STANDARD RULES
for the
GREAT BATTLES OF
THE AMERICAN CIVIL WAR
Game System
including
PEA RIDGE • DRIVE ON WASHINGTON • WILSON'S CREEK


Read this First:
The rules of this SPI simulation game are organized in a format known as the Case System. This system of organization divides the rules into Major Sections (each of which deals with an important aspect of play). These Sections are numbered sequentially as well as being named. Each of these Major Sections is introduced by a General Rule, which briefly describes the subject of the Section. Many times this General Rule is followed by a Procedure which describes the basic action the Player will take when using the rules in that Section. Finally, the bulk of each Major Section consists of Cases. These are the specific, detailed rules that actually regulate play. Each of these Cases is also numbered. The numbering follows a logical system based upon the number of the Major Section of which the Cases are a part. A Case with the number 6.5, for example, is the fifth Primary Case of the sixth Major Section of the rules. Many times these Primary Cases are further subdivided into Secondary Cases. A Secondary Case is recognizable by the fact that it has two digits to the right of its decimal point. Each Major Section can have as many as nine Primary Cases and each Primary Case can have as many as nine Secondary Cases. The numbering system is meant as an organizational aid. Using it, Players can always easily tell where a Case is located in the rules. As a further aid, an outline of the Major Sections and Primary Cases is given at the beginning of the rules.

How the Section and Case Numbers Work:
Major Section Number
    Primary Case Number
    Secondary Case Number
[6.53]

The preceding example would be the number of the third Secondary Case of the fifth Primary Case of the sixth Major Section of the Rules.

How to Learn to Play the Game:
Familiarize yourself with all of the components. Read all of the General Rules and Procedures and read the titles of the Primary Cases. Set up the game for play (after reading the pertinent Section) and play a trial game against yourself referring to the rules only when you have a question. This procedure may take you a few hours, but it is the fastest and most entertaining way to learn the rules short of having a friend teach them to you. You should not attempt to learn the rules word-for-word. Memorizing all that detail is a task of which few of us are capable. SPI rules are written to be as complete as possible — they’re not designed to be memorized. The Case numbering system makes it easy to look up rules when you are in doubt. Absorbing the rules in this manner (as you play) is a much better approach to game mastery than attempting to study them as if cramming for a test.
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[1.0] INTRODUCTION

This set of Standard Rules includes rules common to SPI's series of grand tactical games simulating regimental level Civil War battles.

[2.0] GLOSSARY OF TERMS

Column or In Column: One of two formations possible for infantry units to adopt. Enables units to move more rapidly along roads at some cost in combat ability. See also "Line."

Command Points Rating: Each division commander has a number of Command Points each Game-Turn. Command Points are expended to increase the Effectiveness Radius of brigade commanders subordinate to that division commander. One point is expended for each hex added to the Effectiveness Radius of a brigade commander. Thus, a commander with a total of two Command Points could increase the Effectiveness Radius of one brigade commander by two, or two brigade commanders by one.

Current Strength: A unit’s Combat Strength (measured in points) may be reduced during play when the unit suffers losses. Such losses decrease the combat ability of the unit; each unit’s "current strength" is therefore kept track of using a numbered chit. See also “Initial Strength.”

Current Strength Multiplier: A number by which a unit’s “current strength” (measured in points) is multiplied to reflect the effects of range (the distance between the firing unit and the target) on fire.

Divisional Integrity Radius: A numerical rating of each division commander which represents the range in hexes over which that division commander may command his subordinate brigade commanders. As long as a brigade commander is within his division commander’s radius in the Initial Command Phase, he may move freely in the subsequent Movement Phase.

Effectiveness Radius: A number rating which measures the relative ability of each brigade commander to control his troops. The Effectiveness Radius is given in terms of hexes; the higher the number, the greater the distance over which that brigade commander can effectively control his troops. Note that division commanders have no Effectiveness Radius; see also “Divisional Integrity Radius” and “Command Points Rating.”

In Command: A unit is considered to be “in command” of a particular leader when it is either within that leader’s Effectiveness Radius or in the same hex with that leader. Note that a unit will generally be “in command” of the leader to which that unit is subordinate, but that this is not necessarily true; see also “Subordinate Unit” and “Effectiveness Radius.”

Initial Strength: A unit’s Combat Strength (measured in points) at the start of the game; this value is printed on the counter representing the unit (see 3.31, Sample Units). See also “Current Strength.”

Line: One of two formations possible for infantry units to adopt. Enables units to fight most effectively at some cost in mobility. See also “Column.”

Morale Check: A game function performed by a Player whenever something happens which brings into question the relative value of discretion and valor. As a result of a morale check, a unit may rout.

Morale Rating: The numerical rating of each unit’s ability to sustain the psychological effects of battle. The numbers range from “5” (best) to “1” (worst). This rating is referred to whenever a player is required to check a unit’s morale.

Rally Rating: This is the number of units in a brigade commander’s Effectiveness Radius which he can rally in a given Final Command Phase, in addition to any that are in the same hex with him. Thus, if a brigade commander had a Rally Rating of two, he could rally two units of his command which are within his Effectiveness Radius in addition to any stacked with that brigade commander. Note: Division commanders have no Rally Rating and may only rally units with which they are stacked.

Subordinate Unit: A subordinate unit is one which has the name of a leader abbreviated on it. That unit is considered to be subordinate to the specified leader (or successor). Also see “In Command.”

[3.0] GAME EQUIPMENT

CASES:

[3.1] THE GAME MAP

The mapsheet portrays the area in which the battle was fought. A hexagonal grid pattern is printed on the game map to regulate the movement and location of the playing pieces and to calculate ranges when units fire in combat. To make the map lie flat, back-fold it against the creases.

[3.2] GAME CHARTS AND TABLES

Various visual aids are provided with the game in order to simplify and illustrate certain game functions. Some of these charts and tables are printed directly on the game map. There may be other charts and tables included in the rules booklets.

[3.3] THE PLAYING PIECES

There are three types of counters in the game, combat counters (called “units”), leaders, and markers. Combat units include infantry regiments, cavalry regiments, supply wagons, and artillery batteries. There are at least two types of leader counters: brigade commanders and division commanders. There are several types of markers including Ammunition Depletion, Column, Combat Strength, Engaged, Game-Turn, and Casualty Track Markers. There may be other types of counters in a game as detailed in the Exclusive Rules for that game.

[3.31] Sample Units

COMBAT UNIT: Front

LEADER UNIT: Front

LEADER UNIT: Back

SUMMARY OF COMBAT UNIT TYPES

1 Ark McIntosh 4 M 8
1 Ark McIntosh
Infantry
Routed
1 Ark McIntosh
M8

4 Vac McCord
P1
Mounted
4 Vac McCord

Nelson
TB4
Artillery
1 Artillery Crew

4 R1
Supply
Supply Wagon
Crewed
Uncrewed

Wagon Crew

Van Dru
3 1 (5)
Brigade Leader

Slack Van Dru
10 2
Division Leader

Slack Van Dru
2 0 (2)
Replacement Leader

Pin
Pinned
Routed

Column Formation
Engaged
may bring reinforcements onto the map, as determined by the Reinforcement Schedule. The non-Phasing Player’s units may not move during this Phase, but they may, however, conduct withdrawal fire as appropriate.

C. Defensive Fire Phase: The non-Phasing
Player may conduct Fire Combat with any of his units that happen to be in melee of Phasing Player’s units, within the provisions and restrictions of the Fire Combat and the Line of Sight rules. Neither Player may move his units during this Phase, except as a result of combat.

D. Offensive Fire Phase: The Phasing Player may conduct Fire Combat (see Phase C).

E. Retreat Before Melee Phase: The Phasing Player announces his melee attacks for the Melee Phase. The non-Phasing Player then has the option to retreat units that are in the Zone of Control of Enemy units one or two hexes, thus avoiding melee. The retreating units undergo withdrawal fire and the owning Player must roll for possible rout at the end of the retreat, whether a casualty has been suffered as a result of withdrawal fire or not. The Phasing Player may advance a unit into the vacated hex.

F. Melee Phase: Phasing infantry and cavalry units which begin this Phase adjacent to Enemy units may now enter the hex occupied by that Enemy unit() and engage in melee combat. The melee combat is resolved and retreat and casualty results are applied as a result of the melee combat.

G. Ammunition Resupply Phase: The Phasing Player may resupply eligible units which are out of ammunition.

H. Rally Phase: Pin Markers are removed from the Phasing Player’s units. The Phasing Player may rally his routed units which are stacked with leaders or as the Effectiveness Radius of their brigade commander. A die is rolled to determine whether or not independent units rally.

I. Final Command Phase: Friendly leaders that have been killed are replaced and leader promotion is performed if necessary. Uncrewed supply wagons may be recrewed. During the Final Command Phase, game functions that occur only in a given game, as described in the exclusive rules, are performed.

2. Second Player Turn
The second Player becomes the Phasing Player and proceeds to follow the Player Sequence. Steps A through J, as described above.

3. Game-Turn Record Interphase:
The Game-Turn Marker should be advanced one space on the Game-Turn Record Track to mark the passage of one Game-Turn. Note: Some game functions as described in the Exclusive Rules, are performed.

[5.0] MOVEMENT

[5.1] MOVEMENT CONDITIONS AND PROHIBITIONS

A unit may not enter or exit a hex containing an Enemy unit during the Movement Phase. An Enemy occupied hex may be entered only during the Melee Phase (see 12.5).

[5.12] Fire Combat does not take place during the Movement Phase unless the moving Player’s units trigger withdrawal or retreat fire (see 10.1 and 10.2).

[5.14] Units may move into and out of Enemy Zones of Control (10.0), although they may be subject to withdrawal fire (10.1) when they do so.

[5.15] The number of Movement Points a unit must spend to enter a hex depends on the type of terrain in the hex and the formation the unit is in. The Movement Point Cost to enter each terrain type is listed on the Terrain Effects on Movement Chart (5.19). Note: A unit expends Movement Points for the most expensive terrain type when entering a hex with two or more types of terrain (e.g., woods and clear). The type of terrain most beneficial to the defender is used to determine any column shifts in fire combat.

[5.16] Movement from hex to hex must be consecutive; units may not skip hexes.

[5.17] A unit may not be moved or retreat off the map. A unit which would be forced to retreat off the map is captured by the Enemy Player.

[5.18] Retreats conducted during any Phase do not require the expenditure of Movement Points and are not considered movement.

[5.19] Terrain Effects on Movement Chart (see maphsat).

[5.2] MOVEMENT OF ROUTED UNITS AND UNITS NOT IN COMMAND

A routed unit or unit which is out of the Effectiveness Radius of its brigade commander may move one hex only, regardless of terrain costs. Such a unit may not change formation, and may not enter the Zone of Control (ZOC). Supply wagons (hereafter ZOC, see 10.0) of an Enemy unit; if already in an Enemy ZOC, it may only move out of the ZOC and into a hex not adjacent to any Enemy units. Brigade commanders which are out of the Divisional Integrity Radius of their division commander may move only one hex (regardless of terrain) unless they have been detached (see 17.6).

[6.0] FORMATIONS

GENERAL RULE:

All combat units may be in one or two different formations. Infantry units may be in either Line or Column; artillery units are either limbered or unlimbered; cavalry units are either mounted or dismounted (the equivalent of infantry in Line formation). Supply wagons, trains, and leaders have no formation. Supply wagons engage in combat as Line infantry. A unit’s formation affects the unit’s ability to move and engage in combat.
PROCEDURE:
To change formation a unit must expend Movement Points. The Movement Point Cost to change formation is listed under the Formations Change Column of the Terrain Effects on Movement Chart (5.19). Infantry and artillery may change formation at any time during a Friendly Movement Phase (Exception: 6.21), as long as they have the requisite number of Movement Points available. Cavalry units may dismount or mount only at the end of a Friendly Movement Phase provided that they have sufficient Movement Points remaining to perform the operation. Thus, a dismounted cavalry unit that does not have enough Movement Points at the end of the Movement Phase may not dismount.

[6.23] If artillery either limbers or unlimbers (changes formation) within range and Line of Sight of any Enemy small-arms unit (excluding supply wagon crew; see 11.1) those Enemy small-arms units may fire at the battery before it changes formation. This fire is a form of withdrawal fire. If, as a result of such fire, the gun crew of the battery is pinned or takes a casualty, the battery may not complete its change of formation. This rule may be used regardless of the stacking order (see 8.4) of the artillery unit in its hex, and only the artillery battery is affected (except pinned results).

[6.24] A unit which changes formation in the ZOC of an Enemy unit triggers withdrawal fire from the Enemy unit (see 10.0).

[6.3] UNIT FORMATION EFFECTS ON FIRE COMBAT

[6.31] A unit's formation itself has no effect on defense against fire. Whether a unit is in Line or Column will affect fire only in that a unit in Line will present a different (less vulnerable) facing than a unit in Column (see 7.2).

[6.32] Limbered artillery units may not fire.

[6.33] Infantry in Column may never fire nor initiate melee. Mounted cavalry may have its strength doubled when in melee with infantry (see 16.2).

[6.34] Mounted cavalry units may fire through their one frontal hexside if they are armed with pistols, carbines, or Colt repeaters.

[6.35] Dismounted cavalry units may fire through any hexside.

CASES:
[6.1] UNIT FORMATIONS

[6.11] Infantry units in Column gain increased mobility while sacrificing combat capability. An infantry unit (as well as a limbered artillery unit or a mounted cavalry unit) may move through a road or pike hex occupied by a Friendly unit if and only if the moving unit expends Movement Points to pay for the cost of the other terrain in that hex (i.e., it cannot use the road). Infantry units may use roads, pikes and bridges only when in Column. Infantry in Column may never initiate melee, though they defend normally in melee. Infantry in Column may not engage in fire combat. To designate a unit as being in Column, place a Column Marker on top of it. In instances where there are long lines of infantry in Column, it is necessary to do so to designate only the leading unit. A unit in Column formation that is fired upon automatically goes into Line formation (this occurs after the combat has been resolved).

[6.12] Infantry units in Line formation may move and engage in combat normally. Infantry units are considered in Line at all times, unless otherwise designated (see 6.11). Infantry in Line may not benefit from pikes or roads, nor may they use bridges to cross streams (i.e., the presence of a road, pike, or bridge in a hex is disregarded for the purposes of moving a unit in Line formation).

[6.13] Artillery is either limbered or unlimbered. When an artillery battery is limbered, it is prepared to move; when it is unlimbered, it is prepared to fire. Unlimbered artillery may only fire; it may not move. When artillery is attacked by melee only the status of the gun crew is considered (see 12.12). (The same applies to small-arms fire, which affects only the gun crew.) Gun crews are considered to be in Line, for purposes of melee, fire combat, and when routed and moved without guns (see 6.11 and 15.1).

[6.14] Cavalry units may operate either mounted or dismounted. When mounted, they may engage in melee combat (or may charge), but they may only fire if armed with pistols, Colt repeaters, or carbines. Dismounted cavalry units are considered Line infantry for all purposes (except, of course, that they cannot go "into column"), and they fire, engage in melee combat, and move as such. Mounted cavalry suffer a one Column adjustment to the right on the Fire CRT when fired upon (see 7.0). Cavalry units are printed on both sides, each side representing either mounted or dismounted status. To change from one to the other, simply pay the cost in Movement Points (see 6.22) and turn the unit over. For special rules pertaining to the ability of mounted cavalry to charge or retreat before combat, see 16.0.

[6.2] CHANGING FORMATION

[6.21] A unit that is outside the Effectiveness Radius of its brigade commander and not stacked with a division commander in the Initial Command Phase may not change its formation during the ensuing Friendly Movement Phase although it could move one hex in some cases (see 17.11 and 5.2).

[6.22] Units pay costs in Movement Points to change formation. Infantry and artillery units may change formation at any time during a Friendly Movement Phase (Exception: 6.21), as long as they have the requisite number of Movement Points available. Cavalry units may dismount or mount only at the end of a Friendly Movement Phase provided that they have sufficient Movement Points remaining to perform the operation. Thus, a dismounted cavalry unit that does not have enough Movement Points at the end of the Movement Phase may not dismount.

[6.23] If artillery either limbers or unlimbers (changes formation) within range and Line of Sight of any Enemy small-arms unit (excluding supply wagon crew; see 11.1) those Enemy small-arms units may fire at the battery before it changes formation. This fire is a form of withdrawal fire. If, as a result of such fire, the gun crew of the battery is pinned or takes a casualty, the battery may not complete its change of formation. This rule may be used regardless of the stacking order (see 8.4) of the artillery unit in its hex, and only the artillery battery is affected (except pinned results).

[6.24] A unit which changes formation in the ZOC of an Enemy unit triggers withdrawal fire from the Enemy unit (see 10.0).

