which means they may not transmit any Orders to their brigades in the II/C Phase. The division has one fewer AMs placed in the AM Pool [5.23 #2].

- BRIGADE LEADERS: May not receive Orders from their division leader in the II/C Phase. They must roll a die in the II/C/1 segment, if they wish to change Orders. And, they activate one fewer times than the division [5.26].

- INDIVIDUAL UNITS: Out of Command combat units use the last Order their brigade received. They also activate one fewer times than the division, as if an Independent Brigade.

5.4 Efficiency Transfer

Players may take advantage of the Chain of Command to increase the Efficiency of certain commands by transferring two divisions’ available Activations to another division.

5.41 In the Activation Efficiency Segment (II/B), after all Efficiency and Activation levels have been determined for that turn, a player may transfer focus—in the form of an increased Activation Level—to a selected division.

5.42 Only divisions that can trace a Chain of Command back to the Overall Commander may benefit by, or be used for, Transfer.

5.43 For every two Activations that a player lowers any one (or two) other divisions, he may raise the Activation level of one other division by one. A division may never have its Activation Level reduced to 0, nor increased above 4, by Efficiency Transfer.

5.44 A Player may undertake only one Efficiency Transfer per turn.

EXAMPLE: The corps Efficiency for XV Corps is 2. All of XV Corps’ division leaders are within range, and 2/XV has a +1 division leader. This means that, normally, 1/XV and 3/XV would get two AMs, and 2/XV three AMs. However, the player wants to undertake a big push with 2/XV, so he reduces 1/XV and 3/XV to one AM each, and gives an extra AM to 2/XV, so that it has four.

5.5 Ending the Turn

The Activation Segment is finished when all the AMs have been drawn from the Pool.

6.0 The Orders System

General Premise: All brigades operate under “Orders.” Orders delineate the parameters under which the combat units under those Orders may Move, Fire, Rally, etc. The ability to give and change Orders has nothing to do with the Efficiency or AM mechanics; it has everything to do with Chain of Command and brigadier leadership ability.

6.1 The Orders

6.11 The three types of Orders are March, Advance and Attack. A brigade (and the units therein) must be under one of these three Orders at any given time. The game’s components include markers for both March and Attack Orders. If a command has no such marker, it is considered to be under Orders to Advance.

Orders Comparison Chart

<table>
<thead>
<tr>
<th>Action</th>
<th>March Orders</th>
<th>Advance Orders</th>
<th>Attack Orders</th>
</tr>
</thead>
<tbody>
<tr>
<td>Road/Pike Movement Rate:</td>
<td>½ MP</td>
<td>1 MP</td>
<td>NA</td>
</tr>
<tr>
<td>Move Adjacent to enemy unit? (keep 4 hexes away)</td>
<td>No</td>
<td>No</td>
<td>Yes</td>
</tr>
<tr>
<td>Activation: March AM</td>
<td>normal</td>
<td>normal</td>
<td>normal</td>
</tr>
<tr>
<td>Infantry Stacking:</td>
<td>7 SPs</td>
<td>15 SPs</td>
<td>15 SPs</td>
</tr>
<tr>
<td>Cavalry Stacking:</td>
<td>4 SPs</td>
<td>7 SPs</td>
<td>7 SPs</td>
</tr>
<tr>
<td>Construction?</td>
<td>No</td>
<td>Yes</td>
<td>No</td>
</tr>
<tr>
<td>May Fire?</td>
<td>No</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>May Move and Fire?</td>
<td>No</td>
<td>No</td>
<td>Yes</td>
</tr>
<tr>
<td>May Shock?</td>
<td>No</td>
<td>Yes</td>
<td>Yes</td>
</tr>
</tbody>
</table>

6.12 Orders are changed in one of two phases:

- DURING THE DIVISION ORDERS PHASE (II/C): Any division leader that is in Command Range of his corps commander may change the Orders of any or all of his brigades, if the Brigadier is within his range. Each brigade may have different Orders; no die roll is necessary—simply change the Orders.

- DURING THE CHANGE ORDERS PHASE OF THE ACTIVATION SEGMENT (III/C/1): Before any brigade is activated, the player may, if he wishes, try to change that brigade’s orders by rolling a die [6.2].

6.13 March Orders. A command or unit under March Orders:

- Uses March Movement Rates [9.22].
- Moves only when the March Order AM is drawn.
- May not start in, nor move into, any hex that is within four hexes and within Line of Sight (LOS) of an enemy combat unit at any time during movement. Regardless of LOS, no such unit may move adjacent to an enemy unit.
- Must use Extended Column [8.5] where applicable.
- Must obey the Stacking limitation for March Orders [8.12].
- May not Fire—not even Reaction Fire.
- Suffers a (special) Cohesion Check DRM if shock attacked.
- May not Rally.
- May not retreat before Shock.
- May not undertake any Construction.

PLAY NOTE: In essence, the only thing units under March Orders can do is move.

6.14 A Command may be given March Orders only in the Division Orders Phase, and only if it either is an entering Reinforcement, or starts that Phase with no unit in that command within four hexes of an enemy combat unit to which it can trace a Line of Sight [10.2].
6.15 Advance Orders. An activated combat unit under Advance Orders:
• May Move or Fire, not both (changing Facing one vertex to fire is not considered movement).
• If moving, uses Advance Movement [9.23].
• May not move into the hexes adjacent to an enemy combat unit other than artillery (exception: Bridge/Ford [9.23]). However, if it starts the Phase adjacent to an enemy combat unit, it may Shock Attack.
• If firing as a Phasing unit, it may gain Prepared Fire bonus.
• May use Prepared Fire when undertaking Non-Phasing Fire.
• May undertake Construction.
• Must obey the Stacking Limits for Advance Orders.
• May retreat before Shock.

6.16 Attack Orders. An activated combat unit under Attack Orders:
• Uses Attack Movement restrictions [9.24].
• May Move and/or Fire.
• If Firing, gains the Prepared Fire Bonus if phasing (but not moving) or when using Non-Phasing Fire [10.4].
• Is eligible for the Infantry Charge bonus if not firing.
• If Mounted, cavalry may Charge.
• May Refuse [7.3].
• May not undertake Construction.
• May not retreat before Shock.
• Must obey the Stacking Limits for Attack Orders.

6.17 At the start of the game, the Initial Deployment instructions state which Orders apply to a command. If it says “Player’s Choice,” he may choose from any of the three. All other commands must be assigned Orders the first time they are Activated to enter the map (as Reinforcements).

6.18 Artillery is always under Advance Orders, unless the brigade/command is with is under March Orders, in which case it is under March Orders. Artillery never retreats before Shock. Also, see 10.61 for artillery fire/move exceptions to Advance Orders.

6.19 Leaders/commanders are never under Orders. Only combat units are under Orders.

6.2 Brigade Orders Change

6.21 When an AM is drawn that activates a brigade (whether it be a division AM or March AM), each brigade so activated may attempt to change its Orders (III/C/1). This is done before any units of any activated brigade undertake any actions. To attempt to change the Orders of an Activated brigade, the player rolls the die, adjusts it by the Brigadier’s Orders Rating DRM, and consults the Orders Change Table [6.23].

PLAY NOTE: Remember, Orders may be changed by divisions only in the Divison Orders Phase.

6.22 If the Brigadier is stacked with his division leader, add one to the die roll (+1 DRM). If his corps or Overall Commander is stacked with the Brigadier, add two (+2 DRM). Both DRMs may apply.

6.23 The Orders Change Table

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 or Less</td>
<td>Retain and Stand</td>
</tr>
<tr>
<td>2 or 3</td>
<td>Retain</td>
</tr>
<tr>
<td>4</td>
<td>Loose Cannon</td>
</tr>
<tr>
<td>5</td>
<td>Change and Stand</td>
</tr>
<tr>
<td>6 or More</td>
<td>Change</td>
</tr>
</tbody>
</table>

Key:
Retain: Brigade keeps the Orders it has.
Change: Brigade may change to Attack or Advance Orders.
Stand: The units of the brigade may not move this Phase. A “Stand” result does not prohibit a unit from firing, changing facing to fire, engaging in shock, rallying or engaging in construction. However, a unit that stands, but performs an action other than Rally does incur Fatigue. It is still considered an Activation.
Loose Cannon: See 6.24 below.

EXAMPLE: The XXXV Division AM has been selected. General Hackenbush, in command of the 1/3/XXXV Brigade, wants to change his Orders from Advance to Attack. His division commander is too far away to do this in the Division Orders Phase, so Hack must roll a die to effect the change. His Orders Rating DRM, though, is a –1. He rolls the die, getting a 4, which his rating lowers to 3. Hack’s Brigade retains their Orders for that Activation, and operates under those Orders.

6.24 Loose Cannon. If the result is Loose Cannon, the player who was trying to change Orders now consults the Action Profile of the Brigadier in question [Aggressive (A), Normal (N), Cautious (C), or Unreliable (U)] and follows the instructions below.

If AGGRESSIVE, the Phasing player does one of the following:
1. If any unit in the brigade is within 3 MPs of an enemy combat unit, the player places that brigade under Attack Orders and launches a Charge [11.21] with as many units in that brigade as possible. Choice of targets is up to the player.
2. If no unit in the brigade is within 3 MPs of an enemy unit, place the brigade under Advance Orders and move it as far as it can towards the nearest enemy units.

If NORMAL, the brigade retains its Orders.

If CAUTIOUS, the player retreats each unit in the brigade one hex, after which he places the brigade under Advance Orders.

If UNRELIABLE, roll the die, consult the table below, and treat the Brigadier in the appropriate manner listed above:

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>0-2</td>
<td>Aggressive</td>
</tr>
<tr>
<td>3-6</td>
<td>Normal</td>
</tr>
<tr>
<td>7-9</td>
<td>Cautious</td>
</tr>
</tbody>
</table>

6.25 A brigade under March Orders may attempt to Change Orders, as per III/C/1, to any other Orders when the March AM is drawn. If successful, the brigade remains in place and its March Orders are replaced by Advance or Attack Orders. Brigades that change
Orders use their division AMs for the rest of the turn—and suffer no AM usage penalty from such an Orders change.

6.26 A brigade that is under March Orders that is either Shock attacked or undergoes small-arms fire (not artillery fire) is, after all attacks are resolved, immediately placed under Advance Orders. Combat does not effect other Orders.

6.3 Reserve

6.31 Any command (brigade, division or corps) may be placed In Reserve, regardless of its Orders, if it qualifies, as below:

• All units must be out of Line of Sight of any enemy unit and at least five hexes from the nearest enemy combat unit; or
• All units are at least ten hexes away from the nearest enemy combat unit (note that there are no LOS requirements for this qualification).
• If it is a Night Turn, the minimum distance is reduced to five hexes.

PLAY NOTE: The hex range limits are the minimum; it is recommended that, for the safety of your troops, you act with a bit more caution.

6.32 Commands are placed In Reserve in the Reserve Placement Phase at the beginning of the turn. Reserve status is removed:

• VOLUNTARILY: At the end of the turn, in the Recovery Phase.
• INVOLUNTARILY: A brigade whose units are either Shock attacked or fired upon at a range of four hexes or less automatically abandon In Reserve status and enter Advance Orders.

6.33 If all (remaining) units in a command have been Routed [12.5], the command may be put In Reserve by having the brigade leader follow 6.31.

6.34 Commands In Reserve pay no attention to drawn AMs. They may not undertake any actions available to non-Reserve units. Only commands in Reserve may check for Straggler Recovery [16.22].

6.35 During the Replacement/Recovery Phase, units from a command In Reserve do the following:

• Reduce Fatigue [17.0] by two levels.
• Flip all Disordered [12.3] units to their normal side.
• Attempt to recover routed units [13.5].
• Change Orders to Attack or Advance Orders.
• Attempt Straggler Recovery [16.2].

7.0 Facing and Refusal

The direction in which a unit is faced determines which of the surrounding hexes that unit controls.

7.1 Facing

7.11 At the end of movement all combat units under Attack or Advance Orders must be faced towards a vertex (joint) of the hex it is in—not a hexside—as in the top of the diagram below. All combat units under March Orders must be faced towards a hexside, as in the bottom of the diagram below. All units in a hex must face in the same direction.

DESIGN NOTE: The admonition that all units in the same hex must face in the same direction is one that arises purely from a need to keep the game manageable. There is really no "historical" reason why this should be a restriction, so, if both players agree, feel free to ignore it. Be aware, though, that it raises a host of tangential, and entangling, play questions that you are free to resolve on your own.

7.12 Facing determines a unit’s front, flank, and rear.

7.13 A unit may only move, Fire and/or Shock into its Front hexes.

7.2 Changing Facing

7.21 A unit may change facing without actually leaving the hex. A unit may change facing one vertex for each hex it starts in or enters at no cost in MP. Any changes above one vertex (per hex) cost 1 MP. Exception: See 9.53

7.22 Attack Orders Exception. Units under Attack Orders changing facing in a Woods hex incur additional problems (because of their very linear state):

• They pay 1 MP per vertex, unless…
• They wish to change 180°, in which case they only pay 1 MP (to have everybody turn and face in the opposite direction). If stacked, you must switch the stacking order, as the top unit is now the bottom unit.

7.23 Under certain circumstances a unit pays no MP cost to change facing:

• When changing to/from March Orders.
• Road/Trail movement.
• Advance after combat.
• As a Reaction to enemy Movement or Fire.
• Changing one vertex to fire [10.32].