[6.3] UNIT FORMATION EFFECTS ON FIRE COMBAT

[6.31] A unit's formation itself has no effect on defense against fire. Whether a unit is in Line or Column will affect fire only in that a unit in Line will present a different (less vulnerable) facing than a unit in Column (see 7.2).

[6.32] Limbered artillery units may not fire.

[6.33] Infantry in Column may never fire nor initiate melee. Mounted cavalry may have its strength doubled when in melee with infantry (see 16.2).

[6.34] Mounted cavalry units may fire through their one frontal hexside if they are armed with pistols, carbines, or Colt repeaters.

[6.35] Dismounted cavalry units may fire through any hexside.

CASES:
[6.0] FACING

GENERAL RULE:
All infantry, artillery and cavalry units have a specific facing dependent on their formation. Line infantry, dismounted cavalry and unlimbered artillery have three hexsides which are considered to be "Frontal" hexsides, and three which are "Enfilade" hexsides (see following illustration). The "front" of each unit is the top of each unit counter, the top hexside and the hexside to either side of that top hexside. The three rear hexsides are the "enfilade" hexsides. Infantry in Column, supply wagons, mounted cavalry, and limbered artillery are always considered enfiladed whenever fired upon regardless of the direction of the fire. Mounted cavalry have one frontal hexside, the hex directly at the top of the unit, which they may fire through if armed with pistols, carbines, or Colt repeaters. All other types of units have no facing and thus are considered to present frontal hexsides at all times.

PROCEDURE:
Each unit is so oriented that the top of the unit counter is facing toward a specific hexside and is not situated between two adjacent hexsides. All units stacked in the same hex at the end of a Movement Phase maintain the same facing. A unit moving into a hex assumes the facing of the unit(s) already in that hex.

[7.0] EFFECTS OF FACING ON MOVEMENT

[7.11] A unit may move into any adjacent hex regardless of which hex it was facing before it moved. However, a unit must be faced toward the hex (i.e., the top of the counter pointed toward the hex) that unit is to enter (before it is moved into a hex). Thus, a unit may never "back" into a hex. This is important when resolving withdrawal fire (see 10.1).

[7.12] There is no cost in Movement Points to change facing. All units may change facing freely throughout the Friendly Movement Phase. Changing facing is not movement; therefore, units normally restricted in movement (out of Command Radius, for example) may still change facing during their Movement Phases. There is no restriction as to the number of hexsides which may be turned.

[7.13] A unit may change facing only during a Friendly Movement Phase, or after melee.

[7.2] EFFECTS OF FACING ON FIRE COMBAT

[7.21] The Stacking Restrictions Chart (8.18) delineates the maximum number of Strength Points and/or batteries which are stacked in the same hex that may fire out of that hex through a given hexside at the same target or at different targets. The key word in this rule is "hexside": all limits apply to fire through a hexside. Example:
Three infantry regiments worth “3” points each are in a clear hex. Only four of these nine points may fire through any one hexside. Four more points (out of the remaining five) may fire through a different hexside, while the last remaining point may fire through the remaining frontal hexside. If one of those units was artillery, four of the infantry points plus all of the guns could fire through the same hexside (see 9.3).

[7.22] Units may fire through only their frontal hexsides.

[7.23] Units may be fired upon through any hexside. A unit which is fired upon through one (or more) of its rear hexsides is enfiladed (see 7.0, General Rule). A unit which is enfiladed by at least one firing Enemy unit has the total Fire Strength being directed against it adjusted one column to the right (in favor of the firing Player). If a Line of Fire bisects a frontal hexside and an enfilade hexside, the unit is considered to be fired on through its frontal hexside.

[7.3] EFFECTS OF FACING ON MELEE
[7.31] A unit may advance only through one of its frontal hexsides into a hex to melee one or more Enemy units.

[7.32] Other than the provisions of Case 7.31, facing has no effect on melee combat. The facing of any units in melee combat may be rearranged by the owning Player(s) when melee is concluded.

[8.0] STACKING

GENERAL RULE:
Generally, units may move through other, Friendly units freely (with the exception of units in Column, mounted cavalry, and limbered artillery; see 6.11). There is no cost in Movement Points to stack or unstack, and stacking restrictions apply only at the end of a Movement or Combat Phase.

CASES:

[8.1] UNIT STACKING RESTRICTIONS

[8.11] The number of units and Combat Strength Points that may occupy any single hex at the same time is dependent on the type of terrain and, for infantry, whether or not the unit is in Column. The Stacking Restrictions Chart (8.18) lists all the limits.

[8.12] For purposes of stacking, the Combat Strength Points of a unit (unadjusted by terrain, etc.) is its number of Stacking Points, with the exception of supply wagons, which are worth four Stacking Points and batteries which are worth one (see 8.13).

[8.13] The number of artillery batteries that may be stacked in a given hex is listed on the Stacking Restrictions chart (8.18). Batteries may be stacked with infantry and other unit types in the same hex; each battery counts for one Stacking Point.

[8.14] Leaders and markers never count against stacking restrictions. Any number of these counters may be in any one hex.

[8.15] A unit may not retreat into or through a Friendly-occupied hex. If a retreating unit is forced to enter a Friendly-occupied hex, the other units in that hex are displaced and must then undergo a morale check (see 14.3).

[8.16] An infantry unit in Column formation may never move into a hex containing any other combat unit.

[8.17] Mounted cavalry units may never move into a hex containing any other unit except other mounted cavalry units and leaders.

[8.18] Stacking Restrictions Chart
(see mapsheet)

[8.2] EFFECTS OF STACKING ON COMBAT

[8.21] Only the top-most infantry or cavalry unit in a stack takes losses when the fire is fired on. However, if a combat result calls for losses greater than the number of Strength Points possessed by the top unit, the remainder of losses must be taken from the next infantry or cavalry unit in the stack. Thus, if a “1” Strength Point (SP) infantry unit is stacked on top of a “3” SP unit and the units undergo fire with a casually result of “2,” the top unit is eliminated and the bottom unit loses one Strength Point. Artillery only incurring losses if no infantry or cavalry units are present in the hex. Exceptions: See 6.23 and 8.22.

[8.22] If a stack of units is fired upon by artillery at a range of three hexes or greater, the artillery fires separately at (and the die is rolled once for) each unit in the hex, top unit first. Any result to one unit affects only that unit. If a unit is routed as a result of combat, all units in the hex must undergo morale checks, even if they do not suffer any losses. All units in the hex take fire before checking for rout.

[8.23] For purposes of Case 8.22, the density rules in 8.3 apply to each individual unit even though they are being affected individually. Thus, if three units, each with 4 Points, were fired on (as in the above Case), when checking for results the Player would adjust two columns to the right for density, even though the individual units are only worth 4 Points. (The stack consists of 12 Points). See also 9.42.

[8.3] DENSITY AND FIRE COMBAT

[8.31] The number of Strength Points in a hex may affect the efficiency of Enemy fire. The more “crowded” the hex, the more effective the Enemy fire will be.

[8.32] In determining the column for Fire Strength on the Fire Combat Results Table, the Player must consult the Density Adjustment Chart (8.35). He looks under the column with the correct number of Strength Points in the hex, and makes any Column adjustment as given.

[8.33] For the purposes of density each artillery battery is worth only one Strength Point. Thus, an infantry regiment of “4” plus a battery with six guns would still be worth only 5 Points for purposes of density.

[8.34] For density purposes a supply wagon is worth four Stacking Points. Leaders and markers have no effect on density.

[8.35] Density Adjustment Chart
(see charts and tables)

[8.4] STACKING ORDER

[8.41] Units may stack, or change their stacking order, only during a Friendly Movement Phase, with one exception: If the top unit runs out of ammunition (see II.0), the Player may change the stacking order at the end of the Fire Phase in which depletion occurred. Otherwise, it remains the same.

[8.42] All units stacked in the same hex must remain the same facing. Units moving into a hex assume the facing of the unit in the hex.

[9.0] FIRE COMBAT

GENERAL RULE:
Combat units may fire their weapons at Enemy units in accordance with the rules on Range of Weapons, Fire Combat and Line of Sight. Fire occurs during the Offensive and Defensive Fire Phases within each Player-Turn. Fire may also be triggered during the Movement Phase (if a unit withdraws or changes formation) and during the Retreat Before Melee Phase (if a unit retreats). The Fire Combat Results Table has two rows on it, one used for small-arms fire and artillery fire against artillery or supply wagons and the other used when artillery fires on infantry or cavalry. Units are never required to fire.

PROCEDURE:
The firing Player announces which of his units are firing on a given Enemy unit. The Combat Strength of each separate firing unit is modified by the range of that unit from the target unit. The Range Effects Chart details the effect of range on each weapon type. The Combat Strengths of all firing units are totaled together, after the effects of range have been applied. The Total Fire Combat Strength is then located on the Fire Combat Results Table. The CRT column may be modified to the left or right as a result of the defending unit's facing, formation, and the terrain it occupies. A die is rolled and the result of that combat is indicated at the intersection of the CFT column and the row corresponding to the die roll result. After results are applied, a morale check (see 9.8) may be required.

CASES:

[9.1] COMBAT STRENGTH

Each combat unit has its initial Combat Strength and weapon type printed on the counter. As a unit suffers losses, Combat Strength Markers are placed under the unit to indicate its Current Strength (see 3.32). The Combat Strength of a fir-
ing unit may be affected by the range of the unit from its target. The effects of range are summarized in the Range Effects Chart (9.25).

[9.11] Combat Strength Markers are neutral and may be used by both sides. The Combat Strength represents the unit’s current manpower, fire strength, melee capabilities, and stacking points.

[9.12] All infantry units and dismounted cavalry have a Fire Strength and Melee Capability equal to their Combat Strength. This is the Current Strength, not the Initial Strength given on the counter, although the two can be the same. (See 6.14 and 16.2 for mounted cavalry.)

[9.13] All artillery units have a Fire Strength equal to their Combat Strength value (as modified by their gun crew status); however, melee involving an artillery unit is resolved against its crew. A crew has a Melee Strength of “1” when at full strength and “0” when at reduced strength. (Since melee combat is differential, the “0” can be used mathematically.) Artillery crews may never initiate melee; they use their Melee Capability only to defend against melee (see Case 12.25).

[9.14] Artillery fire against infantry or cavalry units is resolved using the Grapeshot row of the CRT. Artillery fire against artillery and supply wagons is resolved using the Small Arms and Counter-Battery row of the CRT (see charts and tables).

[9.15] Units armed with small-arms weapon types always resolve fire combat on the Small-Arms and Counter-Battery Fire row of the CRT.

[9.16] Fire Combat Results Table (see charts and tables)

[9.2] WEAPON TYPE AND RANGE

[9.21] The type of weapon fired by each individual unit is noted on the counter for that unit. Units that have no weapon type may not engage in fire combat. The different weapon types are listed on the Range Effects Chart (9.25).

[9.22] A unit’s weapon type delineates how far and how effectively it may fire.

[9.23] Each weapon has a maximum range (in terms of hexes) at which it may fire at an Enemy unit. This range is found on the Range Effects Chart (9.25). No unit may fire at an Enemy unit that is outside the maximum range for that weapon. Calculate by counting the distance, in hexes, from the firing hex to the target hex. The firing unit’s hex is not counted as part of the range figure; the target hex is counted. A unit’s Fire Strength can be greatly affected by range.

[9.24] Adjacent opposing units may always engage in fire combat against each other, or they may fire at other, more distant units.

[9.25] Range Effects Chart (see map sheet)

[9.3] FIRE STRENGTH PER HEXSIDE

The number of Combat Strength Points that may fire out of (not into) a given hex is limited to the number of frontonal hexes available to fire through. Four Strength Points may fire out of a given hex through any one of its frontal hexes.

[9.31] The four Strength Points that may fire through a hexside are “Pre-Range Effects Modification Strength Points.” Thus, the 4 Points may be doubled, halved, etc. as an effect of range.

[9.32] Artillery is not limited to the number of Strength Points of fire per hexside. Thus, all batteries in a hex may fire out of one hexside (see 7.21).

[9.4] MULTIPLE UNIT FIRE

[9.41] In fire combat, units firing from different hexes at the same Enemy hex must combine their Fire Strength into one total. Each unit’s Fire Strength is computed separately for range, and then all are added together. Infantry Fire Strength and Artillery Fire Strength are never added together; these units always fire separately.

[9.42] When a unit is fired on by both artillery and small-arms, both attacks are resolved before any resulting casualties are applied. (This can be important because the chance of causing a casualty is affected by the density of Combat Strength Points in the hex.) All casualties (if any) from both fires are then applied before resolving a morale check, if necessary (see 13.2). (Thus, a unit does not “escape,” for example, artillery fire because small-arms fire causes it to rout and run away.)

[9.43] During a Fire Phase, small-arms fire (infantry, etc.) generally affects only the top infantry or cavalry unit in a stack (see 8.21).

[9.44] No unit may be fired upon more than once in any given Fire Phase by small-arms fire, and no unit may be fired upon more than once in a Combat Phase by artillery. A unit may be fired upon by small-arms fire and artillery in any one Fire Phase, but only once by each (exception: 10.2).

[9.45] No unit may fire its entire Fire Strength more than once in any given Fire Phase (Exception: See 10.2). However, within any given Fire Phase a unit may choose to split its Fire Strength, directing it at any number of target hexes, as long as the total Combat Strength is not exceeded and the rules of facing are observed. Example: An infantry regiment with a strength of 3 may fire with a strength of 1 at three different Enemy hexes or it may fire with a strength of 2 at one hex and 1 at another. Note that the Current Strength is divided, not the Final Fire Strength (which may be the Current Strength augmented by terrain, range, etc.). Example: A battery composed of 6 guns can fire at an Enemy unit that is adjacent and one that is ten hexes distant. Four guns (HB) fire at the nearer target (at an Effective Strength of $4 \times 10 = 40$) and two guns fire at the other target (at an Effective Strength of $2 \times \frac{1}{2} = 1$).

[9.46] In splitting units’ Fire Strengths, the Combat Strength may not be so divided as to make the Final Fire Strength against any one hex less than 1. Example: A battery of six guns could not fire at six individual targets sixteen hexes distant, because the Final Fire Strength would (theoretically) be halved for each of those targets. The battery would have to split its fire among only three of the regiments to produce the necessary one-Point minimum-per-target. This restriction applies only when splitting Fire Strength; a unit may always fire its whole strength — no matter how much it is reduced — at a single target.

[9.5] TERRAIN EFFECTS ON FIRE COMBAT

The various terrain features on the map have an effect on the ability of units to withstand fire. A defending unit may derive the benefit of terrain as long as at least one of the firing units is firing through or into that terrain.

[9.51] In fire combat, terrain benefits may adjust the total Fire Strength Column to the left. Effects of terrain are cumulative, but the final net adjustment on the CRT may never be more than two columns in any direction. Thus, you may adjust three to the left and one to the right for a cumulative change of two to the left; but you could not adjust three to the left, as a final result. The CRT column is never adjusted to the left of the last column, and a unit’s firing with more than 51 Strength Points fires in the “51 +” column.

[9.52] A unit adjacent to a crest hexside which is fired on through that crest hexside, derives a defensive benefit from the crest if the firing unit occupies a lower elevation. The Total Fire Strength Column on the CRT is adjusted one column to the left. This benefit is derived if any of the firing units fire through the crest hexside.
[9.63] Units in woods hexes that are fired upon derive a defensive benefit. The Total Fire Strength Column is adjusted one to the left.

[9.54] Roads and pikes have no effect on combat in any way. For any terrain effects, refer to the other terrain in the hex.

[9.55] Other terrain effects on fire (if any) are detailed in the Exclusive Rules.

[9.56] Terrain Effects on Combat Chart (see mapsheet)

[9.6] EFFECTS OF FACING AND FORMATION

[9.61] Units may fire only through their frontonal hexides; however, they may be fired on through any hexides. Units fired upon through their rear (enfilade) hexides have the total Fire Strength Column adjusted one to the right (see 7.2).

[9.62] Infantry units in Column and limbered artillery may never fire in any Phase. Mounted cavalry may only fire if armed with pistols, carbines or Colt repeaters and then only through their one frontonal hexide (see 7.0).

[9.7] LINE OF SIGHT (LINE OF FIRE)

The ability of a unit to fire from the hex it is in to some other hex depends on the terrain between those hexes along the Line of Sight (LOS). An LOS can either be clear or blocked; "having a clear LOS" is defined as the ability to see the target. An LOS is represented by a straight line drawn from the center of the firing unit's hex to the center of the target hex. The LOS may only be blocked (depending on elevation) if it passes through a blocking hex or through a blocking hexide which is not common with or adjacent to either the firing unit's or the target's hex. Note: A clear LOS always contains all hexes of a blocking hex containing a firing unit, and into a blocking hex containing a target unit, but generally not on elevation through a blocking hex. An LOS running along a hexide is blocked only if both hexes are blocking terrain.