7.24 A phasing unit that starts movement in an enemy Frontal hex may change facing by (only) one vertex in that hex.

7.25 Units suffering certain combat results, or rallying from such results, have the following abilities and restrictions concerning changing facing:

• RETREAT: Unit maintains original facing; no change allowed.
• RALLY: A rallied unit may change facing one vertex upon being rallied.
8.0 Stacking and Extension

Stacking refers to having more than one combat unit in a hex, a function more of tactical usage than how many men can be crammed into a space. Extension is just the opposite, in that it is concerned with the ability of a unit to increase its frontage.

8.1 Stacking Limits

8.11 Stacking limits apply at all times during the turn except during movement (retreats are not movement). There are no stacking limits for leaders or informational markers.

8.12 The stacking limits depend on the Orders applicable to the unit. Stacking also may vary according to the scale of the battle (see individual game’s Battle Book).

March Orders

- INFANTRY: May stack up to 7 SPs of infantry or Dismounted cavalry (as long as they are all from the same brigade). If an individual unit contains more than 7 SPs, the player must use Extended Column.
- CAVALRY: May stack up to four Mounted cavalry SPs in a hex, as long as they are all from the same brigade. If an individual unit contains more than 4 SPs, the player must use Extended Column.
- ARTILLERY: Two batteries, regardless of the number of guns, may occupy a hex. This includes all sections from that battery. Artillery may not stack with other units.

There is no intermingling of unit types when in March Order; artillery may not stack with infantry, etc.

Advance or Attack Orders

- INFANTRY: May stack any two units from the same brigade, up to a maximum of 15 SPs per hex, or any one unit, plus any one battery of any type (Field or Horse). If the infantry is using Extended Lines, one battery may stack in each of the extended unit’s hexes.
- CAVALRY: Up to seven Mounted SPs, if from the same brigade, per hex, or one Mounted unit regardless of strength, plus any one Horse Artillery (MA of 10) battery.
- ARTILLERY: Up to two artillery batteries per hex, regardless of strength, if not stacked with infantry or cavalry. If stacked with infantry or cavalry, artillery is limited to one battery per hex.

8.13 Units under Advance Orders that wish to make use of the movement costs for Roads and Trails [9.43] must use March Orders stacking to do so. It is not necessary to place Extended Line/Column markers [8.4, 8.5]. Instead, keep a number of empty hexes behind larger units.

EXAMPLE: An eight strength infantry regiment would require one empty hex between itself and a following unit; a 15 strength unit would need two empty hexes.

8.2 Stacking and Movement

8.21 During a Movement Phase, each unit must be moved one at a time.

8.22 A combat unit may move through another unit at a cost of 2 MPs (in addition to the terrain). In addition, the moving unit undertakes a UDD [2.6] upon entering the next hex. It adds to that roll the normal cost for entering that hex, if that cost is two or greater. Thus, moving through a unit in a Woods hex will mean a +2 (sometimes +3) DRM to the UDD. There is no DRM if the hex is Clear terrain. The stationary unit does not undertake a UDD. If the moving unit fails the UDD it is Disordered. The unit may continue moving if any MA remains. Also see 2nd Disorder Table.

PLAY NOTE: Given the terrain costs of much of the Woods (+2 or +3), it will be extremely difficult for units to pass through units in that type of hex.

8.23 A unit may move into a hex with another unit, within stacking restrictions [8.12], and end its movement therein. If the moving
unit entered the stationary unit’s hex through a Front or Flank hexside, it is placed on top of the stack. If it entered through a Rear hex, it is stacked beneath the non-moving unit(s). Infantry or cavalry that is moving into a hex with artillery (as allowed by the stacking restrictions) may freely choose to stack either under or on top of the artillery.

**Exceptions:**

1. **THE ARTILLERY Exception:** Infantry or cavalry units may move through artillery units, but not vice versa.

2. **THE ROAD MOVEMENT Exception:** Units moving along Pikes and Roads (but not Trails) may move through friendly units in such a hex, as long as the latter is not under March Orders. If it is, the moving unit may move through the hex by paying the cost of the actual terrain in the hex; in essence, moving “around” the units blocking the Road.

3. **THE BRIDGE/FORD Exception:** If a unit under March Orders occupies either side of a Bridge or Ford, a moving unit may not use that Bridge or Ford.

8.24 Stacking order within a hex may be changed at any time instead of Movement (but only then).

8.25 Units given March Orders may start the phase stacked, as long as they follow March stacking as they move.

8.3 Stacking and Combat

8.31 Maximum Fire Strength per hex:

- Seven SPs of infantry or dismounted cavalry Strength Points may fire out of a single hex, regardless of the actual strength of the unit(s). Thus, if you have a 10-SP infantry unit, you could fire with only 7 SPs.
- Four SPs of Mounted cavalry.
- Twelve artillery SPs can fire out of any one hex.

8.32 Multiple cases of the above apply, such that seven infantry SPs and one artillery battery’s SPs in the same hex can both fire out of that hex. If an infantry and an artillery unit are stacked together, each may fire at separate targets or the same target [see 8.34]. However, they may not combine their fire on the same target.

*Note:* In battles where there are non-artillery units that are split into multiple counters (i.e., -a, -b, etc.) and two or more of those counters are stacked directly under one another, the counters of that unit must combine their fire when firing upon the same target.

8.33 The Fire Frontage Rule. The top-most units up to the limits of 8.31 do the firing. The number of units, or their stacking order, has no bearing on Fire; 8.31-8.32 is the ruling premise. However, artillery may always fire regardless of where it is in the stack.

*EXAMPLE:* When a 5-SP infantry unit is stacked on top of a 9-SP unit, plus a six-gun battery, 7 SPs of infantry (the top unit plus 2 SP of the lower unit) plus the battery could fire out of that hex.

8.34 Massed and Dispersed Targets. If 8 SPs or more of any (non-artillery) type are in a hex, that hex is subject to a Massed Target penalty. A player firing artillery at Shot/Shell Range at a Massed Target gets a +1 die roll adjustment on the Fire Table. Conversely, if artillery fires at hexes where there are 2 SPs or fewer (again, excluding artillery SPs), then apply a Dispersed Target adjustment of –1 to the roll. Hexes occupied solely by artillery receive neither of the above DRM; they do not apply to artillery alone.

8.35 The top unit takes step losses and Disorder results before any other unit. If a top unit becomes Eliminated/Disordered, however, the player must undertake a UDD [2.6] for all other units in the hex.

**Exceptions:**

- If step losses eliminate a unit excess step losses are applied to the next unit in the stack, if any.
- Non-step loss results are ignored; the other units in the stack UDD because the top unit was eliminated.
- This rule does not apply to the results of Shot/Shell artillery fire because all the units in the hex are individually affected by such fire [10.67]. *EXAMPLE:* Artillery fire at a range of five hexes results in a UDD for a stacked hex. The top unit fails its UDD, but the bottom unit passes. Because this was an artillery fire of greater than three hexes, the bottom unit does not suffer another UDD because the top unit failed.
- Stacked units adjacent to a routing unit must all UDD—but further Disorders within the stack do not incur additional UDDs.
- Shock attackers/defenders as per 8.36 below

8.36 During Shock resolution [11.45], stacked units are considered one unit with their strengths combined and the top unit being used for all UDD rolls. Stacked units will attack, defend, advance and retreat together. All such stacked units will suffer/share the results:

- The top unit takes all step losses,
- Retreats apply to all units, and
- Disorder is applied to each unit in the stack.

**Exceptions:** This provision does not apply to Pre-Shock Reaction Fire (each unit fires separately) or to “Green” Attacker Commitment Check (each “Green” unit checks separately).

8.37 Artillery. A battery is always a single unit. If a battery consists of one or more sections all sections must stack together and fight/move as a single unit.

8.4 Extended Lines

8.41 Individual infantry units with 8 SPs or more may extend their presence into an adjacent Flank hex by placing a Extended Line marker in that adjacent hex.

- It must be placed either to the direct left or right Flank of that unit.
- The extending unit may not be stacked with another non-artillery unit, nor can the Extension hex be occupied by another non-artillery unit.
- The hex into which the line is extending must not be adjacent to an enemy unit.
- The MP cost to “move” into the Extension hex must not be greater than 2 MPs.

8.42 The cost to voluntarily Extend or Retract is the same as if that unit moved into the hex. Thus, a unit extending into a Woods hex would use 2 MPs. If an Extended unit is reduced in strength by combat below 8 SPs, it is retracted automatically and immediately. Remove the Extended marker without spending any MP.

8.43 Units with 15 SPs or more may Extend to both sides. As long as both extensions are placed simultaneously, extending to both sides pay only one movement cost to Extend to one side. If the terrain costs on both sides are different, the larger is used. They lose this capability when they drop below 15 SPs.
8.44 An Extended unit occupies both hexes. The base unit and any extensions must all have the same facing. The Extended unit has the following properties:

- For movement it is treated as one, “solid” unit, with points paid for entering the most costly hex. The unit may only move into a frontal hex (as in “A” of the diagram below). Movement Points are paid for the most costly hex entered by any portion of the extended unit. As units may move only frontally, an Extended unit must “pivot” to change its direction (and facing), paying the cost of the hex into which it pivoted (as in “B” of the diagram below).

- An Extended unit cannot use Withdrawal Movement [9.54] or Reaction Facing [9.61]. Extended units may use Refusal [7.3].

- For purposes of Fire and Massed Target determination, an Extended unit has its strength divided among the hexes it occupies as equally as possible (with any left-over points assigned to the actual unit counter).

**EXAMPLE:** An extended 9-SP unit would have 5 SPs in the counter’s hex, and 4 SPs in the Extension hex.

- For Fire, each hex is treated as an individual unit. The diagram below shows the possible maximum Fire SPs per hex(side) from a 10-SP unit (5 and 5) and a double-extended 18-SP unit (6-6-6).

- For Shock, an Extended unit is treated as one “solid” unit, attacking or defending.

8.45 An Extended unit may fire all its (allowable) SPs into any enemy unit in one of its frontal hexes, in essence combining the fire of the “separate” counters, or it may fire each portion separately. Note that, when so combining fire, both hexes must be able to fire into that target hex.

**PLAY NOTE:** This is, in effect, in line with 10.14, which requires separate resolution of each unit’s fire, as the Extended unit is still only one unit. Therefore, a 17-SP unit, even when fully extended (6-6-5), could fire and combine only 12 SPs into an adjacent, defending target, as at least one of the extended sections could not fire at the target, given the hex configurations. It would be able to combine its fire capability if the target were two or more hexes distant, and the “lines of fire” were clear.

8.46 If Shock attacking, an extended unit must attack all enemy units in its Frontal hexes as one Shock attack in accordance with 11.31.

8.47 Extended units advance or retreat as follows:

- If the Extended unit advances, it must do so Extended, unless it cannot do so, in which case the Extended Line marker must be removed before advancing. Extended markers may not be removed voluntarily in an advance. An advance by pivoting the extended unit is allowable as if using Wrap-Around [8.48].

- If either part of an Extended unit must Retreat, it must retreat Extended. If it cannot do so, the Extended Line marker is removed and the unit retreated. If an Extended Line marker is removed, the player makes a UDD [2.6]. If it fails, the unit suffers a Disorder result.

8.48 Wrap-Around. When an Extended Line unit Shock attacks a single-hex enemy unit, and part of the Extended Line is not “in contact” with the enemy (but, if it could move forward, it would be), that half of the Extended unit may move forward (causing the unit to pivot) into the empty hex if:

- The moving part of the extension does not begin its attack in an enemy frontal hex, and
- It would place the defender in one of its Frontal hexes, and
- That hex is not in the Frontal hex of another enemy unit, and
- The extended portion is not Refused.

**PLAY NOTE:** This will probably result in a +3 DRM for attacking through the Flank.

8.49 After the result of the Shock is applied, an attacker using Wrap-Around is immediately retracted and removes the Extended Line marker. This takes place before any advance, retreat or Continued Shock, etc.

**EXAMPLE OF WRAP-AROUND:** Defender in 3311 facing west; attacker in 3109-3110, Extended, facing east. Attacker moves into 3210-3211 to Shock. The “3210” portion is not in contact with the defending unit but it may become so by moving the half that is in 3210 into 3310.

8.5 Extended Columns

**EXAMPLE** Individual infantry units of 8 SPs or more, and individual cavalry units of 5 SPs or more, under March Orders, (including March Order stacking for using Trails), must Extend one hex to the Rear, to represent the length of that column. An individual unit with 15 SPs or more must Extend two hexes to the Rear when at full strength. Place the Extended Column marker, as illustrated below. It too, is treated as part of that unit (as if they were one).
 Extended Column markers may be removed voluntarily only at the beginning of a command’s Activation, or, if the unit is Shock attacked, at the conclusion of the Shock (Advance Orders are applied).

**Example:** An 8-SP infantry is in 2122, Extended into 2123. It Shock Assaults an enemy infantry unit in 2223, causing it to retreat. The unit may advance after combat by moving directly ahead, into, say, 2222-2223, or it may pivot into the abandoned 2223, leaving the Extender in 2123. The Extender, of course, has its facing adjusted to reflect its flank extension.

Note: It is allowable for units under March Orders that are traveling along a Pike/ Road/Trail to extend to the Rear in conformance with the Road. With two-hex extensions or several consecutive extended units moving by Road, this can result in a “serpentine” column that follows the Road. In such cases, the column has only one Front and Rear hex (at the beginning and end of the column); all other hexes are flank hexes. This also applies to non-Road/Pike/Trail column movement.