[9.71] Types of blocking terrain are listed on the Terrain Effects on Combat Chart (9.56). In addition, units, Friendly or otherwise, are considered blocking terrain. Whether blocking terrain actually blocks LOS is dependent upon the elevation of both the firing and defending units.

[9.72] For purposes of determining LOS, Ground Level is considered to be zero feet high. Trees are considered to be 20 feet high, infantry, artillery and dismounted cavalry five feet high, and mounted cavalry and supply wagons ten feet high. Other heights (if any) are specifically indicated on the map.

[9.73] The Line of Sight Algorithm and the Line of Sight Gauge

Players may determine the Line of Sight in two ways: they may use the basic algorithm (mathematical expression of the Line of Sight) or they may use the Line of Sight Gauge, which is a graphic representation of the algorithm. Usually, Players will find themselves using the algorithm only to check the occasional "close call" on the gauge.

1. The Basic Algorithm Procedure

A clear Line of Sight exists only if:

\[ H \text{ is equal to } D \text{ or greater than } \frac{dp}{\text{}} \]

\[ H = \text{Height (in feet) of higher position minus height of lower position.} \]

\[ D = \text{Distance (in hexes) from higher position to lower position.} \]

\[ \text{hp} = \text{Height (in feet) of potential obstacle minus height of lower position.} \]

\[ dp = \text{Distance (in hexes) from potential obstacle to lower position.} \]

2. Line of Sight Gauge Procedure

Note that heights are expressed in increments of five feet. Horizontally, distance is measured in undivided yard increments (corresponding to the hexes). On the zero distance line, locate the height of the higher position. Measuring from this point (horizontally, in hexes) locate the height of the lower position. Connect these two points with a straight edge (a transparent plastic ruler is ideal). Now locate the height and distance of any suspected obstacle. Remember that a man adds 5 feet to the height of any level and a woods hex adds 20 feet to the height of any obstacle. If the obstacle is higher than the Line of Sight at the point of intersection, then the Line of Sight is blocked. If the Line of Sight exactly intersects the obstacle, or passes over it, then the Line of Sight is not blocked. If there is any doubt, Players should resort to the algorithm. Note that, technically speaking, the Line of Sight could pass as much as five feet below the obstacle and still not be blocked (this accounts for the average height of a man's musket and the target above the terrain on which the soldiers stand).

[9.8] RESULTS OF FIRE COMBAT CASUALTIES

Each casualty number on the Fire CRT's represents a Strength Point of men killed or one gun destroyed, depending on which type of unit is defending. The other results are "P/R" (Pin/Rout), "P" and "R" which restrict an affected unit's actions.

[9.81] When the Fire CRT yields a numerical result and the target unit is infantry, cavalry, or cannon, that unit has lost that number of Strength Points. The Player adjusts his Strength Counter and records the loss on his OB Roster. (However, see 9.42) Players should keep an accurate count of losses as they are important for determining who wins the game. A morale check for the affected unit must be made (see 13.0).

[9.82] If an artillery battery is hit by small-arms fire, only the crew is affected. If a battery suffers a result of "11", the gun crew commander is flipped over to its Reduced Strength side; another Point loss and the crew is eliminated. Gums themselves are affected only by artillery fire and each Point in a given result eliminates a gun.

[9.83] When a Pin/Rout (P/R) result is obtained, the Player owning the affected unit must determine which will apply. To do so he first notes the unit's morale (Case 13.1), rolls one die and compares the die roll to the Morale Rating. If it is higher than the Morale Rating, the unit is routed; if it is the same as or lower than the rating, the unit is pinned. When rolling for P/R results, if the unit has been enflamed add one to the die-roll, and subtract one if the unit is stacked with a leader (regardless of the number of leaders); see 17.4

[9.84] When a unit is pinned, place a PIN marker on top of all the units in the hex the pinned unit occupies. Units in a pinned hex may not move (except to retreat as a result of Melee; not before); nor may they fire in a Friendly Offensive or Defensive Fire Phase. Pinned units may use withdrawal fire (10.1) and retreat fire (10.2). They may not initiate melee; their morale is so low that they cannot attack. They may not retreat before melee. Pinned units have a Zone of Control. If any unit in a stack becomes pinned, all units in that hex are pinned. Routed units may become pinned (and remain routed). Pinned units may change facing but they may not change formation.

[9.85] PIN markers are removed in the Friendly Rally Phase before units are rallied. Once a pinned unit is melee, it becomes unpinned. Remove the PIN marker from that unit.

[9.86] Leaders may be killed or wounded by Enemy fire (see 17.7). A Leader may be pinned, but the leader does not lose his Effectiveness Rating as a result of such a pin. He simply cannot move (except to retreat as a result of melee).

[9.87] A combat result of "P/R" or "R" requires a morale check for the affected unit. A die is rolled; if the result is greater than the unit's morale, it is pinned or routed, respectively. If the result is the same or lower than the unit's morale, there is no effect.

[9.88] Some numerical results are followed by an asterisk (*), which indicates that the affected unit must make a withdrawal roll. The casualty is recorded, a morale check is executed for that unit. If the unit routs, no further action is taken. If the unit does not rout, a second die is rolled; a result greater than the unit's morale level results in the unit being pinned. A result equal to or less than the unit's morale level has no effect.

[10.0] ZONES OF CONTROL

GENERAL RULE:

All infantry units in Line formation, dismounted cavalry, and limbered artillery units have a Zone of Control extending into three hexes adjacent to their frontal hexides. Supply wagons and leaders have no ZOC's. Mounted cavalry exerts a ZOC into all six adjacent hexes. The ZOC's of these units affect withdrawal, retreat, supply, and command. Exception: Mounted cavalry ZOC's affect the withdrawal and movement of mounted cavalry units (also, see 9.62 and 16.36).

CASES:

[10.1] WITHDRAWAL FIRE

If a Friendly unit leaves an Enemy-controlled hex during the Friendly Movement Phase or the Friendly Retreat Before Melee Phase, the Enemy unit exerting that ZOC may fire at the moving unit before it leaves the hex.

[10.11] Withdrawal fire takes place before the withdrawing unit leaves the hex; i.e., the range is one hex.

[10.12] Withdrawal fire is in addition to any normal offensive or defensive fire. Units may fire withdrawal fire any number of times, subject only to possible ammunition depletion.

[10.13] If there are two (or more) units in the same hex in the ZOC of an Enemy unit and they both wish to withdraw, the Enemy unit may fire once at the stack.

[10.14] If there are two (or more) units in a stack and some (but not all) of the units wish to withdraw, they may do so without being fired upon; however, in such a case, the unit(s) remaining in the hex suffers withdrawal fire. In effect, they are covering for the withdrawing unit(s).

[10.15] A unit suffering casualties during withdrawal fire is treated as if it had suffered casualties during any regular Fire Phase; the owning Player must roll for possible rout or leader loss, etc. If a unit suffers a pinned result in withdrawal, it may move one hex and then it becomes pinned. Important Exception: See 12.88.
[10.16] A unit may withdraw from an Enemy ZOC through any hexside it wishes, as long as it does not enter an Enemy-occupied hex. However, if in withdrawing the unit presents its enfilade hexsides to the firing unit, the unit firing withdrawal fire then gets the benefit of enfilade fire (see 7.11). Note: A unit withdrawing will almost invariably present its enfilade to an enemy unit.

[10.17] Withdrawal fire takes place in the Movement Phase and the Retreat Before Melee Phase, not during any Fire Phase. (A unit that is in the ZOC of an Enemy unit during a Fire Phase and is forced to retreat out of the ZOC during that Fire Phase does not suffer withdrawal fire.) Withdrawal fire is not considered part of any Fire Phase, and units that use withdrawal fire may fire regularly during any Fire Phase in that Player-Turn. Withdrawal fire is, in effect, a free shot. Note: Remember to check for ammunition depletion.

[10.18] Leaders that withdraw from an Enemy ZOC do not trigger withdrawal fire.

[10.19] When a unit triggers withdrawal fire, it may be fired on once by every eligible Enemy unit. There is no limit to the number of Enemy units which may fire at a withdrawing unit (provided each Enemy unit is eligible). A single Enemy unit may perform withdrawal fire as many times as there are Friendly units which trigger such fire.

[10.2] RETREAT FIRE

A unit that is forced to retreat into the ZOC of an Enemy unit, other than the unit which caused the retreat, may undergo retreat fire. The procedure for retreat fire is the same as for withdrawal fire (10.1) with two exceptions: units entering the ZOC triggered fire, and units leaving the ZOC (as in withdrawal fire), and retreat fire may occur during the Combat Phase. Each time a unit retreats into the hex of a different Enemy unit, the possibility of retreat fire is triggered; therefore, a retreating unit may be fired on by several Enemy units as it retreats. Retreat fire on retreating units that suffer casualties from retreat fire do not roll for additional rout. Enemy units firing on retreating units may only fire once at a given unit during any retreat. Units firing retreat fire must check for ammunition depletion. Retreat fire, like withdrawal fire, is considered a free shot.

[10.3] EFFECT OF ZOC ON AMMUNITION SUPPLY

Units attempting to trace a Line of Supply to their supply wagons (11.23) may not trace this line through an Enemy ZOC, unless the hex is occupied by a Friendly unit.

[10.4] EFFECT OF ZOC ON LEADER CONTROL

Units attempting to trace a leadership radius from a leader to a unit (or vice-versa) may not trace this line through an Enemy ZOC unless the hex is occupied by a Friendly unit.

[10.5] EXTENT OF ZONES OF CONTROL

ZOC's do not extend through impassable hexsides. The presence of a Friendly unit negates an Enemy ZOC for purposes of supply and leadership lines. However, the presence of a Friendly unit does not negate an Enemy ZOC for purposes of withdrawal or retreat fire.

[11.0] AMMUNITION SUPPLY: GENERAL RULE:

All units capable of fire combat are subject to ammunition depletion. Artillery ammunition depletion is represented by the number of rounds fired as compared to the total rounds available. When no more rounds are available, artillery may not fire. Small-arms units suffer ammunition depletion as a result on the Fire CRT. These units may be resupplied by being within supply range of a supply wagon. Units that are out of ammunition (ammo depleted) have no ZOC's except for purposes of negating supply and leader effectiveness lines.

CASES:

[11.1] SUPPLY WAGONS

Supply wagons are considered combat units although they are restricted in their capabilities. A supply wagon has two possible statuses: crewed and uncrewed. The front of the counter shows the wagon and its crew. The crew has its weapon type, morale, and Combat Strength indicated in the same manner as an infantry unit. If the crew is killed or routes away from the wagon, the Wagon Counter is turned over to indicate its uncrewed status, and a Wagon Crew Counter is placed on the map if a rout is called for. An uncrewed supply wagon may not be used to resupply units.

[11.11] A supply wagon crew may never voluntarily abandon its wagon. A Crew Counter is only placed on the map if the crew routs.

[11.12] Supply wagon crews suffer casualties only from small-arms fire, though they may be pinned or routed due to artillery fire. Supply wagons are affected only by artillery fire.

Small-Arms Fire Results:

PIN: The wagon is pinned, and may not resupply units or move.

ROUTE: The crew routes. A Wagon Crew Marker is used and the crew routes three hexes. The Wagon Counter is turned over to show that it is crewless.

"1," "2," etc.: The crew is eliminated and the wagon is crewless.

Artillery Fire Results:

"1," "2," etc.: This number is used to determine the column on the Ammunition Loss Table (11.34). A die is rolled and cross-indexed with the column to determine the number of Supply Points the wagon loses.

[11.13] Supply wagons are always independent units.

[11.14] Supply wagons have a stacking value of four points.

[11.15] Supply wagon crews may not initiate melee but may defend against melee. Supply crews may not engage in offensive fire (see 12.2). Supply wagon crews may not fire any weapon types.

[11.16] Supply wagon crews do not have a ZOC and are incapable of retreat and withdrawal fire. They may only fire in the Friendly Defensive Fire Phase.

[11.17] Crewed supply wagons may retreat before melee. In other forms of retreat the crew retreats after the wagon doesn't.

[11.18] A wagon may be recrrewed if its crew has been eliminated by moving an infantry unit or dismounted cavalry unit onto the wagon and removing one Strength Point from that unit during the Friendly Final Command Phase. The morale and weapon type of the new crew should be noted on the OB Roster. Only one Strength Point may ever be assigned to a wagon and, once assigned, it may not be withdrawn from that wagon and used to augment the strength of another unit.

[11.19] Supply wagons may be captured and recrrewed by the Enemy Player. Captured wagons may be used to resupply Friendly units on the Game-Turn after they've been recrrewed. Only a cavalry or an infantry unit may capture a supply wagon. Should this happen its former crew is also removed from play regardless of its location on the game map. The recrrewed wagon does not count for Victory Point purposes.

[11.2] SMALL-ARMS AMMUNITION SUPPLY

Infantry, dismounted cavalry, and all other non-artillery units (small-arms units) are subject to possible ammunition depletion each time they fire. Ammunition depletion never affects the ability of a unit to move.

[11.23] Each time a small-arms unit fires a "1," or "2," is rolled on the Fire Combat Results Table, there is a possibility of the unit running out of ammunition. The Player rolls again for each unit that fired in that combat result: if the number rolled is "1," or "2," that unit is considered "ammo depleted." An Ammunition Depletion Marker is placed on top of the unit to indicate its status.

[11.22] A unit out of ammunition may move and engage melee normally. It may not fire under any circumstances until it is resuppled, and has a ZOC for supply and leadership paths only.

[11.23] To be resupplied, a small-arms unit must be able to trace a supply path to a Friendly supply wagon in its Friendly Resupply Phase. The route of supply is traced from the unit to the wagon and not vice-versa. The supply line is traced using the Movement Allowance and terrain costs of an Infantry unit in Column formation (see 5.19 Terrain Effects on Movement Chart). Note that the unit itself does not move; this is simply a method of determining the distance. The route to the supply wagon may not pass through a hex in an Enemy ZOC (unless occupied by a Friendly unit) or through an Enemy occupied hex.

[11.24] Any number of units may be resupplied during a Friendly Resupply Phase, as long as the requirements of 11.23 are satisfied and the supply wagon has the necessary ammunition. The number of units a given supply wagon may resupply is the number of boxes for small-arms ammo on the OB Roster for that wagon (see 11.1).

[11.25] Neither the wagon nor the unit being resupplied may have moved in that Player-Turn.

[11.3] ARTILLERY AMMUNITION

Each Player is limited in the total number of times he may fire each of his artillery batteries. Each time a battery fires, regardless of the number of guns it has, it uses one round of ammunition. The number of rounds available to each battery is the number of battery ammunition boxes on the Player's Order of Battle Roster for that battery. When the battery fires or otherwise loses a round of ammunition, one box is marked off on the battery's ammunition supply to indicate the battery's correct ammo count.

[11.31] Each time an artillery battery fires, it expends one round of ammunition. When a battery splits its fire, it expends only one round of ammunition.

[11.32] When a battery runs out of ammunition (i.e., all its ammo boxes have been marked off) it may not fire. Such batteries may receive additional rounds of ammunition as per 11.23 if a friendly supply wagon is available to resupply the battery.

[11.33] Players may transfer rounds of ammunition between friendly artillery batteries of the same weapon type. Both batteries involved must spend one entire Game-Turn, without firing, in the same or adjacent hexes. In the Resupply Phase of that Game-Turn the owning Player may redistribute the rounds of ammunition between the two batteries.
If an artillery battery is captured or eliminated in combat, its ammunition supply is likewise eliminated. No use may be made of captured Enemy guns or ammo. **Exception:** See 11.19.

### 11.34 Ammunition Loss Table

(see charts and tables)

### 12.0 MELEE COMBAT

#### GENERAL RULE:

Melee combat represents hand-to-hand fighting that takes place when Friendly units attempt to dislodge Enemy units from a given position. Melee occurs in the Melee Phase when a Phasing Player moves a unit (or units) into an Enemy occupied hex. The ensuing combat is mandatory, and the result is obtained from the Melee Combat Results Table. As a result of melee, units may be captured, suffer casualties, be forced to retreat and possibly be routed, or remain engaged in the melee. Melee may occur only in the Melee Combat Phase; it may never occur during any other Phase.

#### PROCEDURE:

In order for a unit to melee with an Enemy unit, it must begin the Friendly Melee Phase adjacent to that Enemy unit. Then, in the Melee Phase, it moves into the hex with the Enemy unit. The Melee Strengths of the units are compared, and the resulting combat differential is then used in reference to the Melee CRT. The Melee CRT is a “Differential” CRT. The combat ratio is expressed as a difference between the total Strength Points of the attacker (the Phasing Player) and the total Strength Points of the defender. The defender’s points (adjusted for leaders and morale) are always subtracted from the attacker’s regardless of who has more points. Thus, a defender with “8” points attacked by a unit with a total strength of “5” would produce a differential of minus three (−3). Differentials lower than −4 or higher than +7 use the −4 or +7 columns, respectively. Note that a unit may adjust a total of 3 Points: one for terrain, one for a leader, and one for morale.

**CASES:**

#### 12.1 DEFINITION OF MELEE STRENGTH

12.11 Infantry and dismounted cavalry units always melee with their Current Combat Strength (which is the same as their Fire Strength).

12.12 Artillery batteries melee with the strength of their crew. The Melee Strength of a full-strength gun crew is “1.” The Melee Strength of a reduced-strength gun crew is “0.” (Remember, melee combat uses a differential, so the “0” may be used as comparison figure.) Note that gun crews may never initiate melee (see 12.3).  

12.13 The Melee Strength of a mounted cavalry unit is its Combat Strength at the time of combat. However, if mounted cavalry is charging (see Case 16.2), their Melee Strength is double their Combat Strength.

12.14 Supply wagon crews melee with a strength of one and may not initiate melee (12.96). There is no half-crew status for wagon crews.

#### 12.2 RESTRICTIONS ON ABILITY TO ENGAGE IN MELEE

12.21 To engage in melee, a unit must begin the Friendly Melee Phase adjacent to the Enemy unit that is the object of the melee. Furthermore, it must be able to move into the defending unit’s hex through one of the attacking unit’s frontal hex-sides.

12.22 Units may never fire at one unit in a Friendly Fire Phase and then melee with a different unit in the ensuing Melee Phase. A unit can only melee with a unit at which it fired. If it did not fire in the preceding Offensive Fire Phase, it may melee with any unit within the above restrictions.

12.23 Melee is not mandatory; simply because a unit is adjacent to an Enemy unit does not require it to engage in melee.

12.24 Infantry in Column may never initiate melee, although they may be meleeed by Enemy units. If a unit in Column is meleeed, such a unit goes into Line as soon as melee is resolved.

12.25 Gun and wagon crews may not initiate melee. **Exception:** If a crew is meleeed and an “engaged” crew result occurs, the crew may melee in its ensuing Friendly Melee Phase.

12.26 Units that split fire (see Case 9.4) between two or more hexes may melee units in only one of those hexes. Units may not split their Melee Strength between hexes.

#### 12.3 EFFECTS OF TERRAIN

12.31 Any units that enter an Enemy-occupied hex for melee purposes by crossing a stream or moving upcrest have one point subtracted from their total Melee Strength.

12.32 If units are engaged (i.e., “ENG” see 12.94) in melee, the only terrain effects which may be applied to that melee would be against additional units joining it.

12.33 A unit may melee into a hex only if it could move into that hex normally.

#### 12.4 EFFECT OF LEADERS ON MELEE

Leaders have an effect on melee. If a stack of units, attacking or defending, contains a leader or leaders, that stack may add one Point to its total strength. Example: An infantry regiment worth 5S is stacked with a leader and meleees with an Enemy regiment worth 2, which is also stacked with a leader. The Final Combat Differentials is 3; the 5 unit add 1 for the leader, for a total of 6, but the defending unit also has a leader (2 + 1 = 3). Only one leader per side may be used in the melee regardless of the number of leaders in the hex.

#### 12.5 EFFECTS OF MORALE AND ROUT ON MELEE

12.51 If a routed unit defends against melee, that unit defends at one-half its current Melee Strength rounded down. Routed units may not initiate melee; if “engaged” in melee, a routed unit must retreat from melee, if possible. If the routed unit cannot retreat from the melee without entering an Enemy ZOC, it is captured.

12.52 If, in a melee, the unit with the lowest morale in a stack of Friendly meleeing units has a morale rating that is at least two Points higher (better) than the highest morale rating of an Enemy unit that is in the same melee, the Friendly meleeing units add one to their strength. Example: Two Union units, both with a morale rating of “2,” initiate melee against two Confederate units, with morale ratings of “4” and “5.” Because the lowest-rated CSA unit (4) is two better than the highest-rated Union unit (2), the Confederate Player adds one to his Melee Strength for that melee.

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12.56 MELEE AND FIRE COMBAT

Neither Player may have a unit fire into a hex in which units are engaged in melee.

#### 12.7 STACKING IN MELEE

12.71 The maximum number of units and/or Strength Points that a Player may have conduct a melee in a single hex is listed in the Stacking Restrictions Chart (8.18).

12.72 If the defending Player has more units (or Strength Points) than are allowed for melee, the Strength Points over the maximum do not participate in the melee; however, they are affected by such combat in all respects. The attacker may not enter a hex to melee with more Strength Points than are allowed by the Stacking Restriction Chart (8.18).

12.73 Stacking limits in melee apply to each side separately. Thus, both Players may each have up to the maximum strength limit for that hex.

12.74 If Infantry or cavalry is stacked with a gun crew in melee, losses are taken from the infantry/cavalry before the gun crew, regardless of the stacking order of the units. Otherwise, losses are distributed at the option of the owning Player.

12.75 Friendly units occupying different hexes may enter the same hex to melee Enemy units there.

12.76 Units may not move through a hex where units are engaged in melee.

#### 12.8 RETREAT BEFORE MELEE

During the Retreat Before Melee Phase, the attacking Player (i.e., the Player whose Melee Phase immediately follows the Current Retreat Before Melee Phase) must announce which defending units he intends to melee. The defending Player must either immediately exercise his option to retreat before melee (if it is available to him), or declare that he will accept the melee.

12.81 The non-Phasing (retreating) Player may move any units subject to melee one or two hexes away from the hex they are in.

12.82 Retreating units may not enter an Enemy ZOC.

12.83 Units that retreat before melee are subject to withdrawal fire. The owning Player must conduct a morale check for retreat units (before melee), regardless of whether or not they are fired upon by withdrawal fire. **Exception:** see 12.84.

12.84 Mounted cavalry units (see Case 16.1) may retreat before melee without drawing withdrawal fire. They are simply moved the one or two hexes. A morale check is not required.

12.85 Phasing units may be advanced into a hex vacated by a unitretreating before melee by any units that were going to meele the retreat units. The advancing units are still bound by the Stacking Restrictions Table (8.18). A unit so advancing may not initiate melee in that Game-Turn.

12.86 Unlimbered artillery may not retreat before melee.

12.87 A pinned or routed unit may not be retreated before melee.

12.88 A unit which a Player attempts to retreat before melee which is “pinned” by withdrawal fire may not be retreated. Thus, it is forced to stand and accept a melee attack.

12.89 A unit may retreat before melee regardless of whether or not it is in command.

#### 12.9 RESULTS OF MELEE COMBAT

As a result of melee, units/Strength Points of both sides may be captured, suffer casualties, be forced to retreat, or remain engaged.

12.91 A “K” result on the melee CRT means that one Strength Point from the side affected has been eliminated. A “K” result on an artillery unit results in a loss to the battery’s gun crew. If the crew has previously taken one loss, a “K” result eliminates the battery.
[12.92] A result of “R” plus a number (e.g., 2R) means that the affected unit(s) must retreat the given number of hexes. At the end of the retreat, the owning Player conducts a morale check. The path of retreat is generally away from Enemy lines and toward one’s own lines (see 14.0). Unlimbered artillery units may not retreat, and any such retreat result on the Melee CRT means that all guns, plus the gun crew in that hex have been captured. Units may not retreat into hexes containing impassable terrain, Enemy units or Enemy ZOC’s. Units which cannot retreat legally are captured.

[12.93] A result of “C” plus a number indicates the number of Combat Strength Points that have been captured. The affected unit is reduced by that number of Strength Points as if it were a normal casualty, except the loss is recorded on the OB Roster as a capture, not a kill. Captured Strength Points/guns are more costly, in Victory Points, to lose. Prisoners cannot escape nor guns be recaptured. Any “C” results against an unlimbered artillery unit results in all guns and men being captured.

[12.94] A result of “Eng” means that all units in that hex are engaged; i.e., the fighting is still raging. Engaged units may neither fire nor move, nor may that hex be fired upon by other unengaged units. Engaged units have no ZOC’s. Leaders that are “engaged” may not rally other units; nor do they have Effectiveness Ratings. Other units may not move through a hex containing engaged units, although units may be moved into the hex. A counter indicating that the meleeing units are engaged is placed on the units. In the ensuing Player-Turn, the former defending Player has the following options:

1. He may fight another melee in his Melee Phase with the same units, recomputing the differential, or,
2. He may, within stacking restrictions, bring in more units and fight another melee as in 1; or,
3. He may choose to retreat his engaged units two hexes, checking their morale at the end of the retreat. Units retreated from a melee do not suffer withdrawal fire from the enemy unit(s) with which they were engaged. Note that this is different from retreat from a melee. There is no advance by the unit(s) left in the hex. A Player may choose to retreat one or more units. Unlimbered artillery may not be retreated. Option 3 may not be combined with options 1 or 2.

[12.95] A result of “Rpla” indicates that the Phasing Player must retreat 2 hexes, then roll for leader loss on the Leader Casualty Table (17.76), if a leader is present, and then perform a morale check for the affected unit(s). The non-Phasing Player does not retreat although he rolls for leader loss and performs a morale check for his affected unit(s).

[12.96] If a pinned unit, supply wagon, or any artillery unit is involved in melee and the result is engaged, that unit then melee in its Friendly Melee Phase, as per 12.94. This is an exception to the rule that certain units may not initiate melee.

[12.97] If, in a melee combat, the result is such that both sides are totally eliminated (either through a “K” or “C,” etc.), ignore that result and consider the units engaged.

[12.98] Melee Combat Results Table (see charts and tables)

[13.0] MORALE AND ROUT

GENERAL RULE:

Each combat unit possesses a morale rating. A unit’s Morale Rating is used for two purposes: adjusting melee strengths and determining whether or not a unit will rout. A morale check must be made for a unit each time it suffers a casualty (e.g., “1”), “R,” “P/R,” or “R” result on the Fire Combat Results Table, and whenever it retreats before melee or receives an “R” result in melee. Routed units are forced to retreat and they remain routed until rallied. Routed units are restricted in what they can do.

CASES:

[13.1] MORALE RATINGS

[13.11] Each combat unit has a Morale Rating, consisting of a number from “5” (best) to “1” (worst); see the sample units (3.31).

[13.12] Some units may have a printed Morale Rating of “5”. These units are considered “green” (see 13.14).

[13.13] Numbered Morale Ratings are permanent; they never change.

[13.14] Green units (those units with a “5)” Morale Rating) have an unknown Morale Rating. It remains unknown until such a unit has its first taste of combat (known as “Seeing the Elephant”). When a green unit “Sees the Elephant” for the first time (i.e., something happens that requires the owning Player to conduct a morale check or the unit is involved in melee combat), the Player immediately refers to the Seeing the Elephant Table (13.15). He then rolls two dice to determine the Morale Rating of the green unit. The Morale Rating is now the permanent rating for that unit; it should be recorded on the OB Roster.

[13.15] seeing the elephant table (see charts and tables)

[13.2] WHEN UNITS ARE ROUTED

[13.21] When there is a possibility that a rout will occur, the Player with the affected unit checks the Morale Rating of the unit (remember 13.14) and rolls a die. If the number rolled is greater than the unit’s Morale Rating, that unit has routed. A Rout Marker is placed on a unit that is routed and removed when it is rallied.

[13.22] All casualties are taken prior to determining rout.

[13.23] If a unit is stacked with a leader, subtract one from any morale check die-roll.

[13.24] If a unit has suffered greater than 50% losses (from its initial strength) add one to the die-roll.

[13.25] Unlimbered guns never rout. However, their crews may rout, thus abandoning the guns (see 15.16).

[13.26] Any time a unit’s morale is checked as a result of Enemy Fire, and that unit has been engulfed by the Enemy fire, add one to that morale check die roll result.

[13.3] EFFECTS OF ROUT

[13.31] Units that are routed must retreat three hexes (not an expenditure of Movement Points), in addition to any other retreat results that may have been mandated in that Combat Phase. Units unable to retreat those three hexes for any reason (terrain or Enemy units) are captured.

[13.32] Routed units may not engage in any kind of Fire Combat. They may not initiate melee and if forced to melee they melee at half-strength (round-ed down). Movement Allowance of one hex per turn, regardless of terrain cost. Routed units may not retreat before melee, and they have no Zone of Control.

[13.33] A unit that is routed and suffers additional casualties while in a state of rout will rout again. Routed units suffering a second rout result (e.g., from a P/R result on the Fire CRT) must retreat an additional three hexes, remaining routed. Routed units that become pinned are both pinned and routed; but a pinned unit that routs is no longer pinned — it is routed.

[13.34] Leaders are never routed. They are not affected in any way by a rout result. (However, see 13.43)

[13.4] EFFECTS OF STACKING ON ROUT

[13.41] If there is more than one unit in a hex for which a morale check is necessary, each unit is checked separately.

[13.42] If only the top unit is affected by the combat (as in fire), that unit’s morale is checked first. If there is no rout, the morale of the units beneath it is not checked. If the top unit routs, the morale of all units under it must be checked. Furthermore, if the top unit is eliminated entirely, the morale of the unit beneath it must be checked as if it were the top unit.

[13.43] All units in a hex receive the benefit of any leader in a hex. Leaders in a stack may choose to retreat with a routed unit or remain with the unit beneath (and take their chances there).

[13.44] If a stack suffers casualties from artillery firing from a range of three hexes or greater, the morale of all units in the hex is checked.

[13.5] RALLY

[13.51] Routed units remain routed until they are rallied in a Friendly Rally Phase.

[13.52] Non-independent units (except batteries) are rallied under the following circumstances:

1. They are stacked with any Friendly leader; or
2. They are within the Effectiveness Radius of the brigade commander for that unit and that brigade commander expends a Rally Point (see 17.13) to rally that unit.

[13.53] The Effectiveness Radius may not be traced through Enemy combat units, Enemy ZOC’s (although the presence of a Friendly unit in that hex negates the effect of such a ZOC) or impassable terrain.

[13.54] Routed artillery gun crews, supply wagon crews, and independent units may rally without leaders. If such a unit has been routed, the Player rolls one die during the Rally Phase. If the die roll results in it being completely surrounded by Enemy units, impassable terrain and/or the edge of the map, it is captured.

[13.6] RETREATS

GENERAL RULE:

Units may be forced to retreat as a result of rout or as a direct result from the Melee CRT. The number of hexes retreated depends on the combat result that applies. Players must observe certain restrictions when retreating units.

CASES:

[13.1] RESTRICTIONS ON RETREATS

A unit may not be retreated through an Enemy unit or an impassable hexside. If unable to retreat because it is completely surrounded by Enemy units, impassable terrain and/or the edge of the map, it is captured.
[14.2] RETREATING THROUGH ENEMY ZOC'S
Units may be retreated through or into hexes in Enemy ZOC's. However, they may thereby be subject to retreat fire (10.2). Exceptions: See 12.82 and 12.92.

[14.3] PRESENCE OF FRIENDLY UNITS AND RETREAT
A unit may not be retreated through a hex containing a Friendly unit if there is another path open to it (unless that path includes a hex(es) in an Enemy ZOC). If the unit must be retreated onto or through a Friendly unit, that Friendly unit is retreated one hex and the owning Player must conduct a morale check. (If the unit retreated onto it is already routed, it is "out of play" again and must be retreated an additional three hexes). The retreat must be onto a vacant hex if possible; if not, the third unit in turn is retreated one hex and the owning Player must conduct a morale check for that unit. In this manner, a "chain reaction" of retreats and routs is theoretically possible. Artillery crews retreat away from their unlimbered batteries when forced to retreat. The battery remains in the hex unless captured by the Enemy. If a stack is placed, a morale check is performed on the top unit. If it does not rout, the other units need not make morale checks.

[14.4] THE PATH OF RETREAT
All retreats are conducted by the owning Player. In determining the path of retreat, Players should attempt to follow the terrain of least resistance, (i.e., the "cheapest" in terms of Movement Points), away from Enemy and toward their own lines. The treating unit must always end its retreat the number of hexes it is mandated to retreat away from the hex in which it began the retreat. It may not enter the same hex twice during any one retreat. In ambiguous situations use common sense; however, the retreating Player has the final say. Players should note here that there is usually no advance after retreat by a Friendly unit into an Enemy-occupied hex, unless such retreat is a retreat before melee (see 12.8). The specifics of retreat paths are described in the Exclusive Rules.