**9.0 Movement**

**9.1 Movement Allowance**

9.11 Each combat unit has a Movement Allowance (MA) printed on its counter. Leaders do not have a printed MA—it is 10 for Brigadiers and division leaders, and 40 for corps and army commanders.

9.12 The MA represents the total number of Movement Points (MPs) that the unit may use in a phase; the use of which may vary according to the Orders under which a unit is operating.

9.13 Units expend MPs to enter hexes and cross hexsides, moving into adjacent, contiguous hexes. These MPs may not be saved or transferred in any way. A unit need not use all of its MA. The player may choose to expend fewer; he may never expend more.

9.14 Dismounted cavalry uses infantry movement costs and “horse artillery” uses artillery movement costs.

**9.2 Movement Modes**

9.21 There are three different modes of Movement, corresponding to the Orders under which a unit is operating. The entire brigade must use the type of Movement corresponding to its Orders.

**9.22 March Movement.** An activated combat unit under March Orders uses March Movement, as follows:

- It may move into a hex with any type of terrain.
- It may not move adjacent to an enemy unit.
- It may not move into any hex that is within four hexes and within Line of Sight [10.2] of an enemy combat unit at any time during, or at the start of, movement. A March Orders unit starting its move within four hexes and LOS of an enemy unit must change orders in order to move.
- The MP cost for Pikes and Roads (but not Trails) is halved (to ½ MP per hex).
- It may be activated only by the March AM; the division AM does not affect them [5.35].

**9.23 Advance Movement.** An activated combat unit under Advance Orders uses Advance Movement, as follows:

- It may not move voluntarily adjacent to an enemy combat unit other than artillery (**Exception:** A unit under Advance Orders may cross a Bridge or Ford to move adjacent to an enemy combat unit. It cannot shock attack, however, until its next Activation).
- It may use Roads, Trails, Pikes, Bridges and/or Fords (which will speed movement [9.43]).

**9.24 Attack Movement.** An activated combat unit under Attack Orders uses Attack Movement, as follows:

- Its Movement Allowance is halved, rounding up.
- It may not use Road, Trails or Pike movement costs; instead it uses the MP cost of the terrain in the hex.
- It may not use Bridges or Fords as part of movement [9.44].
- If Artillery is attached to a brigade under Attack Orders, it moves as if under Advance Orders [6.18].

**9.3 Leader Movement**

9.31 A brigade or Artillery leader may move with his combat units when that command is activated. A Brigadier may move only once per Phase; i.e., he must undertake all of his movement at one time; he may not break up his movement into sections. The MA of a leader/commander is unaffected by the Orders of its Commands. Leaders always use the best available movement rate for movement and command.

9.32 A division leader may move during the Activation of one of his brigades, once per division AM.

9.33 Corps and Overall Commanders may move (voluntarily) only in the Commander Movement Phase. However:

- If a corps commander uses more than ten of his allowed 40 MPs, his Command Range is reduced to 10 (only units “stacked with” the corps commander would be In Command).
- If an OC uses more than 10 of his allowed 40 MPs, he may not use his Initiative Rating for any purpose.

**9.34 Brigade and Division Leader Movement Allowances.** Leaders do not have their Movement Allowance (MA) printed on the counter; it is ten (10) for all brigade and division leaders.

- Brigade leaders move when their brigade is activated.
- Division leaders move when their division is activated, during the Action Phase of any one brigade.
9.4 Terrain and Movement

This section applies to all games within the system, generally. Specific terrain rules can be found in the Battle Book.

9.41 The type of terrain in a hex dictates the cost to enter (such as Woods) or to cross (such as Stream or Slope hexsides), depending on the unit type moving. For example, it may cost an infantry unit 2 MPs to enter a Woods hex, whereas it will cost an artillery unit 4 MPs to do the same. Most terrain types are self-explanatory; those that require elaboration are discussed below or in the Battle Book.

9.42 If a unit does not have the necessary MPs to enter a hex—for whatever reason—it may not enter that hex.

Exception 1: A unit may always move one hex (including any and all facing changes) as long as it would have been able to enter that hex using its full, printed MA and does not move adjacent to an enemy unit.

Exception 2: A unit under Attack Orders may always move one hex (including any and all facing changes) into a hex adjacent to an enemy unit provided it neither Shocks nor Fires during that activation and it would have been able to enter that hex using its full, printed MA.

Prohibited hexes or hexsides may never be entered or crossed via these exceptions.

9.43 Pikes, Roads, Trails, Fords and Bridges help speed movement (as long as the moving unit adheres to March Order stacking [8.12]).

- For units in March Order, the cost to enter a Road or Pike hex is half a MP [9.45]. All other costs are as listed for the terrain on the Terrain Effects Chart.
- Units under Advance Orders use printed Pike, Trail, Ford and/or Bridge movement costs.
- Units under Attack Orders may not use Roads, Pikes, Trails, Fords and/or Bridges. They must use the cost of the terrain in that hex.
- Artillery is always under Advance Orders and therefore may use the movement cost benefits of Road, Pikes, Trails, Fords and Bridges.

9.44 When being used:

PIKES AND ROADS: Pike and Road movement rates apply regardless of the terrain, including elevation changes [8.12] and are not subject to disorder from terrain [9.47].

DESIGN NOTE: Although Pikes were macadamized and Roads were packed dirt, tactically they had the same effect (unless it rained).

TRAILS: Trail movement rates are one-half the non-Trail rate for the terrain in the hex and are not subject to disorder from terrain [9.47]:

- Round down, to a minimum of 1 MP, if under March;
- Round up, if under Advance (and obeying stacking limits [8.13]).

EXAMPLE: If Woods terrain would normally cost 5 MPs for a moving artillery unit, using a Trail costs 3 MPs.

Note: Trail movement costs may vary by game—the Terrain Effects Chart has precedence.

BRIDGES: Units may not move (as part of “Movement”) across a Bridge if under Attack Orders. However, they may Shock Attack across the Bridge under those Orders, and, if the result allows, advance across that Bridge [see also 6.15 and 9.23].

FORDS: They may be used under March or Advance Orders; units under Attack Orders may not move using Fords, but they may attack and advance across the Stream or River through the Ford hexside. The cost to use Fords is often singularly appropriate to the specific battle. See the Battle Book and the game’s Terrain Chart.

9.45 Units gain the benefit of Roads, Pikes, Trails, Fords and Bridges, when available, only if they enter such a hex from a

EXAMPLE OF MOVEMENT AND REACTION: All phasing units are under Attack Orders. Unit A is an artillery unit which cannot move any closer to enemy units [9.55]. Unit B uses Withdrawal Movement to back up two hexes without changing facing [9.54]. Unit C moves into the rear of the enemy. Enemy Unit X may conduct Reaction Facing Change [9.61] and rotates one vertex. Enemy Unit Y cannot change facing because it is in the Frontal hex of another enemy unit. Unit D moves directly across the frontal hex of an enemy unit which is allowed [9.53], however, it must stop after that first hex. Unit E moves adjacent to an enemy cavalry unit which triggers Moving Reaction [9.63]. The enemy cavalry unit may move one or two hexes and then undergoes a UDD. Unit E may continue moving. Unit F cannot use the Road rate through the Woods because Roads may not be used by units with Attack Orders.

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connects Road hex. In addition, units using these paths, do not pay any MPs to change facing during movement as long as they are moving from one Pike/Road/Trail hex directly into another, connected Pike/Road/Trail hex.

9.46 The GBACW system uses a graduated Elevation system to represent changes in terrain height. In doing so, we have determined that whereas some changes in elevation are so gradual as to be imperceptible, others are not so. As the representation varies from game to game, depending on the elevation scale adopted, see the Battle Book for specifics.

9.47 Certain terrain, as shown in the Terrain Effects Chart, carries with it Disorder possibilities:

• If a unit enters or crosses terrain with a “D,” that unit is automatically Disordered the instant it enters/crosses that hex/hexside (and remember the reduced MA of a Disordered unit [12.33]).
• If a unit enters or crosses terrain with a “dr,” that unit undergoes a UDD [2.6] the instant it enters/crosses that hex/hexside. If the roll is higher than its Cohesion Rating, the unit is Disordered.

Note: A unit using a Pike/Road/Trail does not check in either instance.

9.5 Enemy Units and Movement

9.51 A friendly unit may never enter a hex containing an enemy combat unit.

9.52 Only units under Attack Orders may move adjacent to an enemy infantry or cavalry combat unit. Units under Advance Orders may move adjacent to artillery.

Exception: If the hexside between the non-phasing and phasing unit is un-crossable (e.g., a river), this prohibition does not apply.

9.53 A combat unit must cease movement for the Phase when it moves adjacent to an enemy combat unit, even if separated by what would be impassable terrain. Because it ceases movement upon moving adjacent, that means it may not change facing after entering that hex. A unit that starts an Activation Phase adjacent to an enemy unit may move away from that unit as long as it changes facing by only one vertex before moving. A unit starting its Activation adjacent to an enemy unit may move directly to another hex that is adjacent to the same (or another) enemy unit, whereupon it ceases movement.

9.54 Withdrawal Movement. Units under either Advance or Attack Orders may use Withdrawal Movement (WM) as their movement for that Activation. Extended units may not use WM. Units using WM may not fire. Also, see Withdrawal Fire [10.44]. When using WM, a unit may move backwards (no facing change) a maximum of two hexes. However, if any hex into which the unit wishes to withdraw would cost more than 1 MP to enter, the unit undergoes a UDD [2.6] as it enters each hex, earning a +1 DRM for each MP in excess of one per hex required to enter those hexes.

• If the unit “fails” it is Disordered.
• If a Disordered unit fails, it may not enter the second hex; it remains Disordered in the first WM hex.

EXAMPLE: An infantry unit withdraws two hexes, both Woods. Woods has a normal cost of 2 MPs. The player rolls the die, adding +1 for each Woods hex to get the UDD result. If the infantry unit is already Disordered (either beginning the Activation Disordered or as a result of Withdrawal Fire) and fails the WM UDD, it may not enter the second Woods hex.

9.55 Artillery units may not move voluntarily within three hexes and LOS of an enemy unit. Artillery that starts Activation within three or fewer hexes may not move closer, unless such movement is into a hex occupied by a friendly infantry or cavalry unit.

DESIGN NOTE: This is a “doctrine” rule; not a “what happens” rule. It is there to reflect how these batteries were used; they are Civil War artillery units, not WW II tanks.

9.56 No unit may leave the map voluntarily. Units forced to leave the map are eliminated. (Some battles have exceptions to this.)

9.6 Reaction Movement

A non-phasing infantry or cavalry unit may move during an opponent’s phase as “Reaction” to what is happening.

9.61 Reaction Facing Change. A non-phasing combat unit may change facing in reaction to movement by, or fire from, an enemy unit.

• Any enemy movement, including advance after combat and Continued Shock, that brings the latter adjacent to the non-phasing unit, may trigger a Facing Change.
• Enemy Fire from a hex outside the non-phasing combat unit’s front may trigger a Facing Change. A unit may Return Fire after a facing change [10.42].
• Extended units cannot change facing via this rule.

9.62 A unit eligible to use Reaction Facing Change:

• May change only one vertex.
• May do so only once per enemy Brigade Activation.
• Undergoes a UDD [2.6] when it does so (infantry and cavalry only, not artillery). If it fails, the unit suffers a Disorder result.
• Incurs no MP cost to do so (as it is not a phasing unit).
• May not do so if it is already in the Frontal hex of another enemy unit.
• May not do so if it is Refused.
• If artillery, it is subject to a –2 DRM for any subsequent Return Fire or Approach Fire.

9.63 Moving in Reaction. Mounted Cavalry has the additional capability of Moving in Reaction to enemy movement. The affected cavalry may move, using retreat rules, one or two hexes. A mounted cavalry unit already in the Frontal hex of another enemy unit may not reaction move. After moving the unit:

• If not disordered, undergoes a UDD [2.6]. Add the cavalry MP cost of each non-clear hex entered to the roll. If it fails, the unit suffers a Disorder result.
• If disordered, it loses one SP.
• Incurs no MP cost to do so (as it is not a phasing unit).

9.64 The decision to Move in Reaction is announced before the phasing unit moves adjacent. Thus, the reacting cavalry is not susceptible to Withdrawal Fire [10.44].

9.65 If Mounted Cavalry chooses to Move in Reaction, the phasing unit may keep moving, if it has MPs remaining.

PLAY NOTE: Theoretically, the cavalry can keep retreating if the phasing unit keeps advancing. This could happen even when the phasing unit is Mounted. However, each time the non-phasing unit so retreats it could incur Disorder; and, in the face of oncoming cavalry, that could be most problematic.
9.7 Reinforcements

9.71 In most games in the GBACW system, reinforcements enter through the map edge hexes listed in the scenario. Arriving units are given specific Orders—in the Orders Segment—prior to their arrival, and use that Movement mode to enter.

9.72 If more than one unit enters through the same hex, the first unit pays the cost of the entrance hex, the second its cost plus that of the first, and so on. Reinforcements may not enter the map by moving into a hex occupied by enemy units, but they may move adjacent to an enemy unit. No unit may enter an enemy Entrance hex.

PLAY NOTE #1: The “chain” effect, above, is very important when bringing in large numbers of units, which happens fairly often.

PLAY NOTE #2: Yes, the enemy movement restriction is a mite artificial. However, consider the alternative.

9.73 Arriving units that are not able to make it onto the map because of unit crush simply come onto the map during the next Activation Phase for that command. This should not be a problem when using March Orders.