[15.0] RESTRICTIONS ON ARTILLERY MOVEMENT AND FIRE
GENERAL RULE:
Artillery units may either move or fire in any one Player-Turn. They may not do both. Once an artillery unit has fired, it may not move, and once an artillery unit has moved, it may not fire. However, if an artillery unit does not move but changes formation (from limbered to unlimbered), it may fire.

CASES:
[15.1] ARTILLERY GUN CREWS
Each artillery unit includes a battery crew. These are men who actually service and fire the cannon. Artillery crews do not count for stacking and are considered line infantry for all purposes (see 6.13).

[15.11] Gun crews suffer casualties only as a result of melee or small-arms fire, though they may be routed or pinned as a result of artillery fire. Combat results achieved by artillery fire affect the gun crew only, leaving the gun crew intact.

[15.12] Each gun crew can sustain a maximum of two step-losses. When a battery's gun crew takes a 1 Strength Point hit, that battery's crew counter is turned over to the ½ crew side. When the gun crew loses a second Strength Point, the crew is eliminated and the battery is removed from play and considered eliminated (not captured) for Victory Point purposes.

[15.13] When a gun crew is at one-half strength, the current fire strength of the battery is halved (round fractions up). A battery with a ½ crew may limber, move, and unlimber normally.

[15.14] The Melee Strength of a battery is "1" with a full crew and "0" with a ½ crew (see 12.12).

[15.15] Gun crews may not be transferred from unit to unit or replaced in any way.

[15.16] When an unlimbered artillery unit routed, the crew routs but the guns remain original hex. When limbered the entire battery is moved in rout movement.

[15.2] EXPLODING CAISSONS
Any time that an artillery battery is hit by artillery fire and suffers a loss of "1", "2", etc., there is a chance that some ammunition is lost, too. (The shells hit the caissons, blowing up the ammo.) In such a case, the Player suffering the loss rolls a second die; if he rolls a "1", then a caisson has been hit. The Player now rolls one die again; the resultant number is the number of Ammunition Points lost.

[16.0] SPECIAL CAVALRY RULES
CASES:
[16.1] CAVALRY RETREAT BEFORE MELEE
Unrouted mounted cavalry units in danger of being melee attacked solely by infantry or dismounted cavalry may refuse melee and retreat one or two hexes. Unlike normal Retreat Before Melee (see 12.8) a morale check is not necessary and there is no withdrawal fire. However, if the cavalry unit is retreated into a hex in an Enemy ZOC, it must undergo possible retreat fire. Dismounted cavalry units retreat before melee as if they were infantry.

[16.2] CAVALRY CHARGE
Mounted cavalry units may engage Enemy units in type of melee called Cavalry Charge. A charge may be conducted only through the cavalry unit's one front hexside.

[16.21] Mounted cavalry may charge any unit, including other mounted cavalry.

[16.22] The unit(s) being charged may not be in a certain type of terrain hex or behind certain terrain hexes. The terrain types which cavalry may not charge into, through or across are listed in the Terrain Effects on Combat Chart (9.57).

[16.23] To mount a charge, the cavalry units must begin the Friendly Movement Phase no more than 2 hexes from the target hex. A cavalry unit more than 4 hexes from a target hex may not charge that target hex during that Player-Turn, although it may move normally.

[16.24] In order to conduct a charge, the owning Player moves a mounted cavalry unit that is situated in accord with Case 16.23 adjacent to the target hex. If it is still adjacent at the beginning of the Melee Phase, it may then charge, participating in the Melee Combat at twice its Combat Strength. Thus, a mounted cavalry unit that would normally melee at 2—its Combat Strength—would charge with a Melee Strength of 4.

[16.25] Cavalry units conducting a charge are automatically routed after the completion of the Melee Combat resulting from the charge. They may be rallied in the normal manner.

[16.26] Units being charged (except mounted cavalry) may not retreat before melee. Mounted cavalry units may retreat before melee in the face of an enemy charge, in which case the charging units are not routed.

[16.27] Charging cavalry that incur an "engaged" result are still automatically routed after completion of the melee.

[16.3] SPECIAL MOUNTED CAVALRY RULES
[16.31] A mounted cavalry unit has a ZOC for the purposes of Enemy Supply and Leader Radius paths that comprises all six surrounding hexes.

[16.32] Mounted cavalry melee by infantry and/or dismounted cavalry defends at twice its Current Strength.

[16.33] When one mounted cavalry unit charges another mounted cavalry unit, they both melee with their Current Strengths. Neither attacker nor defender doubles its strength.

[16.34] Mounted cavalry units may only fire through their one frontal hexside and only then if armed with pistols, Colt repeaters, or carbines.

[16.35] Mounted cavalry units are always enfladged when fired upon, regardless of their facing.

[17.0] LEADERSHIP
GENERAL RULE:
For combat units and brigade commanders to function at their full potential, they must be under the command of their immediately superior leader. Leadership affects the ability of these units to move, engage in melee combat, and engage in offensive fire. Leaders also affect morale checks and rally.

PROCEDURE:
In the Initial Command Phase, the Phasing Player examines his brigade commanders to determine which are in the Division Integrity Radius of their division commander, which are independent, and which will be attached or detached from that division for the ensuing Game-Turn. The Phasing Player then examines his combat units to determine which are in command (within the Effectiveness Radius of their brigade commander; stacked with a leader, or independent). Brigade commanders that are not independent and not detached and are out of Divisional Integrity Radius of their division commander may only move one hex. Combat units which are out of the Effectiveness Radius of their brigade commander and not independent or stacked with a leader may move one hex (only), may not fire in the Friendly Offensive Fire Phase and may not initiate melee in the Friendly Melee Phase.

CASES:
[17.1] BRIGADE COMMANDERS
Brigade commanders are brigade leaders, controlling all regiments assigned to a brigade. All regiments within a brigade, and each regimental command unit has the name of its brigade commander printed on the counter. Brigade commander counters have three Rating Numbers. The first is that brigade commander's Effectiveness Radius, the second is his Rally Rating, and the third is his Divisional Integrity Radius should that leader be
required to become a divisional leader as a result of promotion (see 17.3). Brigade commanders may only affect subordinate units and units of any command that are stacked with that leader.

[17.11] The Effectiveness Radius is the maximum number of hexes a unit may be from its brigade commander during the Initial Command Phase in order to have full movement and combat capability. A unit that is not within that Radius may be moved only one hex during that Game-Turn’s Movement Phase. Furthermore, such a unit may not fire during the Offensive Fire Phase and may not initiate melee (unless already engaged in one) or change formation. However, such units may still fire defensive withdrawal, and retreat fire and still exert a ZOC.

[17.12] The Effectiveness Radius of a brigade commander may be increased by his divisional commander. A brigade commander that is within the Divisional Integrity Radius of his division commander may have his Effectiveness Radius increased by that commander, if the commander possesses the necessary Command Points (see 17.2).

[17.13] Brigade commanders’ Rally Ratings are used to rally routed units during the Friendly Final Command Phase. Final Point in his Rally Rating a brigade commander may rally one regiment in his command that is within that brigade commander’s Effectiveness Radius. Any units stacked with a brigade commander, including any not in his command, are automatically rallied at no cost in Rally Points.

[17.14] If all the subordinate units of a brigade commander have been eliminated, that brigade commander may still command any units with which he is stacked.

### 17.2 DIVISION COMMANDERS
Division commanders are leaders responsible for the movement and detachment of brigade commanders and their brigades. Division commander counters have two Rating Numbers. The first is that commander’s Divisional Integrity Radius and the second is his Command Points Rating.

[17.21] The Divisional Integrity Radius is the maximum number of hexes a subordinate brigade commander may be away from his division commander and still have command over. A brigade commander which is outside that Radius and not detached or independent may move one hex (only) during the Friendly Movement Phase, regardless of terrain.

[17.22] A division commander may expend his Command Points to increase the Effectiveness Radius of subordinate brigade commanders. During the Initial Command Phase the commander may expend his Command Points to augment those subordinate brigade commanders which are within the Divisional Integrity Radius of that commander. One Command Point is expended for each hex added to the brigade commander’s Radius. Each point may be split among several brigade commanders so long as all the brigade commanders are within the Divisional Integrity Radius of that commander. A brigade commander may have his Effectiveness Radius increased by only one commander at a time.

[17.23] Division commanders may command commands which are stacked with that commander during the Friendly Initial Command Phase. These units may be from any brigade and function normally for that entire Player-Turn.

### 17.3 OTHER COMMANDERS
There may be other commanders in a game and the effects of these commanders are detailed in the Exclusive Rules for that game.

[17.4] **EFFECT OF PRESENCE OF LEADERS ON MELEE AND MORALE**
Any unit stacked with at least one leader during a melee has one point added to its Melee Strength. Players subtract one from the die roll on morale checks for any unit stacked with a leader.

[17.5] **LEADER STACKING RESTRICTIONS**
[17.51] There is no limit to the number of leaders that may be in a given hex. However, only one leader can affect a unit in that hex regardless of how many leaders are in that hex.

[17.52] Leaders must always end a Movement Phase stacked with a combat unit, with one exception: If the leader is five or more hexes distant from the nearest Enemy unit at the completion of all movement, it may remain in the hex alone.

[17.53] If a leader is stacked with a combat unit(s) that is eliminated by Fire Combat—and the leader does not suffer a casualty—the leader is immediately placed on the nearest combat unit in his command. If, as a result of fire or melee, a leader is alone in a hex that is surrounded by Enemy units, Enemy units and/or impassable terrain, that leader is captured.

[17.54] A leader is automatically captured if he is the only unit in a hex that is occupied by an Enemy combat unit.

### 17.6 DETACHMENT AND ATTACHMENT OF BRIGADES
Brigades subordinate to one divisional commander may be reassigned to another division commander. A division may only detach one of its original brigades at any one time and may only have one brigade from another command attached to it at any one time. Thus, a division which started the game with 3 brigades may be composed of as few as 2 brigades (3–1) or as many as 4 (3+1).

[17.61] Brigade detachment occurs in the Initial Command Phase. To detach a brigade the Player verbally announces which brigade is detached for the coming Game-Turn for each division capable of detaching a brigade.

[17.62] To be detached, the brigade commander of the detaching brigade must be within the Divisional Integrity Radius of his division commander during the Initial Command Phase of the Friendly Player-Turn. Once detached that brigade commander and the units subordinate to him may move independently or may be attached to another division.

[17.63] A given division may only have one of its original brigades detached at any one time and may only have one “non-original” brigade attached to it at any one time. If a brigade commander is out of the Divisional Integrity Radius of his division commander during the Initial Command Phase, that brigade commander is out of command, not detached.

[17.64] A brigade may be attached to a division other than the one it was assigned to at the start of the game if that brigade commander is within the Divisional Integrity Radius of the division commander during the Initial Command Phase. The owning Player states that the brigade is being attached. Only one brigade may be promoted to a division although during the course of the game the brigade which is attached may be changed.

[17.65] Attaching and detaching brigades is a voluntary action. A division’s brigades are never detached simply because that division commander has been killed or a brigade commander is out of divisional integrity.

[17.66] Independent brigades (“Indpnt” on the brigade commander’s counter) may be attached to a division, but an independent brigade command functions normally without needing a division commander.

[17.67] A brigade which has reached its Brigade Combat Effectiveness Limit may not be detached from its division, although it may be attached to a division if it is currently detached.

[17.68] All units in a detached brigade are still subordinate to that brigade commander (not independent).

### 17.7 LEADER CASUALTIES
[17.71] Leaders may be killed, wounded or captured as a result of being involved in combat.

[17.72] Whenever a leader is stacked with a unit that suffers a combat casualty, the (owning) Player rolls two dice and refers to the Leader Casualty Table (see Chart 17.76), following the instructions therein. Each leader in a hex is rolled for separately. Leader loss is checked before morale checks are conducted for the units in the hex.

[17.73] If a leader becomes a casualty, he is immediately removed from the game and the status of that leader, either killed, wounded or captured, is noted on the OB Roster for Victory Point purposes. If the leader is the only Friendly counter in a hex after a melee (or there are other leaders), it may not retreat; it is captured.

[17.74] Leaders never rout, although they may retreat with units that do rout.

[17.75] An Enemy leader alone in a hex is instantly captured at any point if a Friendly unit is moved into that hex.

[17.76] **Leader Casualty Table**
(see charts and tables)

### 17.8 BATTLEFIELD PROMOTIONS
Because of casualties, brigade and division commanders may have to be replaced from the lower ranks and other leaders promoted in their place. New leaders are placed on any unit of their command during the next Friendly Final Command Phase after the leader was removed from play.

[17.81] If a brigade commander is killed, wounded, or captured, first Player-Turn over to reveal the Replacement Counter for that brigade. These represent bridge-level brigade commanders that take command when the original leader is lost.

[17.82] If a replacement brigade commander is killed, wounded, or captured, the counter is not actually removed from the game. Instead it is simply replaced on the map during the next Final Friendly Command Phase and the loss is recorded on paper. (The Replacement Counter then represents a different individual who has risen to brigade command.) There is no limit to the number of times a replacement leader may become a casualty and then be replaced. Victory Points are scored for the elimination of replacement leaders in the same manner as a regular brigade commander.

[17.83] If a division commander is killed, wounded, or captured, a brigade commander that is subordinate to the eliminated leader is promoted in his place. A new leader would then replace the promoted brigade commander. In this case the promoted leader would be one of the anonymous brigade replacement leaders. This promotion happens during the Final Command Phase. Promotion priority is detailed in the Exclusive Rules.

[17.84] All promotions take place at the end of the Friendly Final Command Phase of the Game-Turn in which the promotion is necessary, regardless of when the leader needing replacement was removed.
When a brigade commander is promoted to division commander, he has a Divisional Integrity Radius but no Command Points.

**BRIGADE COMBAT EFFECTIVENESS**

**GENERAL RULE:**

Brigade Combat Effectiveness (BCE) is a numerical measure of the morale of each brigade.

A given brigade’s BCE may be reduced by various factors (e.g., casualties, ammo depletion) as listed in the Exclusive Rules. Reduction of the BCE beyond a certain degree (which varies from brigade to brigade) will result in a unit, “losing BCE.” The effects of BCE loss are described in the Exclusive Rules.

**PROCEDURE:**

Each brigade is listed on the OB Roster, and for each there are a number of blank boxes. Each time the strength of an infantry or cavalry unit of a given brigade is reduced, that brigade’s BCE is reduced. The reduction is indicated by marking one (or more) box(es). When all the boxes to the left of the Victory Point award have been marked, that brigade has lost its Brigade Combat Effectiveness.

---

**SEEING THE ELEPHANT TABLE**

*Green Units only*

<table>
<thead>
<tr>
<th>DICE</th>
<th>Morale Rating</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>4</td>
</tr>
<tr>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>4</td>
<td>1</td>
</tr>
<tr>
<td>5</td>
<td>4</td>
</tr>
<tr>
<td>6</td>
<td>2</td>
</tr>
<tr>
<td>7</td>
<td>3</td>
</tr>
<tr>
<td>8</td>
<td>1</td>
</tr>
<tr>
<td>9</td>
<td>3</td>
</tr>
<tr>
<td>10</td>
<td>2</td>
</tr>
<tr>
<td>11</td>
<td>5</td>
</tr>
<tr>
<td>12</td>
<td>4</td>
</tr>
</tbody>
</table>

Use two dice. See Case 13.14 for an explanation of how table is used.

---

**LEADER CASUALTY TABLE**

<table>
<thead>
<tr>
<th>Wounded:</th>
<th>6</th>
<th>5</th>
<th>3</th>
<th>2</th>
</tr>
</thead>
<tbody>
<tr>
<td>Killed:</td>
<td>2 or 12</td>
<td>2 or 12</td>
<td>2</td>
<td>12</td>
</tr>
<tr>
<td>Captured:</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>2-4</td>
</tr>
</tbody>
</table>

Use two dice. The numbers listed are the numbers needed to be rolled on two dice in order for the listed result to apply.

---

**STANDARD GAME-TURN SEQUENCE OF PLAY**

1. **First Player-Turn**
   A. Initial Command Phase
   B. Movement Phase
   C. Defensive Fire Phase
   D. Offensive Fire Phase
   E. Retreat Before Melee Phase
   F. Melee Phase
   G. Ammunition Resupply Phase
   H. Rally Phase
   J. Final Command Phase

2. **Second Player-Turn**

3. **Game-Turn Record Interphase**

   **Note:** See the Exclusive Rules for additional Phases or Interphases.
### [9.16] FIRE COMBAT RESULTS TABLE

<table>
<thead>
<tr>
<th>Total Fire Strength Directed into Hex</th>
<th>3</th>
<th>4</th>
<th>9</th>
<th>12</th>
<th>16</th>
<th>22</th>
<th>29</th>
<th>36</th>
<th>44</th>
<th>53</th>
</tr>
</thead>
<tbody>
<tr>
<td>Grapeshot or to to to to to to to to to to</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>less 8</td>
<td>11</td>
<td>15</td>
<td>21</td>
<td>28</td>
<td>35</td>
<td>43</td>
<td>52</td>
<td>62</td>
<td>63+</td>
<td></td>
</tr>
<tr>
<td>Small-arms and Counter-battery less 3</td>
<td>6</td>
<td>10</td>
<td>14</td>
<td>20</td>
<td>27</td>
<td>34</td>
<td>42</td>
<td>50</td>
<td>51+</td>
<td></td>
</tr>
<tr>
<td>DICE</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>1 AMMO DEPLETED (?)</td>
<td>P</td>
<td>R</td>
<td>P/R</td>
<td>1</td>
<td>1</td>
<td>1*</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>2</td>
<td></td>
<td>P</td>
<td>R</td>
<td>P/R</td>
<td>1</td>
<td>1</td>
<td>1*</td>
<td>2*</td>
<td></td>
<td></td>
</tr>
<tr>
<td>3</td>
<td></td>
<td></td>
<td>P</td>
<td>R</td>
<td>P/R</td>
<td>1</td>
<td>1</td>
<td>1*</td>
<td>2*</td>
<td>2*</td>
</tr>
<tr>
<td>4</td>
<td></td>
<td></td>
<td></td>
<td>P</td>
<td>R</td>
<td>P/R</td>
<td>1</td>
<td>1</td>
<td>1*</td>
<td>2*</td>
</tr>
<tr>
<td>5</td>
<td></td>
<td></td>
<td></td>
<td>P/R</td>
<td>P/R</td>
<td>1</td>
<td>1</td>
<td>1*</td>
<td>2*</td>
<td>2*</td>
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<tr>
<td>6</td>
<td></td>
<td></td>
<td></td>
<td>P/R</td>
<td>P/R</td>
<td>1</td>
<td>1</td>
<td>1*</td>
<td>2*</td>
<td>2*</td>
</tr>
</tbody>
</table>

# = Lose indicated number of Combat Strength Points/guns and make a Morale Check for the affected unit(s). P/R = Pin or Rout. Roll one die; if result is equal to or lower than the unit’s morale, it is pinned; if higher, the unit routs. P or R = possible Pin or Rout respectively. Roll a die; if the roll is higher than the units morale then the unit is pinned or routed; if it is the same or lower, no effect. # = Lose indicated number of Strength Points/guns and make a Morale Check. If unit passes the Morale Check, roll again; if the result is higher than the unit’s Morale, it is pinned; if lower, it is not pinned. -= No effect.

### [11.34] AMMUNITION LOSS TABLE

<table>
<thead>
<tr>
<th>DIE</th>
<th>Fire Combat Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>0/1 1/2 2/3</td>
</tr>
<tr>
<td>2</td>
<td>1/2 2/3 3/4</td>
</tr>
<tr>
<td>3</td>
<td>2/4 3/5 4/6</td>
</tr>
<tr>
<td>4</td>
<td>2/5 3/6 4/8</td>
</tr>
<tr>
<td>5</td>
<td>2/6 3/8 4/E</td>
</tr>
<tr>
<td>6</td>
<td>3/8 4/E WE</td>
</tr>
</tbody>
</table>

Results to the left of the slash apply to the wagon’s small-arms supply; to the right its artillery supply. # = The number of ammunition points of that type lost. The loss is indicated by marking off that number of boxes on the wagon’s Supply Track on the OB Roster. E = All artillery ammunition is eliminated and marked off the wagon’s supply. WE = The supply wagon is eliminated and removed from play.

Procedure: Use the combat result number from the artillery fire on the wagon as the column on this table. Roll a die and cross-index the column with the die roll to determine the amount of ammunition lost.

### [12.98] MELEE COMBAT RESULTS TABLE

<table>
<thead>
<tr>
<th>Melee Strength Differential (Attacker minus Defender)</th>
<th>-4</th>
<th>-3</th>
<th>-2</th>
<th>-1</th>
<th>0</th>
<th>+1</th>
<th>+2</th>
<th>+3</th>
<th>+4</th>
<th>+5</th>
<th>+6</th>
</tr>
</thead>
<tbody>
<tr>
<td>DIE</td>
<td>Attk: R2</td>
<td>Rpls</td>
<td>Eng</td>
<td>K</td>
<td>C1R2</td>
<td>C1R2</td>
<td>C1R2</td>
<td>C1R3</td>
<td>C2R3</td>
<td>C2R3</td>
<td>C2R3</td>
</tr>
<tr>
<td>Defdr: Rpls</td>
<td>Eng</td>
<td>C1R2</td>
<td>C1R2</td>
<td>C1R2</td>
<td>C1R3</td>
<td>C2R3</td>
<td>C2R3</td>
<td>C2R3</td>
<td>C2R3</td>
<td>C2R3</td>
<td>C2R3</td>
</tr>
<tr>
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</tr>
<tr>
<td>2</td>
<td>Attk: C1R2</td>
<td>R2</td>
<td>Rpls</td>
<td>Eng</td>
<td>K</td>
<td>C1R2</td>
<td>C1R2</td>
<td>C1R2</td>
<td>C1R2</td>
<td>C1R2</td>
<td>C1R2</td>
</tr>
<tr>
<td>Defdr: Rpls</td>
<td>Eng</td>
<td>C1R2</td>
<td>C1R2</td>
<td>R2</td>
<td>C1R2</td>
<td>C1R2</td>
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<td>--</td>
</tr>
<tr>
<td>3</td>
<td>Attk: C1R2</td>
<td>C1R2</td>
<td>R2</td>
<td>Rpls</td>
<td>Eng</td>
<td>K</td>
<td>C1R2</td>
<td>C1R2</td>
<td>C1R2</td>
<td>C1R2</td>
<td>C1R2</td>
</tr>
<tr>
<td>Defdr: Rpls</td>
<td>Eng</td>
<td>C1R2</td>
<td>C1R2</td>
<td>R2</td>
<td>C1R2</td>
<td>C1R2</td>
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<td>--</td>
</tr>
<tr>
<td>4</td>
<td>Attk: C1R2</td>
<td>C1R2</td>
<td>C1R2</td>
<td>R2</td>
<td>Rpls</td>
<td>Eng</td>
<td>K</td>
<td>C1R2</td>
<td>C1R2</td>
<td>C1R2</td>
<td>C1R2</td>
</tr>
<tr>
<td>Defdr: Rpls</td>
<td>Eng</td>
<td>C1R2</td>
<td>C1R2</td>
<td>R2</td>
<td>C1R2</td>
<td>C1R2</td>
<td>C1R2</td>
<td>C1R2</td>
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<td>C1R2</td>
</tr>
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<td>--</td>
<td>--</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>5</td>
<td>Attk: C2R2</td>
<td>C2R2</td>
<td>C1R2</td>
<td>C1R2</td>
<td>R2</td>
<td>Rpls</td>
<td>Eng</td>
<td>K</td>
<td>C1R2</td>
<td>C1R2</td>
<td>C1R2</td>
</tr>
<tr>
<td>Defdr: Rpls</td>
<td>Eng</td>
<td>C1R2</td>
<td>C1R2</td>
<td>C1R2</td>
<td>R2</td>
<td>C1R2</td>
<td>C1R2</td>
<td>C1R2</td>
<td>C1R2</td>
<td>C1R2</td>
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</tr>
<tr>
<td>6</td>
<td>Attk: C3R2</td>
<td>C3R2</td>
<td>C2R2</td>
<td>C1R2</td>
<td>C1R2</td>
<td>R2</td>
<td>Rpls</td>
<td>Eng</td>
<td>K</td>
<td>C1R2</td>
<td>C1R2</td>
</tr>
<tr>
<td>Defdr: Rpls</td>
<td>Eng</td>
<td>C1R2</td>
<td>C1R2</td>
<td>C1R2</td>
<td>C1R2</td>
<td>R2</td>
<td>C1R2</td>
<td>C1R2</td>
<td>C1R2</td>
<td>C1R2</td>
<td>C1R2</td>
</tr>
</tbody>
</table>

Attk = Effect on Attacker. Defdr = Effect on Defender. K = Strength Point becomes a casualty. C1R2, or 3 = That number of Strength Points is captured by the Enemy. R2 or 3 = Units must retreat that number of hexes, then perform a Morale Check. Eng = The units are Engaged; see 12.94. -= No result against that side. Rpls = The units are Repulsed; see 12.95. Terrain and Leader Effects on Melee Combat; see 12.3 and 12.4. Retreats are always executed after losses; thus, a C2R2 means remove two Points which are captured, then retreat the remaining units two hexes. Differentials less than -4 are treated as -4; differentials greater than +6 are treated as +6.
[20.0] SAMPLE UNITS AND GAME INVENTORY

CASES:

[20.1] SAMPLE UNITS

20.1 Sample Units
20.2 Artillery Crews
20.3 Inventory of Game Parts

21.0 MODIFICATIONS AND ADDITIONS
TO THE STANDARD RULES

21.1 Formation Restrictions
21.2 Light and Heavy Woods
21.3 Artillery Subordination
21.4 Fences
21.5 Ammunition Depletion
21.6 Out of Command Units
21.7 Sequence of Play

22.0 NIGHT

22.1 The Withdrawal Interphase
22.2 Night Movement
22.3 Straggler Recovery
22.4 Brigade Combat Effectiveness

23.0 RETREAT AND ROUT MOVEMENT

23.1 Confederate Retreats
23.2 Union Retreats

24.0 BRIGADE DETACHMENT

24.1 Effect on Infantry and Cavalry
24.2 Effect on Artillery Batteries
24.3 Brigade Retreat

25.0 UNION LEADER REPLACEMENT

29.0 UNION LEADER REPLACEMENT

30.0 THE CONFEDERATE INDIANS

31.0 EARL VAN DORN'S ILL HEALTH

32.0 THE DESIGNER'S GREAT-GREAT-
GRANDFATHER (Optional Rule)

33.0 HOW TO START

34.0 HOW TO WIN THE GAME

34.1 Victory Points
34.2 First Day Victory
34.3 Second Day Victory

[19.0] INTRODUCTION

Pea Ridge is a simulation of the battle, on 7-8 March 1862, between the Confederate forces of General Earl Van Dorn and the Union forces of General Samuel R. Curtis. It was the decisive battle of the trans-Mississippi region, the Union victory securing Missouri would stay in the Union and the Union army would dominate the area.

Players should read the Standard Rules, familiarize themselves with the game system, and then read the Exclusive Rules. All Standard Rules are in effect except where specifically noted in the Exclusive Rules.

Each Game-Turn represents 30 minutes of real time, each hex represents 125 yards from hexside to hexside, and each Strength Point represents 100 men or one gun.

[21.0] MODIFICATIONS AND ADDITIONS TO THE STANDARD RULES

CASES:

[21.1] FORMATION RESTRICTIONS

21.11 One limbered artillery unit may end its Movement Phase stacked in the same hex as an Infantry unit in Column formation.
[21.12] Limbered artillery units may move through other units which occupy road/pike hexes at the road/pike movement rate (see 6.11).

[21.13] Horse artillery units have a Movement Allowance of 12 and pay cavalry terrain costs for movement.

[21.2] LIGHT AND HEAVY WOODS

[21.21] A unit occupying a heavy woods hex receives a favorable shift on the Combat Results Table when fired upon. Heavy woods hexes block Line of Sight unless the sighting and sighted units are adjacent.

[21.22] When fired upon, a unit occupying a light woods hex receives a favorable shift on the Combat Results Table. A unit may trace a Line of Sight through one light woods hex and into another hex of any terrain type. Thus, a unit in hex 0832 would be able to sight a unit in hex 0834, but not one in hex 0835. If a Line of Sight is traced through a light woods hex but the unit fired upon is occupying a clear hex, it still receives a shift on the CRT.

[21.23] There is a maximum of one shift for light woods regardless of whether or not the unit both occupies and is fired upon through light woods.

[21.3] ARTILLERY SUBORDINATION

The Union batteries are subordinate to the brigade commander listed on their counter or are independent. Confederate batteries are subordinate to the division commander listed on their counter and are under his command if they are within his Divisional Integrity Radius during the Initial Command Phase. In addition, they may also be commanded by any brigade commander subordinate to the division commander listed on that battery if the battery is in the Effectiveness Radius of that brigade commander during the Initial Command Phase.

[21.4] FENCES

Fence hexes have no effect on movement. If at least one unit crosses a fence hexside to engage in melee combat, the total Friendly Melee Strength is reduced by one point. Fences do not block Line of Sight or prevent cavalry charges.

[21.5] AMMUNITION DEPLETION

[21.51] The small-arms ammunition depletion die roll described in 11.2 is not used. Instead, the die roll varies from Game-Turn to Game-Turn as displayed on the Ammunition Depletion Table.

[21.52] Ammunition Depletion Table (see charts and tables)

[21.6] OUT OF COMMAND UNITS

A unit which is out of command is subject to the restrictions of 17.1. In addition, any unit which is out of command has its Morale Rating temporarily reduced by one (see 25.0, Brigade Detachment, for procedure and effect on green units).

[21.7] SEQUENCE OF PLAY

In addition to the Phases for each Player-Turn as described in Section 4.0 of the Standard Rules, Pea Ridge includes four additional Interphases — Victory Determination, Withdrawal, Straggler Recovery and BCE Recovery Interphases. The rules for each Interphase are found in the proper Section of the Exclusive Rules.

[22.0] NIGHT

GENERAL RULE:
If neither Player has won the game during the Victory Determination Interphase, which occurs after the Second Player-Turn of Game-Turn 18, then the battle goes into the night and second day. During the night the brigades of McCulloch's (Confederate) Division may be required to withdraw; regiments which suffered casualties may regain Strength Points through straggler recovery; units may move and engage in withdrawal fire; and brigades may recover Brigade Combat Effectiveness. The Union Player becomes the first Player at the start of the second day, Game-Turn 23. The Sequence of Play begins with the Union Player as the first phasing Player.

PROCEDURE:
During the Withdrawal Interphase, which occurs after the Victory Determination Interphase of Game-Turn 18, the Confederate Player determines which brigades of McCulloch's division are forced to withdraw and which will voluntarily withdraw. There are four night Game-Turns during which the Players move their units and recover stragglers. Following the fourth night Game-Turn there is a Brigade Combat Effectiveness Recovery Interphase, during which both Players determine the Brigade Combat Effectiveness limits for all their brigades for the second day.

CASES:

[22.1] THE WITHDRAWAL INTERPHASE

Historically, the brigades of McCulloch's division were so disorganized and shot up at the end of the first day that Pike, the Division Commander at that point, withdrew the division around Pea Ridge to join Von Donn.

[22.11] All brigades of McCulloch's division which have reached their BCE limit and are not within the Divisional Integrity Radius of Von Donn's Division Commander must withdraw during the Withdrawal Interphase. All the brigades of McCulloch's division may be withdrawn at the Confederate Player's option. The actual division commander may be different, but the divisions are still labeled Von Donn's and McCulloch's divisions.

[22.12] To withdraw a brigade, the Confederate Player simply removes all the units of that brigade from the map. Pinned units, routed units and uninjured batteries may be removed in this way. When removed, those units which are in the area of Control of Union units are subject to withdrawal fire, although they are not subject to Pin and Rout results as a result of the fire.

[22.13] The units that are withdrawn enter as reinforcements on hex 3946, starting during the Confederate Movement Phase of Game-Turn 21.

[22.14] Brigades which withdraw may recover Brigade Combat Effectiveness (22.4) but may not recover stragglers (22.3).

[22.15] If some of McCulloch's brigades withdraw and some do not, McCulloch (or his replacement) remains on the map and the non-withdrawing brigades comprise McCulloch's Division for the second day. The withdrawn brigades would then become attached to Von Donn's division. This is the only case where a division may ever have more than one attached brigade (see 17).

[22.16] If all McCulloch's brigades withdraw, they do not become a part of Von Donn's division, but remain under McCulloch (see 22.15).

[22.2] NIGHT MOVEMENT

Historically, both armies rearranged their forces and prepared for the second day's battle during the night. The Union used night movement to great advantage.

[22.21] The Movement Allowances of all units are increased by one-half to account for the longer time span that night Game-Turns represent. Thus, the Movement Allowance of an infantry unit is 9, a mounted cavalry unit is 18, etc. Terrain costs remain the same.

[22.22] A Friendly unit may never move adjacent to an Enemy unit during a night Game-Turn. If a Friendly unit begins a night Game-Turn adjacent to an Enemy unit, it may only move into a hex if that hex is not adjacent to any Enemy units.