9.74 Some reinforcements are restricted as to the number of Activation Phases they may undertake in the turn in which they enter. This applies even to entering reinforcements using March Orders.

EXAMPLE: A unit arriving under March Orders stated to have only one AM allowable for its turn of entry may move only the equivalent of one Activation.

9.75 Some reinforcements have Priority Numbers, indicating they must enter before the next group of units.

10.0 Fire Combat

Combat is divided into two parts: Fire and Shock. Fire is undertaken either as part of (or instead of) Movement, or in Reaction to enemy movement or fire. Shock is effected and resolved after all movement and fire has been completed. The combat units use their Strength Points for both Fire and Shock.

10.1 Basic Fire Concepts

Fire combat is of two types: small arms and artillery.

10.11 Units may fire at the enemy when:

• Activated and under Attack Orders (in addition to Movement).
• Activated and under Advance Orders (instead of Movement).
• In reaction to certain enemy actions (but not while under March Orders).

10.12 A unit may fire at any enemy unit within the Range of its Weapon Type and within its Line of Sight [10.2]. The Range is the number of hexes from the firing unit to the target, counting the target unit’s hex but not the firing unit’s hex.

10.13 No unit is ever required to fire; fire is always voluntary. However, each phasing unit must complete its movement/fire before any other phasing unit starts.

10.14 Each unit fires separately; two units may not combine fire. The maximum fire allowed from a single hex is based upon SP type firing, regardless of the actual strength of the unit(s):

• Seven SPs of infantry or Dismounted cavalry Strength Points may fire out of a single hex, regardless of the actual strength of the unit(s). Thus, if you have a 10-SP infantry unit, you could fire with only 7 SPs.
• Four SPs of Mounted cavalry.
• Twelve artillery SPs can fire out of any one hex.

Exceptions:

• An infantry unit in Extended Line may combine fire from its constituent hexes, as it is a single unit. [8.45]
• Artillery fire may be combined [10.63].

10.15 A single unit—and this includes a unit in Extended Line—may split its fire among all possible targets in its Frontal hexes. Such splitting must be done as evenly as possible.

EXAMPLE: A 5-SP unit with an enemy unit in each Frontal hex, may fire all 5 SPs at either unit. Or, it can split fire, directing 3 SPs at one hex and 2 SPs at the other. No other combinations are possible.

10.16 Each Weapon Type has a Maximum and Prepared Fire Range, listed on the Range Effects Chart. No unit may fire at a target that is outside its maximum range. All fire must be through a unit’s Frontal hexes, as depicted below:

```
    Ranged Fire
    +1 +1 +1
    Rear Rear Rear
    +2 +2 +2
    Flank Flank Flank
    +1 +1 +1
    Rear Rear Rear
    -2 -2 -2
    Flank Flank Flank
    -3 -3 -3
    Ranged Fire
    +1 +1 +1
    Rear Rear Rear
    +2 +2 +2
    Flank Flank Flank
    +1 +1 +1
    Rear Rear Rear
    -2 -2 -2
    Flank Flank Flank
    -3 -3 -3
    Ranged Fire
```

EXAMPLE: Units with “R” weaponry (rifled-muskets) have a maximum range of 5, and a Prepared Fire Range of 2; and those with “M” (muskets) have a maximum range of 2 and, for Prepared, 1.

10.17 To resolve fire, the player determines the number of Strength Points and rolls one die, cross-referencing the roll with the Fire Strength on the Fire Table. The roll may be modified by several DRMs, all listed in 10.7 and on the Fire Table. The results are applied immediately [12.0].

NOTE: If there is Return Fire [10.42] non-artillery units will fire before the effects of the fire are applied; artillery units will apply the results before they return fire [10.45].

10.2 Line of Sight

DESIGN NOTE: We’ll try to keep this as simple and basic as possible, knowing full well that it is impossible to cover every angle. There are sure to be anomalies; try to solve them based on the underlying principles these rules portray.

10.21 Units firing at a target two or more hexes distant may fire only at targets to which they can trace a Line of Sight (LOS); they must be able to “see” the target. LOS is traced from the center of...
the firing hex, through the Front of the unit [7.11] to the center of the target hex.

10.22 Certain terrain hexes block LOS (see Terrain Effects Chart). If the LOS is blocked, fire is not possible. Blocking terrain hexes can always be fired into, but never through. Consequently, you can almost always fire through Frontal hexsides into an adjacent hex.

Note: Battle Rules may amend this; e.g., Sheer slopes in Battles with the Gringos!

10.23 The following may block LOS, depending on their location:
- WOODS: Woods are treated as being one full level higher than the actual hex elevation. However, Orchards do not block LOS.
- TOWNS: Towns are treated as being one full level higher than the actual hex elevation.
- COMBAT UNITS: Infantry or cavalry units (but not artillery, which never blocks LOS) are treated as being one-half level higher than the hex in which they are.
- ELEVATION CHANGES: There are two types of elevation changes:
  - Gradual: One elevation change to an adjacent hex without any slope hex sides.
  - All Other: One or more elevation change to an adjacent hex with a Minor, Steep or Sheer slope hexside.

10.24 Intervening Blocking Terrain:
- If both firing and target hex are on the same or different level, LOS is blocked by any intervening terrain with an elevation higher than both units.
- If both firing and target hex are on different levels LOS is blocked by any intervening terrain higher than the lower unit and closer to the lower unit (halfway or equal distant is closer).

SLOPE LOS EXAMPLE: In the diagram above, A can see W-Z; B can see X-Z; C can see Y-Z; and D can see Z. This applies in both directions. If the steep slope hexside is instead a gradual slope hexside, A & B can see W-Z; C can see X-Z; and D can see Y-Z.

10.25 Reciprocal Nature of LOS: LOS is always reciprocal—if the Firing unit can see the target, then the target can see (and fire on) the firing unit. Exception: See 10.26.

10.26 Combat Units and LOS: Intervening infantry and cavalry blocks LOS for small-arms fire, and artillery fire at ranges of 1-3 hexes. Given no intervening, blocking terrain, combat units block LOS for artillery firing at a range of four or more hexes, if such units are within two hexes of the target (and, of course, in the line of fire).

10.27 If LOS runs along the hexside of a hex that blocks LOS, the LOS is blocked. (Accurate? No sir. But it stops arguments.)

10.3 Phasing Fire
Phasing Fire applies to activated units (i.e., it is their “turn”).

10.31 A phasing unit may fire only once per Activation.

Exceptions: Certain battles in the series have exceptions to this, usually for units armed with Repeating Rifles, as well as for Artillery Rapid Fire [10.68].

10.32 A phasing unit may fire when it is Activated under the following Orders:
- ATTACK ORDERS: It may fire once during its Activation, at any time before, during or after Movement.
- ADVANCE ORDERS: It may fire once, instead of movement. However, it may change facing one vertex to effect fire.

10.33 The following units may not use Phasing Fire:
- Units under March Orders.
- Units under Advance Orders that Move.

10.4 Non-Phasing Fire
Non-Phasing Fire refers to opportunities for non-phasing units to fire at activated enemy units that are threatening them in some way. There are four different types of Non-Phasing Fire: Return Fire, Pre-Shock Fire, Withdrawal Fire for infantry/cavalry, and Approach Fire for artillery.

10.41 Non-Phasing Fire is available to units under Advance and Attack Orders; it may not be used by those under March Orders.

10.42 Return Fire. If fired upon by phasing enemy units, non-phasing infantry or cavalry units may fire back at the hex from which the phasing fire originated, if it can do so (frontal hexes, range, and LOS all being taken into consideration). A unit may use Return Fire only once per enemy Brigade Activation. Return Fire is simultaneous with the fire that triggered it: both sides fire before results are applied.

EXAMPLE: If a non-phasing unit is fired on by two enemy units, the non-phasing unit (facing permitting) may either fire back at one of those phasing units, or split its fire against the two.

Exception: If reaction facing [9.61] occurs prior to Return Fire, the attacker’s fire is resolved before the defender fires. This exception only applies if the Phasing fire that triggered the Return Fire also triggered the Reaction Facing change.

10.43 Pre-Shock Fire. A non-phasing infantry or cavalry unit may fire at its attackers during Shock Resolution [11.38]. Pre-Shock Fire is not available to defenders against Continued Shock if they were previously Shocked that segment, or are in the Frontal hex of another (enemy) unit.

10.44 Withdrawal Fire. Whenever an enemy unit during Movement attempts to leave a non-phasing infantry or cavalry unit’s Frontal hexes, the latter may Reaction Fire before the enemy unit leaves. All eligible units fire before the phasing unit moves, but after any facing changes. This fire is possible only during voluntary movement, not during Retreats. Any failed UDD, D or step loss limits the withdrawal to one hex. Any Additional Disorder is handled as per the 2nd Disorder Table.

10.45 Non-phasing artillery may fire as follows:
- RETURN FIRE: As in 10.42. However, the artillery’s Return Fire is resolved after the enemy fire is resolved.
• PRE-SHOCK: As in 10.43.
• APPROACH FIRE: Artillery may fire at an enemy unit (LOS/facing permitting) that moves anywhere within three hexes of the guns. It may do this only once per Brigade Activation Phase.

PLAY NOTE: Remember, artillery may always fire, regardless of where it is within a stack of units. This means that if a stack with infantry on top receives fire, then both the infantry and the artillery beneath may return fire.

10.46 Phasing units never get to use Non-Phasing Fire in any form.

10.5 Prepared Fire

10.51 Each small-arms (i.e., non-artillery) weapon type has a (reduced) range within which it may gain the DRM benefit of Prepared Fire (see the Range Effects Chart). Units may not gain the Prepared Fire DRM outside that Range.

10.52 Prepared Fire may be used (only) by:

• Phasing, non-moving, non-disordered infantry (but not dismounted cavalry) units under Advance or Attack Orders, instead of moving.
• Non-phasing, non-disordered infantry and dismounted cavalry under Advance or Attack Orders [10.4].

10.53 Units that are eligible for Prepared Fire have one added (+1) to the die roll when resolving fire.

10.6 Artillery Fire

For the most part, the mechanics for artillery fire and small-arms fire are the same: roll the die, adjust the die roll for range, etc., and find the result. There are, though, some rules specific to artillery.

10.61 Artillery may move (once) and fire (once) in the same Activation. However, the following penalties/restrictions apply:

• Guns that fire have their MA halved for that Activation.
• Guns that move suffer a –2 DRM when they do fire.
• Moving batteries that exceed half their MA may not fire.
• Disordered artillery may not Fire; it may move.

10.62 Artillery batteries may use Phasing Fire either when activated as part of a brigade (one In-Command battery only), or when their Artillery leader is activated.

10.63 Combined Fire. Generally, individual artillery counters each fire separately. Guns that are stacked in the same hex may combine their fire at ranges of four hexes or greater. Different batteries, even those in the same hex, that are firing at ranges of one to three hexes (canister/grapeshot), may not combine fire, although guns sections from the same battery may combine.

DESIGN NOTE: This rule may be changed for individual battles, usually in terms of Barrage (see Battle Book).

10.64 If there is more than one type of gun in a battery, and the DRM for the range is different for each, use the worst DRM for all. This also applies to Combined Fire.

10.65 Individual artillery batteries, or sections, may split fire [10.15] into more than one hex, if it has more than one possible target.

10.66 If an artillery battery is alone in a hex, and it is in the Frontal hex of an enemy unit and wishes to fire, it must, if it can, fire at that enemy unit. Artillery using Return Fire, like any other defending unit, must fire at its attacker (if it can).

10.67 Artillery Range Issues

• Canister/Grapeshot vs Shot/Shell: Artillery used different types of ammunition, depending on the range to the target:
• Artillery fire at one, two or three hexes (canister and grapeshot) is resolved as small-arms fire.
• Artillery fire at a range of four hexes or greater uses the Artillery Fire Table. It affects all units individually and equally in the target hex [8.35 Exception].
• Artillery And High Ground: If an artillery unit is firing “downhill”—the target is at a level lower than the firing guns—add one to the roll. Artillery may not fire into an adjacent hex if it is two or more levels higher or lower than the firing hex. Note: Battle rules on terrain take precedence. The reverse—firing downhill—is also true.

Note: Battle rules on terrain take precedence.

10.68 Rapid Fire. Smoothbore cannon-artillery types noted with an (RF) on the Range Chart; e.g., “N”—may use Rapid Fire to increase their firepower at ranges of one, two or three hexes. However guns that moved (excluding changing facing) may not use Rapid Fire. Procedure:

• Cannon using Rapid Fire may fire twice per Phase (whether it is Phasing or Non-Phasing Fire).
• When using Rapid Fire, if an adjusted 0, 5 or 10 is rolled on either shot, the guns are Disordered after firing both shots (this represents overheating, overuse of available ammo, etc.).

Rapid Fire is declared before any die roll and applies even if there is no remaining eligible target for the second shot.

10.69 The Ammo Rule. Any time a player rolls an adjusted 5 (and, when using Rapid Fire, an adjusted 0, 5, or 10) the firing guns are all Disordered.

DESIGN NOTE: We have eliminated the Supply Rules. However, each game has specific rules relating to use of Barrage.

HISTORICAL NOTE: The drop-off in capability over 1000 yards is not because of any problem with the guns themselves. Sight-effective range for virtually all guns in this period was around 1000 yards. Anything farther than that was out of visual range, at least in terms of sighting.