[22.23] A unit which exists an Enemy Zone of Control during a night Game-Turn is subject to withdrawal fire.

[22.24] The only combat possible during a night Game-Turn is withdrawal fire (see 22.23). There is no melee at night. Should there be an engagement melee result at the end of the last day Game-Turn, it is resolved by having both sides retreat two hexes from the engagement hex. The Phasing Player retreats first and then the non-Phasing Player. The non-Phasing Player may not retreat into a hex which the phasing Player retreated through. There is no melee check at the end of the retreat.

[22.3] STRAGGLER RECOVERY

The number of actual casualties suffered by the Confederates was about 1200 killed and wounded; for the Union, 1100. However, the Confederate army was so disorganized by their loss that only one-third of the army could be accounted for three days after the battle. The other two-thirds were scattered all across creation. The Union army itself was disorganized to the point that effective pursuit of the enemy was impossible. Thus, most casualties received during play represent disorganization and straggling, not actual casualties.

[22.31] Infantry and cavalry regiments which have suffered more than one Strength Point loss, but have not been eliminated completely, may be eligible to regain Strength Points during a night Game-Turn. To be eligible, a regiment may not move or fire during a night Game-Turn; at the end of the turn both Players recover stragglers for those units which are eligible.

[22.32] The owning Player rolls a die for each unit that is eligible to recover stragglers and compares the result with the proper column on the Straggler Recovery Table. The die is rolled separately for each eligible unit.

[22.33] When a unit recovers a Strength Point, the Strength Marker under the unit is changed to reflect the new unit strength. In addition, one box on the BCE column of that regiment's brigade is erased. Thus, Brigade Combat Effectiveness is restored as Strength Points are regained.

[22.34] A unit may never recover stragglers back to its original strength. That is, a unit which has suffered at least one loss will always have at least one loss.

[22.35] One box is subtracted from the die roll on the Straggler Recovery Table if the unit moved during the previous Game-Turn.

[22.36] The units of brigades which withdrew during the night may not recover stragglers (see 22.1). Batteries may never recover guns or crew, nor may wagon crews, be erected.

[22.38] Straggler Recovery Table (see charts and tables)

[22.4] BRIGADE COMBAT EFFECTIVENESS RECOVERY INTERPHASE
After the end of the last night Game-Turn, all brigades recover BCE. This represents resting and reorganizing during the night.

[22.41] The brigade's original BCE limit is divided by the number of casualties (after straggler recovery) on the BCE section of the OB Roster for that brigade, and the resulting number (rounded up) is added to the original BCE limit. Thus, if a brigade with an original BCE limit of 18 has 3 casualties during the BCE Recovery Stage, its BCE limit for the second day would be 24 (18 + 3 = 6; 6 + 18 = 24). To indicate the change in BCE limit, the difference between the original BCE and the new BCE is added to the BCE limit by marking a slash after the number of boxes necessary on the OB Roster.

[22.42] A brigade which exceeded its original BCE limit will not be able to recover enough to establish a new BCE limit. Example: A brigade with a BCE limit of 10 which has suffered 12 casualties, 10 - 12 = -2 (rounded up to 1); 1 + 10 = 11, so there is no BCE recovery. For this reason straggler recovery is very important for the second day.

[22.43] Brigades which withdraw (see 22.1) may establish a new BCE limit for the second day.

[22.44] When a brigade regains BCE, the Victory Points awarded to the Enemy Player are lost. The Enemy Player will regain the Points if the Brigade reaches BCE a second time.

[23.0] RETREAT AND ROUT MOVEMENT

GENERAL RULE:
Units which are forced to retreat (from melee, due to rout, BCE loss, brigade retreat, etc.) may never use the retreat as an “advance.” Thus when a unit retreats it must always retreat towards its own lines and may not use the retreat as a means of placing the unit in a more offensively advantageous position than the hex occupied before the retreat.

CASES:
[23.1] CONFEDERATE RETREATS
When a Confederate unit retreats it must, if possible, move into a hex which is northwest/northeast of the hex it occupies. A unit may retreat only into a hex to the west or east if the NW/NE hexes are occupied by Friendly or Enemy units or Enemy ZOC's. Confederate units may never retreat into a southeast or southwest hex; if a SE/SW hex is the only adjacent hex unoccupied by an Enemy unit, the retreating unit is captured.

[23.2] UNION RETREATS
The above case applies, in reverse, for Union units. Thus, a Union unit must always retreat into a hex to the southeast or southwest and may retreat only into a hex to the west or east if the SE/SW hexes are occupied by Friendly or Enemy units or Enemy ZOC's. Union unit may never retreat into a northwest/northeast hex; if a NW/NE hex is the only adjacent hex unoccupied by an Enemy unit, the retreating unit is captured.

[24.0] BRIGADE COMBAT EFFECTIVENESS LOSS

GENERAL RULE:
Once a brigade has reached its BCE limit the following rules apply immediately.

CASES:
[24.1] EFFECT ON INFANTRY AND CAVALRY
[24.11] One is added to the die roll for all Morale Checks made by infantry and cavalry units of the brigade.
[24.12] No unit in the brigade may initiate melee. A unit defends normally when melee by Enemy units. If engaged during melee, a unit may melee.
[24.13] Whenever a non-artillery unit engages in fire combat, the Fire Strength column is shifted one column to the left. This shift applies even if the unit is firing in combination with non-BCE loss units.

[24.2] EFFECT ON ARTILLERY BATTERIES
[24.21] A brigade's batteries are unaffected by the loss of BCE. The batteries may fire normally and do not add one to morale check die rolls.
[24.22] Gun and crew losses never apply to the BCE limit; a box is not marked off on the BCE section of the OB Roster for the loss(es) of a battery.

[24.3] BRIGADE RETREAT
[24.31] If an infantry or cavalry unit of a brigade which has reached its BCE limit routs and that unit is in the Effectiveness Radius of its brigade commander, all the unpinned, unrouted units of that brigade in the Effectiveness Radius of that leader must retreat two hexes. At the end of the two hex retreat, all retreating units perform a morale check and undertake rout movement if they rout.
[24.32] The routed units of a brigade undergoing brigade retreat do not retreat two hexes; they perform rout movement (3 hexes). Pinned units do not retreat, they remain pinned in the hex they occupy.
[24.33] The batteries of a brigade undergoing brigade retreat are given the option to retreat; it is not mandatory. If unlimbered, they may limber in order to retreat. This is the only way an artillery unit may ever change formation in a Phase other than the Friendly Movement Phase.
[24.34] Units which retreat out of Enemy ZOC's are subject to withdrawal fire (see 10.1). If, due to the fire, a unit is pinned, it is pinned after retreating one hex and must perform a morale check.
[24.35] Units which are unable to retreat are subject to capture (see 14.1).

[25.0] BRIGADE DETACHMENT

GENERAL RULE:
In addition to the effects of brigade detachment as described in the Standard Rules (17.6), the infantry and cavalry units of a detached brigade have their Morale Ratings reduced by one.

PROCEDURE:
When a Player detaches a brigade from a division, the Morale Ratings of all the units of the brigade are reduced by one. When a detached brigade attaches to a division, the Morale Rating returns to normal.

CASES:
[25.1] GREEN UNITS
The green units of a detached brigade determine their Morale Ratings normally whenever called upon to make a morale check. The Morale Rating is then reduced temporarily while the unit is detached.

[25.2] INDEPENDENT BRIGADES
Brigades which are independent (i.e., “Indpt” is printed on the brigade commander’s counter) never have their Morale Rating affected by attachment or detachment.

[25.3] UNITS WITH MORALE OF ONE
A unit with a Morale Rating of one has its morale reduced to zero while it is detached. Thus, it always routes when called upon to make a morale check.

[26.0] REINFORCEMENTS

GENERAL RULE:
Both Players receive reinforcements during specified Game-Turns. The reinforcing units enter the map on specified hexes. The time and place of arrival are listed on the OB Roster for each Player. The reinforcing units arrive in a long column stretching down a road (one behind the other) during the Player’s Movement Phase of the indicated Game-Turn. The owning Player may determine the exact order of arrival at the point when he moves the reinforcements onto the map.

PROCEDURE:
The Player should visualize the reinforcements as a column of units entering the map from a chain of hexes off-map, so that the first unit brought onto the map expends, for example, one Movement Point, the second unit expends two Movement Points, the third three Movement Points, etc.

CASES:
[26.1] THE ENTRY OF REINFORCEMENTS
[26.11] The owning Player may enter his reinforcements on the map at any point during his Movement Phase.
[26.12] Once a unit has entered the map, it may move and attack just like any other unit already present. Once a unit has entered the map it may never leave. If a unit’s only path of retreat is off map, it is considered captured by the Enemy Player.
[26.13] Units which enter the map as reinforcements are not subject to the limitations of leadership until the Game-Turn after which they enter the map.
[26.14] If the hex a unit is to enter is occupied by an Enemy unit, the units scheduled to enter there may either delay entry until a later Game-Turn and then enter on the scheduled hex or delay a Game-Turn and enter in the next hex closest to the blocked entry hex. Should two hexes be equidistant, the owning Player has his choice of entry hexes.
[26.15] If there are more reinforcing units scheduled to arrive than can physically be entered onto the map during a Game-Turn, the remaining off-map units are simply brought into play on the following Game-Turns.
[26.16] Some units may enter stacked as reinforcements (see 21.11).

[26.2] DELAYING REINFORCEMENTS
[26.21] Reinforcements scheduled to enter on a given Game-Turn may have their Game-Turn of entry delayed should the owning Player so decide.
[26.22] Units scheduled to enter the map on hexes 0115 or 0123 may delay entry one Game-Turn and enter on the other hex. Thus if Bowen’s Battery,
scheduled to enter hex 0123 on Game-Turn 7, were to delay a Game-Turn, it could enter on hex 0115 on Game-Turn 8.

[27.0] CONFEDERATE MELEE INITIATION

GENERAL RULE:
Confederate units are limited in their ability to initiate melee. Their Melee Strength is not affected and they defend normally.

PROCEDURE:
Confederate units that are not stacked with a leader may only initiate melee if the proper die roll is rolled during the Confederate Melee Phase. The Confederate Player must still announce all his melee attacks in the Retreat Before Melee Phase even though some units may, in fact, not be able to melee during the Melee Phase.

CASES:
[27.1] MELEE INITIATION LIMITATIONS
[27.11] Units which are adjacent to a leader may initiate melee on a die roll of 1 or 2.
[27.12] Units which are not adjacent to a leader may always initiate melee on a die roll of 1.
[27.13] Units which are stacked with a leader may always initiate melee (exception: 27.2).
[27.14] When units are stacked, only one die roll is made in cases 27.11 and 27.12, regardless of the number of units in the stack.

[27.2] SPECIAL VAN DORN LIMITATIONS
If Van Dorn (not his replacement) is the only leader with which a unit is stacked, the unit(s) may only initiate melee on a die roll of 1 or 2. Case 27.11 is still in effect for adjacent units.

[28.0] CONFEDERATE LEADER REPLACEMENT

COMMENTARY:
One of the main reasons the Confederates lost the battle of Pea Ridge was their extraordinary leader losses. On McCulloch's wing every leader but Pike was killed or captured. The Confederate command structure was not able to replace the leaders in any swift or logical way. Leaders were expected to lead their troops on the front lines, thus exposing those leaders to enemy fire.

GENERAL RULE:
Whenever a Confederate leader becomes a casualty or is captured, the Confederate Player must determine the number of Confederate Final Command Phases that must pass before the leader is replaced or another leader promoted.

PROCEDURE:
During the Confederate Final Command Phase, after a leader has become a casualty or been captured, the Confederate Player consults the Confederate Leader Replacement Table (28.26) and rolls a die. The die roll result is cross-indexed with the type of leader lost (brigade commander or division commander), and the result indicates the number of Confederate Final Command Phases until that leader is replaced. A result of zero indicates the leader is replaced in the same Phase as the die was rolled (i.e., immediately). Thus, a leader killed on Game-Turn One would return during the Final Command Phase of Game-Turn Four if a result of three is rolled on the Replacement Table.

CASES:
[28.1] BRIGADE COMMANDER REPLACEMENT
[28.11] When a brigade commander becomes a casualty or is captured, he is replaced by turning over his counter to reveal his replacement strengths. The number of Final Command Phases till actual replacement is determined by using the Confederate Leader Replacement Table (28.26).
[28.12] Brigades which are out of command because their leader has been lost are limited in their ability to move and engage in combat. The specifics are covered in 17.1 of the Standard Rules.

[28.2] DIVISION COMMANDER REPLACEMENT
[28.21] During the first Confederate Final Command Phase after the loss of a division commander, the Confederate Player must determine which brigade commander subordinate to that division will replace the division commander. The Player refers to the Confederate Division Commander Replacement Table (28.27) and rolls a die. The die roll indicates which leader will be the new division commander. The actual turn of replacement is then found by referring to the Confederate Leader Replacement Table (28.26).
[28.22] A division without a division commander will be limited in its ability to function. The brigade commanders that were subordinate to a division commander at the time of his loss are considered out of command until he is replaced (see 17.2). While out of command, a brigade commander may move only one hex per turn (regardless of terrain costs). The regiments subordinate to an out of command brigade commander may function normally in all ways.
[28.23] Detached brigade commanders are not affected by the loss of their original divisional commander (see 28.22).
[28.24] Should the brigade commander scheduled to replace a division commander become a casualty before the replacement takes place, the Confederate Player rolls again on the Confederate Division Commander Replacement Table (only), to determine the new division commander. A brigade commander replacement may only become a division commander if all the brigade commanders of a division are lost.

[29.0] UNION LEADER REPLACEMENT

GENERAL RULE:
When a leader is killed, wounded, or captured, he must be replaced by another leader of his command, as per 17.8 of the Standard Rules.

CASES:
[29.1] ORDER OF PROMOTIONS
When replacing a leader, the first leader should be selected as indicated in the following sub-case unless he is already a casualty, in which case the second is selected, and so forth. Thus, a division commander could be replaced by a replacement brigade commander only if all the leaders on the list of replacements for that division commander have become casualties.
[29.11] If Carr becomes a casualty, he is replaced, in order of priority, by: Dodge, Van dever.
[29.12] If Davis becomes a casualty, he is replaced, in order of priority, by: White, Pattison.
[29.13] Since the divisions of Asboth, Sigel, and Ousterhaus are composed of only one brigade, the subordinate brigade commander becomes the new division commander and a brigade commander replacement counter becomes the new brigade commander.

[29.2] ATTACHMENT AND PROMOTION
[29.21] Brigade commanders beginning the game subordinate to a division commander who becomes a casualty are promoted before attached brigade commanders.
[29.22] An attached brigade commander may only be promoted to division commander status if all the original brigade commanders of that division are either detached or casualties.

[30.0] THE CONFEDERATE INDIANS

COMMENTARY:
There were units of four armies at the battle of Pea Ridge: the Union Army, the Confederate Army, the Missouri State Guard, and the Indian Nation (now Oklahoma). The Indian Nation was represented by a motley crew of untrained, poorly motivated Cherokees and a few Creeks. Historically, they routed when fired upon by a section of Hoffman's Battery, Greuel's Brigade. They could not stand to face the "fire wagons."

GENERAL RULE:
There are two Indian regiments in the game, Waie and Drew of Pike's Brigade, McCulloch's Division. The Indian Regiments are normal infantry regiments for all purposes except that when fired upon by artillery they must make a morale check. This morale check is performed regardless of the outcome of the artillery fire or the stacking order of the units. Only one morale check is made as a result of the fire.

[31.0] VAN DORN'S ILL HEALTH

GENERAL RULE:
On the day of the battle General Van Dorn was sick and was confined to an ambulance wagon. To
reflect this fact, Van Dorn has a Movement Allowance of 10 and pays wagon terrain costs. His ability to affect Confederate melee attacks is also curtailed.

PROCEDURE:
A confederate unit stacked with or adjacent to Earl Van Dorn may only initiate melee on a die roll of 1 or 2 (see 27.2). Van Dorn never adds one Strength Point to units that are stacked with him during melee. This is an exception to case 17.4 of the Standard Rules. Van Dorn is still subject to casualties and capture like a regular leader.

[32.0] THE DESIGNER'S GREAT-GREAT-GRANDFATHER
(Original Rule)

COMMENTARY:
Gideon Smith, the designer's great-great-grandfather, fought at Pea Ridge as a captain in the Confederate Army. Captain Smith commanded the B company of the Ninth Texas Cavalry. In game terms, he commanded one Strength Point of the 9th Texas Cavalry of McIntosh's Brigade, McCulloch's Division.