10.7 Small-Arms Fire vs. Artillery

10.71 When small-arms units (or artillery firing Canister/Grapeshot at a range of three hexes or less) fire against any hex containing enemy artillery, the following occurs:

• If the artillery is stacked with and beneath infantry/cavalry, the “protecting” infantry (or cavalry) suffers any/all step losses first. If the protecting infantry/cavalry is eliminated, then the artillery unit(s) take the remaining step losses.
• If the artillery is on top (or alone in the hex), it takes step losses as listed [10.72]. All other results, other than No Result, are treated as “D.”

10.72 Strength Point losses from small-arms/grapeshot fire are treated as the loss of one gun per Strength Point loss.

DESIGN NOTE: In reality, it is the crew loss that makes operation of that gun impossible, the gun being abandoned.
10.8 Fire Die Roll Modifiers

10.81 The die roll to resolve artillery or small-arms fire may be modified by various conditions. All DRMs are cumulative.

+/-? Range effects (see the Range Effects Chart).

-? Terrain effects (see the Terrain Effects Chart). This includes defending behind Breastworks [15.1].

+1 Small-arms fire from directly “behind” Breastworks (not for arty firing as small arms at 1-3 hexes).

+/-1 Massed or Dispersed Target [8.34], applies only to Shot/Shell artillery fire.

+1 If target is non-phasing (only) mounted cavalry.

-1 Mounted cavalry Firing.

+1 Prepared Fire [10.5].

-1 Disordered unit Firing.

+1 Flanking Fire. If a target incurs fire through a Flank hexside. This does not apply when:

• The target is in March Mode, or

• The fire is artillery (shell) at four hexes or greater.

+1 Artillery Fire at a lower-level target.

-2 Artillery Fire in same phase in which it Moved.

-1 “Green” Infantry Firing.

-? Night Turn Fire [16.1].

-2 Dawn or Dusk Firing [16.11].

-2 Artillery non-phasing fire after a facing change.

A General Terrain Note: The Terrain adjustment for firing up or down certain Slopes applies regardless of where the Slope actually is; it need not be adjacent to either the firing or target unit. (Firing at significant level changes affected “aim,” whether this was up or down.)

10.82 Combined Small Arms (Non-Artillery) Fire [Optional]: Active non-artillery units in different hexes may combine fire at a single target. The DRMs are determined for each firing hex individually and the least favorable total DRM is applied to the entire attack.

10.9 Ammo Supply and Recovery [Optional]

DESIGN NOTE: This is an optional rule foremost for the fact that it means putting another layer of markers on the counters, which many of you do not like to do. We recommend it to players who like an added level of realism and enjoy the challenge of getting an army to do what you want it to do. Ammo Depletion DRM markers are not supplied with River of Death and Three Days of Gettysburg II.

10.91 Whenever an infantry unit fires and rolls a 5 (that is, an adjusted roll, not a natural roll), it incurs a DRM of –1 to its Fire DR. If it is already at –1, it becomes –2; if at –2 it goes to –3; if at –3 it goes to Out of Ammo (with no firing allowed).

10.92 A unit may reduce its Ammo DRM by undergoing a Rally Action. The Ammo DRM may be reduced by one (e.g., a –3 to a –2, or an Out of Ammo to a –3) for each such Rally it undergoes. Ammo Recovery Rally is in addition to any other type of Rally undertaken that Activation. Ammo Recovery Rally is automatic—no UDD required.

10.93 Units adjacent to an enemy unit are not eligible for Ammo Recovery.

11.0 Shock Assault

The term “shock” simulates hand-to-hand, charge-and-assault. Although there is some firing going on, most of what is happening is an initial, short charge, followed by a rather disorganized melee intended to get the other guy to abandon his position. Shock was intended to take advantage of the casualties and disorder caused by fire. In itself, it caused few losses; but when effective, it could throw an enemy unit, teetering on the edge of indecision, into a widespread loss of cohesion (if not headlong flight), rendering it ineffective for a long time.

11.1 Basic Shock Concepts

11.11 General Shock Procedure:

1. Designate all targets of Shock and Charges [11.31].


3. “Green” Attacker Commitment Check [11.36].

4. Defender’s Pre-Shock Cohesion Check [11.37].


Each of the above steps must be undertaken in the order listed, and each step must be completed—for each unit—before the next is undertaken. Other than that, players may choose whichever units they wish to go first, second, etc.

Exception: Step 6 is resolved left-to-right or right-to-left down the line.

11.12 Shock is resolved after all movement and fire is completed by units of that brigade for that phase. A unit is eligible to Shock Attack if:

• It is under Attack or Advance Orders, and

• It is from the brigade that was active in that phase, and

• It did not undertake Rally or Construction, and

• There is an enemy unit in a Frontal hex.

• And, there is no hexside terrain feature prohibiting movement between the attacker and defender hexes.

PLAY NOTE: Yes, units under Advance Orders may not move adjacent to non-artillery enemy. But they may find themselves adjacent and, in those circumstances, may elect to Shock.

11.2 Requirements for Shock

Whether a unit “must” or “may” Shock varies, as follows:

11.21 The following units in these circumstances must Shock Attack:

• INFANTRY CHARGE: Infantry or Dismounted cavalry under Attack Orders in that Phase that moved (they must have moved) adjacent to an enemy unit and did not fire. An infantry Charge carries with it a +1 DRM in favor of the attacker (the +1 DRM does not carry over to Continued Shock).

• MOUNTED CAVALRY CHARGE: Charging mounted cavalry [11.5].

Note: If units are stacked, then both must Charge to gain the Charge DRM.
11.22 The following units may Shock Attack:

- Any unit that falls under 11.12 that is not under “must,” above [11.21]. This includes Disordered units, which are eligible to Shock (with a penalty for being Disordered).

### 11.3 Pre-Shock Resolution

The sections below refer to the steps of the General Shock Procedure [11.11].

#### 11.31 Step 1: Target Designation

In the Target Designation Step, the attacker must designate which enemy units are being attacked by which attacking units. All non-phasing units in the Frontal hexes of a designated attacking unit must be the subject of a Shock attempt by at least one attacker.

#### 11.32 Combining Strength

The following principles apply to determining when attacking units may combine their strengths in one attack:

- Adjacent infantry and/or Dismounted cavalry may combine to shock the same defender. If they are not adjacent to each other (or one other) they may not combine.
- Conversely, one attacker must shock units in each of his frontal hexes, combining the strength of the defenders.
- Charging cavalry may never combine strength, neither with foot nor with other cavalry.
- A shocking unit may not split strength; that includes an Extended unit.
- A defending unit may end up being Shock attacked more than once (e.g., by two attacking units not adjacent to each other). One attack is resolved, then, if the defender is still in place, the latter is resolved.

As long as all defending units in Shock-designated hexes are targeted, there is no other requirement. Use the Shock markers to indicate attackers and targets, removing them as the combat proceeds.

**EXAMPLES:** In the diagram above, the following principles apply to Attacker “A”:

- A1, A2 and A3 may not combine to attack D1 and D2 because A3 is not adjacent to A1.
- A2 may attack both D1 and D2, with A1 and A3 not attacking anyone.
- If A2 (with or without A3) attacks D2, then A1 must attack D1.
- If A1 attacks D1, and A2 attacks D2, then A3 need not attack, as all defenders are “covered.”

#### 11.33 Step 2: Retreat Before Shock

Non-phasing infantry and cavalry about to be shock attacked by infantry may Retreat Before Shock:

- Infantry or Dismounted cavalry move one hex away from the attacker, maintaining facing.
- Mounted cavalry move up to two hexes, maintaining facing.

**PLAY NOTE:** This is different from 9.63, Cavalry Reaction Movement, as that is in reaction to movement and takes place before any combat can occur; the above is reaction to a shock attack. Thus the cavalry has two chances to choose discretion over valor.

The following may not Retreat Before Shock:

- Units under Attack Orders,
- Units under March Orders,
- Artillery units, and
- Any unit being Shock attacked by Mounted Cavalry, whether it is charging or not.

Disordered units may retreat before infantry Shock, after which they undergo a UDD [2.6]. If the unit fails, check the 2nd Disorder Chart.

11.34 A unit retreating towards a friendly-occupied hex it normally could not enter because of stacking restrictions may use Displacement [12.47]. A retreating unit may not enter an enemy Frontal hex, unless stacking with a friendly unit (if allowed).

11.35 The attacking enemy infantry may advance into the vacated hex, but there is no Withdrawal Fire against the retreating unit at any time.

**DESIGN NOTE:** To understand why units so retreating would not be fired at, one has to visualize the attack and the retreat all as “one piece.” To fire, the attacking units would have to stop, which would put a large dent in the impetus of the charge, not to mention the difficulty of issuing such an order in the midst of the ongoing events.


#### 11.36 Step 3: “Green” Attacker Commitment Check

If an attacking unit is Green [14.1], it must pass a UDD [2.6] before shock attacking. If it fails, it will not shock (but such a roll does not produce a Disorder).

**11.37 Step 4: Defender’s Pre-Shock Cohesion Check.** Prior to resolving Shock Assaul ts, all designated defending units undergo a Pre-Shock Cohesion Check. The top unit undergoes a UDD [2.6]:

- If the unit passes, it defends normally.
- If the unit fails, the defender(s) suffers a Disordered result. If already Disordered, check the 2nd Disorder Chart (Disordered artillery is eliminated).

**MARCH ORDER DEFENDER’S PRE-SHOCK COHESION CHECK:** If a defending unit is under March Orders, it undergoes the same check as above. However, the results are different:

- If the unit passes, it becomes Disordered and defends normally.
- If the unit fails, it Routs.

**Exception:** Units involved in Continued Shock do not perform a Pre-Shock Check.

**DRMs:** Certain DRMs apply to the defending unit (only) in Pre-Shock Check. These are listed in the Defender Pre-Shock DRM section of the charts.

#### 11.38 Step 5: Pre-Shock Reaction Fire

Non-phasing units with Shock attackers in their Frontal hexes may fire at those attackers only, within the restrictions for Non-Phasing Fire [10.4]. All results are applied immediately.

#### 11.4 Step 6: Shock Resolution

The final “step” in the Shock procedure is to resolve what you have brought about.

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Note: This is where Fatigue is incurred if using that option.

11.41 Resolution Procedure. Each separate Shock attack is resolved (conducting all of the steps listed below) before proceeding to the next. Resolve all attacks either left-to-right, or right-to-left. No picking or choosing your spots.
   a. Determine Shock DRMs
   b. Resolve Shock
   c. Conduct all Advances
   d. Perform Shock Continuation
   e. Apply Post-Shock Automatic Disorder

11.42 Step 6a: Determine Shock DRMs. Each individual shock attack often takes into account factors other than just the sheer numbers involved. These factors are all integrated as adjustments to the shock resolution die roll. The Shock DRM Chart lists all the adjustments as they pertain to either the Attacker (additions to the die roll) or Defender (subtractions from the die roll). All such die roll adjustments are cumulative.

Multi-hex attacks use the following guidelines:
- When the cumulative terrain DRMs between each attacking and defending hex are different, the best case cumulative terrain DRM for the defender applies as the terrain DRM for the attack. Breastworks are considered to be terrain.
- The Charge DRM applies only if all attacking hexes are charging.
- When units from different, but coordinated brigades, are attacking and would have different Brigadier DRMs, the best case Brigadier DRM for the defender applies.
- When the position DRMs for each defending hex are different, the best case position DRM for the defender applies.
- When there are multiple attacking units with different Fatigue level shock DRMs, use the Fatigue level shock DRM that is least beneficial to the attacker.
- When there are multiple defending units with different Fatigue level shock DRMs, use the Fatigue level shock DRM that is most beneficial to the defender.

11.43 Attacker and defender compare their combat strengths to obtain the Shock Ratio. The concepts regarding combining strength [11.32] apply, to which we add that cavalry charging into a defender’s Flank or Rear has its strength doubled. The Attacker compares his SPs to those of the Defender and reduces that comparison to a simple odds/ratio—one of the ratios given on the Shock Ratio Chart. Odds are always “expressed” attacker to defender. The Shock Ratio is used as a Die Roll Modifier.

Rounding. When reducing to a simpler ratio, round off as follows:
- Round off in favor of the Attacker if the Attacker moved during the phase and the Defender is not getting any DRM benefit from terrain.
- Round off in favor of the Defender in all other instances.

EXAMPLE: Five SPs shock attacking 3 would be at a 2-to-1 ratio if the attacker moved, but the ratio would be 1½-to-1 if the attacker started adjacent or the defender is in the Woods.

An odds ratio less than 1-4 is treated as 1-4; a ratio more than 5-1 is treated as 5-1.

Additional Adjustments. Check for and add all die roll adjustments. In addition to noting the (possible) Shock Ratio DRM [11.42], and positional advantage [11.44], the players check the Shock DRM Chart to see if any other adjustments apply.

11.44 Position. Position benefits only the Attacker and refers to whether the attacker is shock attacking through the defender’s Flank or Rear hexes, or a combination of Front, Flank, and/or Rear.

“Surrounded” means that all hexes adjacent to the defender are either occupied by an attacker or are in his Frontal hex zones.

Each attacking hex in the frontal hex of an enemy unit other than the defending unit subtracts one (−1) from the die roll.

11.45 Step 6b: Resolve the Shock. Shock is resolved by rolling the die, adjusting according to the DRMs determined in 6a, and referring to the Shock Resolution Table.

Results from the table are applied immediately.

11.46 Step 6e: Undertake Advances. All “victorious” units that can, must now Advance into the vacated hex. The attacker must advance all of the attacking units, within stacking restrictions, with top units having priority over those underneath. The advancing unit(s) may change facing by one vertex after the advance. If extended, see 8.47.

11.47 Step 6d: Continued Shock. A possible result from Shock (in addition to the losses and Disorders) is the ability of the attacker (or the defender) to Continue Shock, by attacking again (or, in the case of the defender, counter-attacking). Continued Shock (CS) is a specific result on the Shock Resolution Table and applies only when so stated.

Continued Shock is mandatory when an attacking unit Charged [11.21].

Continued Shock is voluntary when:
- It applies to the Defender’s ability to continue shock (adjusted roll of 1 or lower on the Shock Resolution Table).
- For the attacker, the defender has been routed during a Pre-Shock Cohesion Check or by a non-charging die roll of 8 or greater on the Shock Resolution Table.
- The attacking unit did not Charge.

Units using Continued Shock advance into the hex(es) vacated by the retreating unit (as in Step 6c); place a “Continued Shock” marker. When it comes time to undertake Step 6d, the units so designated:
- May advance one or two hexes (in addition to the advance during Step 6c).
- Must stop upon moving adjacent to an enemy combat unit.
- May change facing one vertex for each hex entered in an advance.
- May neither enter nor cross impassable terrain.
- May not enter any hex that would normally cost it more than 2 MPs to enter.

Upon finishing this advance, the unit(s) must then attack any enemy unit in Frontal hexes, using standard rules for such (above Steps 1 through 6d), with the following exceptions:
- There is no Pre-Shock die roll for “green” attacker commitment or defender Pre-Shock Cohesion Check.
- Continued Shock never gets a Charge bonus DRM, whether infantry or cavalry.
- Automatic Disorder does not apply until the conclusion of Continued Shock.
For each Continued Shock a unit undertakes, subtract one (−1)
from the Shock DR. Thus, the second Continued Shock (in
succession) would be −2, etc.

PLAY NOTE: It is possible that one CS attack will result in another.
Successful attackers can roll up an enemy line in this fashion.

PLAY NOTE #2: Continued Shock also applies if a unit required to
move as per 12.44. The attacker Shocks from its original
location.

11.48 Step 6e: Apply Post-Shock Automatic Disorder. At the con-
cclusion of each Shock attack (or at the end of a series of Continued
Shocks, if applicable) the additional results below are applied, in
the order listed. The term “attacker,” for this subsection, applies to
the player who is rolling the die to resolve the Shock. Both sides
may have attacked during the phase. This Automatic Disorder
applies only to those attackers that have actually engaged in Shock
(Step 6). It does not apply to an attacker when the defending unit
voluntarily Retreats Before Shock or vacates the hex because of
a Defender Pre-Shock Cohesion Check.

AFFECTING ONLY ATTACKING UNITS:
• All non-disordered attacking units (infantry and cavalry, except
  Mounted cavalry) are now automatically Disordered.
• Each already Disordered attacking units (except Mounted cav-
  alry) suffer a 1 SP loss (call them stragglers, if you wish).

AFFECTING ONLY MARCH MODE DEFENDING UNITS:
• The brigade automatically changes to Advance Orders.
• Units in that brigade that were not involved in Shock that phase
  must then undergo a UDD [2.6] which, if they fail, Disorders
  them.

AFFECTING BOTH PLAYERS [see 11.58]:
• All non-Disordered Mounted cavalry is Disordered.
• All Disordered Mounted cavalry, whether charging or not, are
  now “Blown.”

PLAY NOTE: Essentially, units attacked while in March Orders
mode suffer several (bad) effects: they cannot Reaction Fire, their
Pre-Shock Cohesion Check can cause them to rout, and, when it is
all finished, the rest of the brigade undergoes a UDD.

11.5 Cavalry Charge

DESIGN NOTE: By this time, it was evident that Napoleonic-style
cavalry charges were a thing of the past. The cavalry charges
were more mounted infantry than anything else, and the Confederates
were better suited to scouting and screening. However, this did
not stop either side from engaging in some good, old-fashioned
“hell-bent-for-leather” charges.

11.51 Mounted cavalry units that use Attack Movement to effect
Shock are “Charging” [11.54]. Cavalry that did not move in the
Phase, or that moved but is not eligible to Charge, uses the normal
Shock rules above.

11.52 The Charge Path. In order for a Cavalry unit to Charge it
must be under Attack Orders and move adjacent to the targeted
enemy that phase. The last three hexes (or less depending on how
far it moved) of that movement is called the Charge Path. While
in the Charge Path, the charging unit may not change facing (it
may, of course, have moved more than three hexes, but it may not
change facing in the last three). The Charge Path does not include
the target hex and may not include any terrain which would cost
more than 1 MP to enter, though crossing Streams is allowed.

11.53 Cavalry may Charge only those enemy units it can “see”
(within a LOS) before starting its movement. Disordered and Out-
of-Command cavalry may not attempt a Charge, although cavalry
that becomes Disordered during the Charge attempt will complete
the Charge. Moreover, Charging cavalry may not fire during any
portion of a Charge.

11.54 A player wishing to Charge announces his intention and,
before moving, makes a UDD [2.6]:
• If the unit passes it must Charge.
• If the unit fails it will not Charge and remains in place, its Ac-
  tivation finished.

11.55 If a unit is Charging a defender that does not receive a favor-
able terrain DRM, the Charging unit earns the following benefits:
• A +1 DRM for Charging.
• Defending units add one (+1) to Pre-Shock DR checks. Reg-
 ardless of terrain, Charging Mounted cavalry always receives a
  +2/+3 DRM if Charging into the defender’s Rear or Flank.
  Also, Mounted cavalry charging into a defender’s Rear or Flank
does so at double strength.

11.56 Countercharge. If non-phasing Mounted cavalry is Charged
by either cavalry or infantry, the defending cavalry may opt to
Countercharge, if it is not being attacked through Flank or Rear.
Countercharge takes the place of Pre-Shock checks. A Counter-
charge does not include any actual movement by the non-phasing
unit. Defender shock continuation after an “attacker retreat” result
may be used.

If the non-phasing unit is under Attack Orders, the ability to
Countercharge is automatic. If the non-phasing unit is under
Advance Orders, it must “pass” a UDD [2.6] to Countercharge.
If it fails 11.55 applies plus the non-phasing unit must undergo a
Pre-Shock check.

The effects of Countercharges are:
• AGAINST PHASING MOUNTED CAVALRY: ignore 11.55.
• AGAINST PHASING INFANTRY: defend by using the DRM
  in 11.55 as a benefit to the Counter-charging cavalry (−1 DRM
  instead of +1).

Cavalry using Countercharge may use neither Reaction Fire nor
Withdrawal Fire.

All terrain restrictions of cavalry Charges apply to Countercharges.
Because Countercharges have no charge path this means the hex
adjacent to the defender. For example, you cannot Countercharge
infantry units in Woods hexes.

PLAY NOTE: A cavalry unit being shocked through a Flank hexside
may first use 9.61 (Reaction Facing Change [9.61]) to negate the
Position approach of the enemy and then opt to Countercharge.

11.57 If all defending units vacate the hex, the victorious Charging
cavalry must advance into the vacated hex. Continued Shock ap-
plies to cavalry Charges, too.

11.58 Automatic Disorder. At the conclusion of a
Charge, all Charging (and Counter-charging) cavalry
are automatically Disordered. If the cavalry unit was
already Disordered, it is now Blown. Note: This is the
equivalent of 11.48 for charging cavalry; they are not cumulative.
Exception: Cavalry is not Automatically Disordered if charging artillery alone.

11.59 Blown Cavalry. Blown cavalry is a Disordered unit with the following additional restrictions:

- Its printed Movement Allowance is halved (rounded up) for all purposes.
- A Blown unit that suffers any Disorder or Step Loss combat result automatically loses an additional 1 SP to that result and then must make a UDD [2.6] to check for possible Rout. If it fails, it routs.
- Blown cavalry may not Dismount.
- Blown cavalry is considered under “Advance” Orders.

A Blown marker is automatically removed at the end of the next Activation for that unit’s command. After the Blown marker is removed, the unit remains Disordered.

EXAMPLE: Hampton’s Legion Cavalry is Blown in its first Activation of the 1600 turn. At the end of its next Activation, Hampton’s Blown marker is removed; the unit starts its succeeding Activation Disordered.

11.6 Artillery Shock Capability

11.61 Artillery may never Shock attack. Artillery cannot retreat before shock.

11.62 Artillery does not use its printed combat strength for Shock; that strength is used only for fire.

11.63 If artillery is alone in a hex (that is, there are no infantry/cavalry units) and that hex is shock attacked, the artillery is automatically eliminated. It does get to use Pre-Shock Reaction Fire, and there is no Continued Shock or Automatic Disorder afterwards.

DESIGN NOTE: Consider the guns spiked.

11.64 If artillery is stacked with infantry or cavalry, it does not add any SPs to the Shock result. All step losses must be taken from the infantry or cavalry first. If artillery is forced to take a step loss from Shock it is, instead, eliminated.

11.65 Artillery may retreat, if required. However, it is automatically Disordered after doing so [12.45].

11.7 Leadership and Combat

11.71 Fire. Leaders/commanders have no effect on Fire.

11.72 Shock

a. When a brigade conducts a Shock Attack, if none of the regiments of that brigade that is actually shock attacking are stacked with their Brigadier, the player subtracts one from the roll for all attacks by regiments in that brigade. This does not apply to defending units.

b. If a unit is stacked with its “Aggressive” Brigadier when attacking (not defending), add one to the Shock Resolution die roll.

11.73 UDD/Rally. A leader stacked with units from his command will provide a negative DRM, equal to that leader’s rank (represented by the number of stars on the counter) for each unit in that stack, for any die roll that requires using the unit’s Cohesion Rating. Multiple leaders may combine their ranks/stars.

EXAMPLE: A corps commander (three stars) would provide a –3 DRM to a Rally die roll.

12.0 Combat Results

12.1 Combat Unit Strengths

12.11 All combat units have combat Strength Points (SPs), incremental steps representing their manpower (for infantry/cavalry) or guns (for artillery) at the start of the battle. Thus, an infantry unit with 6 SPs starts with six such “steps,” while one with 11 SPs starts with eleven steps.

12.12 The SP value on the counter is the maximum strength that unit can ever have.

12.13 To indicate lost steps (SPs), place a numbered Step Loss marker beneath the counter to keep track of its present strength. When a unit has taken Step Losses equal to its original strength it is eliminated.

PLAY NOTE: Some players like the marker to indicate steps lost; others, present strength. It matters little which method you use, as long as both of you agree what method is being used.

12.2 Strength Point Losses

12.21 Units take Strength Point Losses from enemy fire (as indicated by the numbered results on the Fire Table), from Shock (where indicated by the Shock Resolution Table), and from Additional Disorder [12.35]. All Step Losses are taken before applying any other results.

12.22 All Step Losses apply to the top unit. If the top unit is eliminated before absorbing all the required step losses, the next unit in the stack takes the remaining losses. If all units are eliminated, ignore leftover losses.

12.23 Collapse. A non-artillery unit that has taken step losses that reduce it to less than half of its original strength is automatically and immediately Disordered. The instant such loss takes effect (No effect if already disordered.). It is also considered Collapsed; place a Collapsed marker on this unit. Note: If the combat result causing Collapse also includes Disorder this Disorder will be a 2nd Disorder.

A Collapsed unit has these characteristics, in addition to those for being Disordered:

- It may never be rallied to normal status while at less than half-strength [16.2].
- Each time a Collapsed unit takes additional SP losses, the player must make a UDD [2.6]. If it fails, it routs.
- A unit recovers from Collapse only by recovering stragglers [16.2].

EXAMPLE #1: An 8-SP unit that has suffered 4 SP losses is still normal. The instant it loses its fifth SP it is Disordered and Collapsed. This is in addition to any other D’s that occur from that combat.

EXAMPLE #2: The unit from the above example suffers an additional result of “1D” from enemy Fire. The player reduces it to 3 SPs, flips the unit to its Disordered side and places a “Collapsed” marker on it. The unit is then reduced to 2 SPs, from the (now 2nd) Disorder result (and retreated). Lastly, as it has taken additional SP losses while Collapsed, it must roll to see if it routs.
12.3 Disorder
Disorder represents a wide range of reactions to combat, other than being killed. As such, it often (but not always) represents disintegration of a unit’s cohesion.

12.31 The reverse side of a combat unit is its Disordered side. When a non-disordered unit suffers a Disordered result it is flipped to its Disordered side (retaining its facing). A unit’s Cohesion Rating and Movement Allowance are reduced when Disordered; not the Strength.

Exception: Disordered artillery should have the same Movement Allowance as normal. This is a design change beginning with Battles with the Gringos! and applies to all previous games.

12.32 Disorder from the Fire or Shock Tables:
- A “d” means that all affected units must make a UDD [2.6]. Roll one die for each unit. The UDD is modified by any DRM listed with the combat result (e.g., “d+2”), and/or the presence of a leader [11.73]. If a unit fails, it is Disordered.
- A “D” means that the Disorder result is automatic to all affected units.

12.33 Disorder from Terrain (as shown in the Terrain Effects Chart) is the same as in 12.32 (without any of the DRMs). In addition, a moving unit Disordered by terrain immediately uses the MA on its Disordered side, subtracting what it has already expended.

12.34 The effects of being Disordered are:
- Units may not voluntarily move adjacent to an enemy. However, if a Disordered unit is already adjacent to an enemy it may Shock attack. Also, cavalry that is disordered during a Charge is still eligible to move adjacent and must attack.
- Disordered units may Retreat Before Shock, but must undergo a UDD check [2.6] upon doing so. Failure means consult the 2nd Disorder Table.
- Disorder also causes die roll adjustments for both Shock and Fire.
- Disordered Artillery may not fire, but it may move.
- A unit Disordered while it is moving assumes the MA of its Disordered status.

12.35 Additional Disorder to Infantry or Cavalry. (See also the Second Disorder Table.) Infantry and cavalry units that are already Disordered and that incur another Disorder suffer effects that depend upon the cause of the Disorder, as follows:

a. FROM FIRE (including retreat of top unit due to fire). A Disordered infantry/cavalry unit (including Blown cavalry) that takes an additional Disorder remains Disordered and:
   - Takes one Step Loss, and
   - Retreats one or two hexes, player’s choice.

b. FROM SHOCK (including Pre-Shock Cohesion Checks), FROM REACTION FACING, OR FROM RETREAT DISPLACEMENT: The unit undergoes a UDD [2.6]:
   - If it fails, it ROUTS.
   - If it passes, it retreats one or two hexes (player’s choice) and loses 1 SP.

c. FROM TERRAIN: If a Disordered infantry unit is Disordered a second time by terrain (e.g., in Three Days of Gettysburg, Disordered infantry enters a rough Woods hex and fails the UDD), it ceases movement in the hex that caused it. There is no other penalty.

d. FROM AUTOMATIC POST-SHOCK DISORDER:
   1) Disordered Mounted cavalry is Blown.
   2) Disordered infantry or Dismounted cavalry loses 1 SP.

e. Due to rule 12.47 and 12.54. The unit undergoes a UDD [2.6]:
   - If it fails, it ROUTS.
   - If it passes, it retreats one or two hexes (owning player’s choice) and loses 1 SP.

12.36 Additional Disorder to Artillery. If a Disordered artillery unit suffers an additional Disorder:
- From Shock, it is eliminated.
- From Fire, it loses 1 SP [10.72]. It does not retreat.

12.4 Retreat
12.41 Units retreat due to a variety of circumstances. The owning player always has the choice of retreat path, when choices are available.

12.42 Involuntary Retreats. These are retreats mandated by a combat result.
- ONE HEX: As a result of a Shock Resolution die roll of 1 or lower (attacker) or 5-9 (defender).
- TWO HEXES: As a result of a Shock Resolution die roll of 10+.
- ONE OR TWO HEXES: Additional Disorder from Fire.

12.43 Voluntary Retreats. These are retreats where the player chooses to do so.
- ONE HEX: Infantry Retreat Before Shock.
- TWO HEXES: Mounted cavalry Retreat Before Shock and Cavalry Reaction Movement.

12.44 A retreating unit moves one or two hexes away from the unit causing the retreat, within the following restrictions:
- It cannot retreat off the map.
- It cannot cross a hexside or enter a hex that in movement it would not be able to enter or cross.
- It cannot enter an enemy-occupied hex.
- It may enter (but not pass-through) a friendly-occupied hex only within stacking restrictions. The retreating unit automatically assumes the facing of the non-retreating unit.
- It cannot enter an enemy Frontal hex or any hex adjacent to the unit causing the retreat unless that hex is occupied by a friendly unit (and stacking restrictions permit).
- If a unit retreats into a hex which carries a “d” or “D” terrain cost, the retreating unit must either conduct a UDD (d) or take the Auto Disorder (D) as part of the retreat. A failed UDD or a D halts the retreat if the unit is already Disordered.

If any of the above restrictions prevent a non-artillery unit from retreatting, then it loses 1 SP for each hex it should retreat but cannot [see 12.45 regarding artillery].

PLAY NOTE: See 8.47 for treatment of Extended units.

12.45 Artillery suffers the following if forced to Retreat:
- It is automatically Disordered. (Exception: Shock Disorder and Retreat causes only one Disorder.)
• Artillery may not retreat into a hex which would normally cost it more than 2 MPs to enter.
• If an Artillery unit cannot complete a retreat, it is eliminated.

12.46 In situations other than shock, if the top unit in a stack is forced to Retreat (e.g., a Disordered infantry unit suffers another Disorder from enemy fire), all of the non-artillery units beneath it must undergo a UDD [2.6], with failure resulting in Disorder. (For shock involving stacks of units, see 8.36.)

12.47 Displacement. A unit that must retreat, but which finds its path blocked by friendly units, must use Displacement. Displacement means that the retreating unit enters the occupied hex, and the friendly unit already in that hex then retreats backward one hex (or two, if required), in a form of chain reaction. Friendly units in an enemy frontal hex cannot be displaced. A displaced unit must undergo a UDD [2.6] at the end of Displacement. If it fails, it is Disordered. If already-Disordered consult the 2nd Disorder Table.

12.5 Rout
12.51 A Rout may occur when:
• A Disordered unit suffers an additional Disorder during Shock or Retreat Displacement (see 2nd Disorder table).
• A “Collapsed” unit loses a SP and fails its required UDD.

12.52 If Both Sides Would Rout. If both sides involved in Shock end up Routing, the single (one) unit with the highest Cohesion Rating does not Rout; it ignores the Rout result. All other units Rout. If there is a tie, the defending unit(s) will Rout; one attacking unit will not.

12.53 An infantry or cavalry unit that Routes is removed from the map and placed in its Corps Command Box. It is eligible to be returned when its brigade is in Reserve [13.5]. Artillery units do not Rout; if an artillery unit suffers a Rout result it is permanently eliminated.

12.54 Friendly infantry or cavalry units (but not artillery) that are adjacent to, or stacked with, a unit that Routes (including one that routes from this rule!) must undergo an immediate UDD [2.6] each time a unit so Rout. If it fails the UDD, the unit incurs a Disorder result.

The rout of one unit could end up having a chain reaction effect. However, there is no “double jeopardy” due to this rule; if a routing unit causes two adjacent units to UDD and one of those also routs, the remaining non-routed unit does not undergo another UDD. For example, unit A is adjacent to units B, C and D, while B and D are adjacent to C. If C routes due to A’s routing, B and D only check for A’s initial rout and not for C’s subsequent rout. The same applies if B and C happened to be stacked.

12.6 Advance
If a defender vacates a hex as a result of combat, the attacker that caused that result may advance into the vacated hex. It may change facing one vertex, if desired. Advance is subject to the following:
• If the hex is vacated during Shock (including Pre-Shock Cohesion Check and failed Reaction Facing during Continued Shock), the attacker must advance all of the attacking units, within stacking restrictions (top units have priority over those underneath). If Extended, see 8.47.
• If the hex is vacated due to Fire or a Failed Cohesion Check, the attacker may advance the firing unit (the decision must be made immediately). Such an advance may be made only if the firing unit started adjacent to the target. Again, see 8.47 for extended units.
• If a unit advances into a hex which carries a “d” or “D” terrain cost, the advancing unit must either conduct a UDD (d) or take the Auto Disorder (D) as part of the advance. A failed UDD or a D halts the advance if the unit is already disordered.
• Artillery may never advance.

12.7 Leader Casualties
12.71 If a leader is stacked with combat units which suffer a Step Loss as a direct result of either Fire or Shock (including a Step Loss as a result of a second Disorder), roll again:
• If the roll is a 0, that leader has been killed and is removed from play. (This effectively renders all units in that command Out of Command until the Leader Replacement Phase.)
• If the roll is a 1-9, nothing has happened (to the leader).

If all units in his command are eliminated, the leader is automatically Killed.
A leader is not removed if all of his units are Routted. He can bring them back by being placed In Reserve [6.33].

12.72 If an enemy unit moves/becomes adjacent to a hex which has only a leader, the leader is immediately placed with the nearest combat unit in his command (and, if moving, the enemy unit continues moving as if the leader hadn’t been there).
• If there is no path to the new combat unit free of enemy units, Frontal hexes, or impassable terrain (i.e., he is surrounded), the leader is Killed.
• If all units are routed/eliminated the leader returns in the replacement phase (IV/B) with his immediate superior.

12.73 Leaders stacked with units which must retreat, may stay with that unit for some or all of the retreat. Leaders, themselves, are never routed nor are they required to retreat.

12.74 To replace a leader, in the Leader Replacement Phase flip the “fallen” counter over to the replacement leader side and place the “new” leader with any unit in that command. If it is already a Replacement leader, simply bring that Replacement back in the Replacement Phase.

12.75 If a Replacement leader happens to be the same person as a lower-level commander, flip over the latter’s counter, too, in the Replacement Phase.

12.76 If a Replacement leader is one who is already out of the game, use the leader for the next level of subordinate from the highest numbered unit in that lower command. Thus, I/III would be chosen before 2/III, etc., to replace the III Corps commander.

13.0 Morale and Rally
13.1 Morale Status
Individual units can have the following morale states (which are not mutually exclusive):
• DISORDERED: The unit is on its Disordered side.
• COLLAPSED: The unit is on its Disordered side, and it is at less than half strength.
• ROUTED: The unit has disintegrated and is off the map.

These states may be improved by Rally.
13.2 Brigade Combat Effectiveness

The continued effectiveness of a command in a fight is dependent on how much of a beating its component units have taken.

13.21 Brigades become Combat Ineffective (CI) when one (or both) of the following situations exist:

- All regiments (excluding those yet to enter as reinforcements) are either Eliminated, Collapsed, Disordered or Routed.
- More than one-half of the brigade’s regiments are Eliminated, Collapsed or Routed.

13.22 The Combat Effectiveness of a brigade is determined in the Combat Effectiveness Phase (IV/C). If either of the above apply, place a “Combat Ineffective: Brigade” marker atop the Brigadier. The CI marker may be removed at the conclusion of any Combat Effectiveness Phase in which enough of the units return to normal status.

13.23 A CI brigade may undergo a maximum of two Activations in a turn, regardless of the Efficiency of its corps/division. It could have fewer.

13.24 This rule does not apply to artillery battalions/brigades.

13.3 Division Combat Effectiveness

13.31 A division is rendered CI when more than half of its brigades are Combat Ineffective in Phase IV/C. Place a “Combat Ineffective: Division” marker atop the division leader.

13.32 If a division is Combat Ineffective, it (and its brigades) may not have more than two Activations in a turn. Moreover, its brigades may not be coordinated [5.34] in any Activation.

13.33 A “Combat Ineffective: Division” marker may be removed at the end of any Combat Effectiveness Phase in which a majority of its brigades are no longer CI.

13.4 Rally

Disordered units may be rallied as part of a Rally activation; there is no separate Rally phase for combat units. Units wishing to Rally may not do anything else in the phase in which Rally is attempted.

13.41 To Rally a Disordered unit, roll the die, adjusting as described below in 13.42. If the die roll is:

- The same as or lower than the Cohesion Rating, the unit is no longer Disordered. Flip the unit to its normal side. The player may adjust facing by one vertex, if he wishes.
- Higher than the Cohesion Rating, it remains Disordered. However, see below.
- At least two times higher than Cohesion Rating, it remains Disordered and loses 1 SP.
- An adjusted “9” or higher, regardless of the unit’s Cohesion it remains Disordered and loses 1 SP.

EXAMPLE #1: A unit with a Cohesion Rating of 5 is Disordered.
- A Rally roll of 4 would flip the unit to its normal side.
- A Rally roll of 8 would keep the unit Disordered.
- A Rally roll of 9 would keep the unit Disordered and cause the loss of 1 SP.

EXAMPLE #2: A unit with a Cohesion Rating of 4 is Disordered.
- A Rally DR of 4 would flip unit to normal side.
- A Rally DR of 5 would keep unit Disordered.
- A Rally DR of 8 would keep unit Disordered but minus 1 SP.

13.42 The following Die Roll adjustments, all cumulative, apply to any Rally roll:

- If the unit is adjacent to an enemy combat unit, add one (+1) to the die roll.
- If the unit is Mounted cavalry, subtract one (–1) from the die roll.
- If the unit is stacked with a leader, subtract one (–1) for each rank (star) on the leader counter [11.73].

13.43 A leader may affect Rally only at the conclusion of his movement. The leader may not move between a series of Rally attempts.

13.44 Rally is voluntary. Players may choose to not undergo Rally rolls for a unit. Such ignored units simply remain in their present status.

13.45 Any brigade that neither moves, nor uses phasing fire, nor engages in any Shock (attack or defense) for one full turn may, at the completion of that turn either:

- Rally all Disordered In Command units, or
- Reduce Fatigue by one level [17.43].

13.5 Recovery From Rout

13.51 Routed units in an off-map corps Box are eligible to be returned to play at the conclusion of any turn (IV/B) in which that brigade has been In Reserve [6.3] for the entire turn.

13.52 To have a Routed unit recover, the player undertakes a UDD for the unit using its disordered side Cohesion Rating:

- If the roll is same as or lower than the Cohesion Rating, it passes. Place the unit on the map within one hex of its Brigadier. However, reduce the unit by 1 SP, and the unit is Disordered.
- If the roll is higher than the Cohesion Rating, it fails. The unit loses 1 SP and remains Routened.
- Regardless, if a 9 is rolled the unit is permanently eliminated instead.

13.53 Recovered (Routed) cavalry is always replaced on the map in Mounted status.

14.0 Special Units

Individual battles usually have additional Special Units, other than those discussed, below.

14.1 ‘Green’ Units

Regiments that had not been in any action before are “Green”; they are indicated with a “G” next to their Cohesion Rating. Green units remain “green” the entire course of the game. Green units must make a special, Pre-Shock Commitment Check when Shock Attacking and have a –1 DRM when firing. Other than that, they are treated normally.
14.2 Dismounted Cavalry

14.21 Cavalry can exist in one of two states: Mounted or Dismounted. Therefore, each cavalry unit has two counters, each one representing one of these states.

DESIGN NOTE: Many CSA cavalry units (but not all; see Battle Book) were neither trained to, nor adept at, fighting dismounted. They were raiders and “chargers.” Their Cohesion Ratings, were they to Dismount, would be so low as to make such a tactical choice prohibitive. Therefore, for many battles we have obviated the choice by keeping them horsed; those units do not have Dismounted versions. Union cavalry were more “mounted infantry” than anything else, although, later in the war, they did become rather Napoleonic.

14.22 Units may Mount or Dismount only at the beginning of their Activation Phase, before movement. The unit must not be adjacent to an enemy unit. To indicate its status, simply change counters. Its MA for that Activation (only) is one-half (rounded up) of the printed MA of its new status.

Exception: Mounted cavalry that is Blown may not dismount.

14.23 Mounted cavalry is treated as cavalry; Dismounted cavalry is treated as infantry.

14.24 Mounted cavalry may fire, but they may never do so during an Activation in which they are Charging or Counter-charging. Moreover, phasing Mounted cavalry may not fire at a distance in excess of two hexes. The latter restriction does not apply to non-phasing Mounted cavalry using Return Fire.

Fire at a non-phasing, Mounted cavalry benefits from a small-arms Fire DRM of +1.

14.25 Horse-holders. To account for the fellows holding the horses, all Dismounted cavalry units subtract one from their present Strength, if four or higher, for all purposes.

PLAY NOTE: The advantages to being Mounted are movement (including pre-attack Withdrawal) and Charge (and Counter-charge). The advantage to being Dismounted (where available), is an increase in combat capabilities (better fire ability), plus the fact that they can Shock in Woods hexes (whereas Mounted cannot).

14.3 Spencer Repeaters

The Spencer Repeating rifle (and its brethren) was a major step forward in small-arms firepower. This increase is reflected in several rules that apply to units with SR weapons. These rules do not apply to Mounted cavalry.

14.31 If a phasing unit is firing with SR weapons, it gets an extra round of fire, as shown in the following play sequence:

1) Phasing unit announces fire.
2) Phasing units fire, and non-phasing SR units Return Fire, both simultaneously.
3) **SR units get second round of Return/Reaction Fire (at same unit).

14.32 If a non-phasing unit with SR weapons is Reaction Firing, it gets an extra round of fire, as follows:

1) Phasing unit announces fire.
2) Phasing units fire, and non-phasing SR units Return Fire, both simultaneously.
3) **SR units get second round of Return/Reaction Fire (at same unit).

14.33 The ** on the Fire Table means that if a player rolls an adjusted 5 for an SR unit when it is firing in any of these “second rounds,” the unit is Disordered. Disordered SR units fire as if they were normal units (but at SR ranges)—no “second rounds,” all fire simultaneous, etc. (a representation of jammed weapons—a problem with many Spencers—and/or overuse of ammunition).

14.34 A Disordered SR unit undertakes phasing and/or non-phasing fire as if it were any other type of small-arms (i.e., 14.31[3] are not in effect).

15.0 Engineering

Engineering, in the base rules, involves constructing Breastworks. Individual battles may have rules for Bridge construction and so on. Breastworks represent temporary fortifications that provide a benefit against both fire and melee. However, they do take some time to construct, because the only available materials for such construction are trees (which are hard to cut and take time to saw) and wooden farm fences.

15.1 Constructing Breastworks

15.11 Breastworks may be built by any In-Command, non-disordered infantry or Dismounted cavalry unit under Advance Orders. Units under March or Attack Orders may not build Breastworks. Construction is one of the actions a unit may undertake in its Activation, and the constructing unit may not perform any other action that phase.

15.12 Breastworks may be constructed in any hex, other than a Town or Marsh hex, that is within three hexes of a Woods, Orchard or Town hex, or a hex with a Building/House. Such a hex may not be adjacent to an enemy unit (unless separated by un-crossable hexsides). There is no limit to the number of Breastworks that may be built.

Note: More than one Breastworks counter may be built within a single hex. However, additional Breastworks counters only serve the purpose of protecting additional hexsides of the hex they occupy.

15.13 It takes two consecutive Activation Phases to construct Breastworks.

1) Place a Construction marker on top of the unit in the first Activation Phase that it conducts the Construction Action.
2) At the conclusion of the unit’s next Activation Phase, flip the marker over to its Breastwork side, which is placed so that the Breastworks design matches the hex configuration. Once placed, Breastworks can never be reoriented.

15.14 If the construction sequence is interrupted by the constructing unit performing any action other than construction (including Non-Phasing Fire), or if the hex is the subject of enemy Shock assault, construction is cancelled and discontinued. Remove the Construction marker.
15.15 Construction started by one unit must be completed by that unit. Additional units in the hex do not speed up construction.

15.16 Units building Breastworks retain all defensive capabilities.

15.17 Breastworks may be removed by any combat unit that moves across a Breastworks hexside by expending one additional MP to do so. Once a unit has moved through the protective hexside of a Breastwork and expended the extra MP, remove the Breastworks counter.

15.2 Effects of Breastworks

15.21 Breastworks have a two-hexside facing, as indicated on the Breastworks counter. The Breastworks must be placed to conform to those hexsides, and they affect Fire/Shock/movement only through those hexsides.

15.22 Breastworks hinder movement, and the cost to move through a Breastworks hexside is listed in the Terrain Effects Chart.

15.23 Breastworks provide the following beneficial DRMs:

- +1 Firing small arms fire from within (fire through a Breastworks hexside) a Breastworks,
- −1 Defending against all fire through a Breastworks hexside,
- −1 Defender’s Pre-Shock Cohesion Check, and
- −? Defending against Shock within Breastworks (see TEC).

16.0 Night

This section applies only to those games with multi-day battles.

16.1 From Dusk ‘til Dawn

16.11 For a Dawn or Dusk Game Turn, all daylight rules are in effect, with the following changes/additions:

- All Command Ranges and Fire Table Maximum Ranges are halved, rounding up.
- There is a −2 DRM for any fire over one hex range.

16.12 For a Night Game Turn, all daylight rules are in effect, with the following changes and additions:

- All Maximum Ranges are halved, rounding up.
- There is a negative adjustment for distance that is cumulative. For one hex, it is −1; for two hexes, it would be −3 (−1 + −2). For a range of four hexes it would be −10 (or prohibitive).
- Artillery batteries/sections each fire separately, regardless of the command situation or stacking.
- There is no Prepared Fire.
- All Activations while under Attack Orders incur Fatigue.

16.2 Straggler Recovery

HISTORICAL NOTE: Not all combat losses were “casualties.” A not-insignificant number of losses were from soldiers who simply “drifted off,” fell by the road during marches, or opted for discretion, etc. Some of these could be recovered during extended lulls in the battle, which here, means at Dusk/Night.

16.21 To undergo Straggler Recovery, a command must be In Reserve for all Dusk and Night turns. It undertakes the actual Recovery at the conclusion of the last Night turn.

16.22 For eligible commands [16.21], the player makes a UDD for each In Command unit in the brigade:

- If it passes, increase its SP by one.
- If it fails, there is No Effect.

16.23 A unit’s strength may never be increased to its original face value (nor higher). The best it can do is to return to one short of its original strength.

16.24 Units may Recover Stragglers and Fatigue; they are not mutually exclusive.

17.0 Fatigue [Optional]

DESIGN NOTE: We’ve made this optional because it adds another layer of “complexity” to the game. However, we highly recommend its use. It adds a level of realism.

17.1 Who Gets Fatigued?

Fatigue applies to all combat units, except artillery. Fatigue is applied at the brigade level, and a brigade incurs a new level of Fatigue if even one unit in that brigade does any of the actions that would incur Fatigue.

17.2 How Fatigue is Incurred

17.21 Brigades start the game with no Fatigue Level. This is indicated by the absence of any Fatigue Indicator with the Brigadier. Fatigue is incurred as it happens, but the effects—placement of the Fatigue marker—take place when the affected unit has done all that it will for that activation.

PLAY NOTE: In certain battles, reinforcements may enter at a specific Fatigue Level.

17.22 There are two ways in which Fatigue is incurred:

CAUSE 1: Any turn in which a brigade undertakes more than two Activations, its Fatigue Level increases by one, for each Activation above two [17.24]. Thus, a brigade that undertakes four Activations in one turn will increase its Fatigue Level by two. Activations by Out of Command units also count towards Fatigue, but Activations which are solely undertaken by attached artillery, alone, do not count.

Exceptions:

1) A brigade whose units’ only activity is Rally, or which undertake no activities at all, does not incur Fatigue.

2) A unit using March Movement solely on Roads/Pikes (including bridges and fords) does not incur Fatigue for its brigade for the first three Activation-equivalents in a turn; it does for a fourth. If it enters any terrain other than Roads or Pikes that Activation Phase will count towards Fatigue.

3) Engineering for an Activation incurs Fatigue.

EXAMPLE: An infantry regiment under March Orders can move up to 24 MPs (or 4 AM worth) in one turn (for that March AM), incurring Fatigue for any movement above 18 MPs. Note that in most games, Road movement would be at ½ MP per hex, so the maximum distance would be 48 MPs, with Fatigue being incurred starting with hex 37.

CAUSE 2: If any brigade has been engaged in Shock (either attacking or defending) more than once in a turn, all such phases after the first earn Fatigue. A brigade “engages” in Shock by com-
pleting Shock step 6b [11.45]. A Continued Shock result does not increase Fatigue.

**COMPREHENSIVE EXAMPLE OF FATIGUE:**

A unit moves for its first AM, Shock attacks for second AM and Shock attacks for its third AM. It also had to defend against Shock twice (busy little fellers). The brigade has incurred four levels of Fatigue as follows:

- Its first AM movement did not incur Fatigue as Fatigue is not incurred for the first two Activations.
- Its second AM Shock attack did not incur Fatigue as Fatigue is neither incurred for the first two Activations nor does the first Shock incur Fatigue.
- It earned one Fatigue level for its third AM Activation and one Fatigue level for its second Shock attack (for a total of two Fatigue levels).
- Add one Fatigue level each for the two Shock defenses.

17.23 Each turn a brigade may incur a maximum of two Fatigue Level increases due to Activations. There is no limit to how many Fatigue Levels may be incurred due to Shock attack/defenses. However, a brigade which Shock attacks during its Activation and subsequently defends against a Shock (due to rolling a 1) only incurs one Fatigue Level (and the same is true for the initial defender-turned-attacker).

**HISTORICAL NOTE:** It is estimated that the average unit/brigade could undergo about one and one-half hours of combat before becoming so fatigued as to be relatively worthless.

17.24 Other than having no Fatigue marker, the following are the levels of Fatigue incurred, in ascending order. Place an appropriate marker with the Brigadier to so indicate:

1. Fatigue “OK”
2. Fatigue “0”
3. Fatigue “1”
4. Fatigue “2”
5. Fatigue “3”
6. Fatigue “4” (the highest)

17.25 Once a unit reaches Level 4, it goes no higher, nor is there any further effect of undertaking an action that would earn Fatigue.

17.26 Artillery does not incur Fatigue. However, when moving with units under March Orders that use a fourth AM [17.23], an artillery unit must check for broken wheels. Roll the die; if it is 6-9, the unit loses 1 SP.

**PLAY NOTE:** If artillery MA is 8 or higher, it usually only need move the equivalent of three AMs to keep up with the foot-sloggers.

### 17.3 Effects of Fatigue

17.31 All units in a brigade use the number on the Fatigue Level marker as a modifier to a variety of actions.

Subtract half the Fatigue Level (rounding up) from:

- Movement Allowance (after halving for Attack Orders).
- All Shock Resolution rolls when attacking.
- All Fire rolls.

Add half the Fatigue Level (rounding up) to:

- All UDDs.
- All Shock Resolution rolls when defending.
- All Pre-Shock Check rolls (including “Green”).
- All Rally Attempts.

17.32 Brigades at Fatigue Level 4 automatically and immediately revert to Advance Orders. They may not be given March or Attack Orders until they lower their Fatigue level.

17.33 Fatigue OK and Level 0 have no effect, other than that they are a level closer to one that does.

### 17.4 Reducing Fatigue

17.41 To reduce a brigade’s Fatigue Level, the player must place that brigade In Reserve for that entire turn [6.31].

17.42 At the end of the turn, if the brigade is still In Reserve, its Fatigue Level is reduced by two levels.

17.43 Any brigade that neither moves, nor uses Phasing Fire, nor engages in any Shock (attack or defense), nor uses Engineering for one full turn may, at the completion of that turn either:

- Rally all Disordered In Command units [13.45], or
- Reduce Fatigue by one level.

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**GBACW CREDITS**

**GAME DESIGN:** Richard H. Berg  
**DEVELOPER:** John Alsen  
**ART DIRECTOR:** Rodger MacGowan  
**PACKAGE DESIGN & COUNTER ILLUSTRATIONS:** Rodger MacGowan  
**RULES LAYOUT:** Mark Simonitch, Charles Kibler  
**PRODUCTION COORDINATION:** Tony Curtis  
**PRODUCERS:** Tony Curtis, Rodger MacGowan, Andy Lewis and Mark Simonitch  
**PROOF READERS:** Hans Korting, Jonathan Squibb, and all the playtesters for Twin Peaks.

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