GENERAL RULE:
Whenever the 9th Texas Cavalry suffers a Strength Point loss, the Confederate Player rolls a die. On a roll of 6 the Strength Point lost is Gideon's company. One is added to the die roll for each Strength Point lost after the first one. Thus, if the 9th has suffered three losses, Gideon's company would be eliminated on a roll of 4, 5, or 6. If Gideon's company is eliminated, the die is rolled again: on a roll of 1 or 2 Captain Gideon has died gloriously leading his troops. Since he has been killed, the designer was never born. The game ends immediately, with neither Player as victor.

[33.0] HOW TO START

GENERAL RULE:
With only one unit deployed on the map before the start of play, the Union 24th Missouri Infantry Regiment. It is deployed in hex 2143 in Line formation. This unit may not move or change formation until the Union Player-Turn of Game-Turn Two. The rest of the units in the game appear as reinforcements on later Game-Turns.

The Confederate Player is the first Player on the first day. Starting on Game-Turn 23, the Union Player becomes the first Player. This represents the swing in initiative from the Confederates to the Union which occurred on the second day.

[34.0] HOW TO WIN THE GAME

GENERAL RULE:
Victory in Pea Ridge is determined by a comparison of the Victory Points scored by the opposing Players. At the conclusion of the 18th Game-Turn they determine whether or not either Player achieved a victory on the first day of the battle. If victory is not achieved, the game continues into the night and the second day. In the Victory Determination Interphase, the Players then determine whether or not either Player has achieved victory at the end of each even numbered Game-Turn on the second day. Victory is finally determined at the end of Game-Turn 30 if it has not been achieved in a previous Game-Turn. Once victory has been achieved, the game ends.

PROCEDURE:
During the Victory Determination Interphase both Players total the number of Victory Points scored for the elimination and capture of Enemy Strength Points and for attaining certain geographical objectives. The totals for each Player are compared to the schedule in case 34.2 to determine if victory has been achieved by either Player. If victory has not been achieved, the Victory procedure in case 34.3 is referred to for the remainder of the game.

[34.1] VICTORY POINTS
[34.11] A Player receives Victory Points for the elimination or capture of Enemy Strength Points/Guns and for Enemy brigades which have reached their Brigade Combat Effectiveness limit.

<table>
<thead>
<tr>
<th>Enemy Infantry or Cavalry</th>
<th>1 VP each</th>
</tr>
</thead>
<tbody>
<tr>
<td>Strength Point eliminated</td>
<td></td>
</tr>
<tr>
<td>Enemy Infantry or Cavalry</td>
<td>2 VP's each</td>
</tr>
<tr>
<td>Strength Point captured</td>
<td></td>
</tr>
<tr>
<td>Enemy Gun eliminated</td>
<td>1 VP each</td>
</tr>
<tr>
<td>Enemy Gun captured</td>
<td>2 VP's each</td>
</tr>
<tr>
<td>Enemy Supply Wagon Guard eliminated</td>
<td>1 VP each</td>
</tr>
<tr>
<td>Enemy Supply Wagon Wagon eliminated (Confederate only)</td>
<td>5 VP's each</td>
</tr>
<tr>
<td>Enemy Supply Wagon captured (Confederate only)</td>
<td>10 VP's each</td>
</tr>
<tr>
<td>Enemy Brigade Commander wounded</td>
<td>3 VP's each</td>
</tr>
<tr>
<td>Enemy Brigade Commander killed</td>
<td>5 VP's each</td>
</tr>
<tr>
<td>Enemy Brigade Commander captured</td>
<td>8 VP's each</td>
</tr>
<tr>
<td>Enemy Division Commander wounded</td>
<td>5 VP's each</td>
</tr>
<tr>
<td>Enemy Division Commander killed</td>
<td>8 VP's each</td>
</tr>
<tr>
<td>Enemy Division Commander captured</td>
<td>10 VP's each</td>
</tr>
<tr>
<td>Artillery Crew eliminated</td>
<td>No VP's</td>
</tr>
</tbody>
</table>

Note: If a brigade commander has been promoted, he is considered a division commander for Victory Point purposes.

The number of Victory Points awarded for an Enemy brigade reaching its BCE limit is listed on the OB Roster next to that brigade.

[34.12] In addition to the Victory Points listed in 34.11, either Player may receive Victory Points for the occupation or control of certain Victory Point Hexes. These hexes are indicated on the map.

Hex | Victory Points Awarded
---|-----------------------
2142 | 10 Confederate 50 Union
0730 | 50 10
0712 | 35 5
0713 | 35 5

If a hex has been entered by at least one combat unit, it is controlled by the last Player to have occupied the hex. All hexes start the game in Union Player control.

[34.2] FIRST DAY VICTORY
[34.21] In order for a Player to win the game on the first day, he must have scored at least 100 Victory Points and must have at least a 3 to 2 ratio in Victory Points over his opponent. To determine the amount of Victory Points scored, consult the schedules in cases 34.11 and 34.12. To determine the Victory Point Ratio, the Victory Point Total of the Player who scored the least VP's is divided by 2 and the resulting number (rounded up) is added to his VP Total; if the Victory Point Total of the Player with the most VP's is greater than the resulting sum, the Player with the higher total has won the game. If the total is equal to or less than the total, the game continues into the second day.

Example: The Union Player scored 112 Victory Points, while the Confederate Player scored 176; the smaller total, 112, is divided by 2 which equals 56, the 56 is added to 112 and the sum is 168. Since the Confederate Player scored 170 Victory Points, he has won the game.

[34.22] If neither Player wins the battle on the first day, the battle continues into the Withdrawal Interphase and the second day.

[34.3] SECOND DAY VICTORY
[34.33] If victory is not achieved on the first day, it will be on the second. At the conclusion of each even numbered Game-Turn, starting with Game-Turn 24, each Player totals the number of Victory Points he has scored; if a Player has a Victory Point Total that is 50 greater than his opponent, he has won the game. If the Total is less than or equal to 50 greater than his opponent's, the game continues until the end of the next even numbered Game-Turn (in which victory is checked again.)

[34.32] If victory has not been achieved prior to Game-Turn 30, the Player with the most Victory Points at the conclusion of Game-Turn 30 is the victor.

[34.33] Players may add Victory Points earned between Victory Determination Interphases to their previous total for convenience (rather than totaling all Victory Point awards from scratch).

[34.34] If both Players have exactly the same Victory Point totals at the conclusion of Game-Turn 30, the game is a Union Victory.
### [21.52] AMMUNITION DEPLETION TABLE

<table>
<thead>
<tr>
<th>Game-Turn</th>
<th>Confederate deple the die roll</th>
<th>Union deple the die roll</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-6</td>
<td>1</td>
<td>-</td>
</tr>
<tr>
<td>7-12</td>
<td>1,2</td>
<td>1</td>
</tr>
<tr>
<td>13-30</td>
<td>1,2,3</td>
<td>1,2</td>
</tr>
</tbody>
</table>

Any time a unit rolls a "1" when engaging in fire combat, the die is rolled again and the result is located on this table. If the result falls within the deple the die roll range for a given Game-Turn for that army, the unit is ammo-depleted. — No result.

### [22.38] STRAGGLER RECOVERY TABLE

<table>
<thead>
<tr>
<th>DIE</th>
<th>Union</th>
<th>Confederate</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>2</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>3</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>4</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>5</td>
<td>1</td>
<td>-</td>
</tr>
<tr>
<td>6</td>
<td>1</td>
<td>1</td>
</tr>
</tbody>
</table>

1 = The unit recovers one Strength Point. Note: A 1 is subtracted from the die roll if the unit moved in the previous Game-Turn.

### [28.26] CONFEDERATE LEADER REPLACEMENT TABLE

<table>
<thead>
<tr>
<th>DIE</th>
<th>Division Commander Replacement</th>
<th>Brigade Commander Replacement</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>2</td>
<td>1</td>
<td>2</td>
</tr>
<tr>
<td>3</td>
<td>2</td>
<td>3</td>
</tr>
<tr>
<td>4</td>
<td>2</td>
<td>3</td>
</tr>
<tr>
<td>5</td>
<td>3</td>
<td>4</td>
</tr>
<tr>
<td>6</td>
<td>4</td>
<td>5</td>
</tr>
</tbody>
</table>

* = Number of Confederate Final Command Phases till the leader is replaced. Note: "0" indicates that the leader is replaced immediately in the current Final Command Phase. When replacing a brigade commander, subtract the Command Rating of his division commander from the die roll if the brigadier lies within his division commander's Divisional Integrity Radius. Subtract "2" from the replacement die roll whenever an original divisional commander (Van Dorn or McCulloch) is replaced. Two is not subtracted if a promoted division commander is replaced.

### [28.27] CONFEDERATE COMMANDER REPLACEMENT TABLE

<table>
<thead>
<tr>
<th>DIE</th>
<th>McCulloch’s Division</th>
<th>Van Dorn’s Division</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>McIntosh (Hebert, Pike)</td>
<td>Price (Little, Slack)</td>
</tr>
<tr>
<td>2</td>
<td>McIntosh (Hebert, Pike)</td>
<td>Price (Little, Slack)</td>
</tr>
<tr>
<td>3</td>
<td>McIntosh (Hebert, Pike)</td>
<td>Price (Little, Slack)</td>
</tr>
<tr>
<td>4</td>
<td>Hebert (McCulloch, Pike)</td>
<td>Price (Little, Slack)</td>
</tr>
<tr>
<td>5</td>
<td>Hebert (McCulloch, Pike)</td>
<td>Little (Price, Slack)</td>
</tr>
<tr>
<td>6</td>
<td>Pike (McCulloch, Hebert)</td>
<td>Slack (Price, Little)</td>
</tr>
</tbody>
</table>

If General McCulloch or Van Dorn is killed, captured or wounded, the Confederate Player rolls a die and cross-indexes the result with the proper division. The unbracketed name is the new division commander; if that leader has been killed, captured, or wounded the first leader in brackets is the commander. If the only leader available is the last name in brackets, then he would be promoted to command of the division. Note: The only manner in which a brigade replacement leader will ever become a division commander is if all the brigade commanders of that division have been killed, captured, or wounded.

### HOW TO USE THE OB ROSTER

The OB Roster (Order of Battle Roster) Sheet is used to record the number and type of losses suffered by each Player’s units for Brigade Combat Effectiveness purposes, to record ammunition levels for batteries and supply wagons, and to determine the time and place where units enter the game map as reinforcements. The OB Roster Sheet includes:

1. The designations of all units and names of all leaders.
2. The Game-Turn and entry hex for all units and leaders.
3. The Battery Strength (number of guns) and weapon type of each battery at the start of the game.
4. The Morale Rating of all units. This space is left blank for green units and is filled in by the Players during play.
5. The Brigade Combat Effectiveness limit of the brigade as compared to the total number of Strength Points in the Brigade (e.g., 15 of 49). There are two rows of boxes to indicate the total Strength Points in the brigade; the top row of boxes is equal to the brigade's BCE limit. The brigade's Victory Point total follows the top line of boxes.
6. A number of boxes next to each artillery battery and supply wagon equal to the amount of ammunition with which the battery or wagon starts play.
7. A space for recording the crew status of all batteries and supply wagons.

### PROCEDURE:

Each time an infantry or cavalry unit suffers casualties, a number of boxes, equal to the number of Strength Points lost, are marked off the BCE limit for that unit's brigade. When the number of boxes marked off reaches the BCE limit the brigade has lost Combat Effectiveness (see 24.0). Independent regiments ("Indpnt" on the counter) have boxes marked off on their Strength Record. *not* a BCE section. Each time a leader becomes a casualty or is captured, the box next to his name is marked off. Battery gun losses are recorded on the Battery Strength section for the affected battery. Each time a battery fires or a supply wagon resupplies a unit, an ammunition box is marked off on the Ammunition section. Wagon and battery crews are kept track of on the Crew section; half-crew status is indicated by a simple "1/2" and supply wagon crew loss is marked "X." When a green unit determines its Morale Rating, the result is recorded in the morale column next to the unit.

The symbols used to mark boxes are:
- ■ = Strength Point/Gun eliminated, ammunition expended, and leader killed.
- ☐ = Strength Point/Gun and leader captured.
- ● = Leader wounded.

New BCE limits for the second day are indicated by a "+" after the appropriate number of boxes on the BCE section (see 22.41). Note: Players should always use a pencil when writing on the OB Roster Sheet so as to prevent being used as a BCE.

Retain one copy of each OB Roster Sheet without marks on it, since duplicate copies will be needed. SPI grants permission to reproduce the OB Rosters for personal use. Additional copies are not available from SPI.
### Artillery Batteries

<table>
<thead>
<tr>
<th>Designation</th>
<th>Game-Turn/Entry hex</th>
<th>Morale Rating</th>
<th>Ammunition</th>
<th>Crew</th>
</tr>
</thead>
<tbody>
<tr>
<td>Carr's Wagon</td>
<td>13/0115</td>
<td>4</td>
<td>Small-arms</td>
<td></td>
</tr>
<tr>
<td>Davis' Wagon</td>
<td>10/0115</td>
<td>4</td>
<td>Battery</td>
<td></td>
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### PEA RIDGE UNION OB ROSTER SHEET

<table>
<thead>
<tr>
<th>Designation</th>
<th>Game-Turn/Entry hex</th>
<th>Morale Rating</th>
<th>Brigade Combat Effectiveness</th>
</tr>
</thead>
<tbody>
<tr>
<td>Carr</td>
<td>5/0123</td>
<td>5</td>
<td>8 of 14</td>
</tr>
<tr>
<td>Dodge*</td>
<td>3/0123</td>
<td>4</td>
<td>□□□□□□□□□□□□□□ = 40 VP's</td>
</tr>
<tr>
<td>4 Iowa</td>
<td>3/0123</td>
<td>5</td>
<td>2 of 5</td>
</tr>
<tr>
<td>35 Ill</td>
<td>3/0123</td>
<td>4</td>
<td>□□□□□□□□□□□□ = 20 VP's</td>
</tr>
<tr>
<td>3 Ill C</td>
<td>3/0123</td>
<td>5</td>
<td>□□□□□□□□□□□□</td>
</tr>
<tr>
<td>Vandever</td>
<td>5/0123</td>
<td>4</td>
<td>2 of 4</td>
</tr>
<tr>
<td>25 Mo</td>
<td>5/0123</td>
<td>4</td>
<td>□□□□□□□□□□□□ = 10 VP's</td>
</tr>
<tr>
<td>9 Iowa</td>
<td>5/0123</td>
<td>3</td>
<td>□□□□□□□□□□□□ = 35 VP's</td>
</tr>
<tr>
<td>Asboth</td>
<td>13/0115</td>
<td></td>
<td>□□□□□□□□□□□□</td>
</tr>
<tr>
<td>Schaefer</td>
<td>13/0115</td>
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<td>□□□□□□□□□□□□</td>
</tr>
<tr>
<td>2 Mo</td>
<td>13/0115</td>
<td>3</td>
<td>7 of 14</td>
</tr>
<tr>
<td>Sigel</td>
<td>15/0115</td>
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</tr>
<tr>
<td>Coler</td>
<td>15/0115</td>
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<td>□□□□□□□□□□□□ = 10 VP's</td>
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<tr>
<td>25 Ill</td>
<td>15/0115</td>
<td>4</td>
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<tr>
<td>15 Mo</td>
<td>15/0115</td>
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<tr>
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<td>15/0115</td>
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<tr>
<td>Bussey</td>
<td>2/0115</td>
<td></td>
<td>□□□□□□□□□□□□</td>
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<tr>
<td>1 Mo C</td>
<td>2/0115</td>
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<tr>
<td>Benton C</td>
<td>2/0115</td>
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<td>□□□□□□□□□□□□</td>
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<tr>
<td>Fremont C</td>
<td>2/0115</td>
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<tr>
<td>3 Iowa C</td>
<td>2/0115</td>
<td></td>
<td>□□□□□□□□□□□□</td>
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</table>

* *Dodge enters detached*
### PEA RIDGE CONFEDERATE OB ROSTER SHEET

<table>
<thead>
<tr>
<th>Designation</th>
<th>Game-Turn/Entry hex</th>
<th>Morale Rating</th>
<th>Brigade Combat Effectiveness</th>
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<tbody>
<tr>
<td>McCulloch</td>
<td>1/3906</td>
<td>5</td>
<td>15 of 49</td>
</tr>
<tr>
<td>McNintosh</td>
<td>1/3906</td>
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</tr>
<tr>
<td>3 Tex C</td>
<td>1/3906</td>
<td>4</td>
<td>□□□□□□□□□□□□□□□□○○ = 40 VP’s</td>
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<td>6 Tex C</td>
<td>1/3906</td>
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<tr>
<td>9 Tex C</td>
<td>1/3906</td>
<td>4</td>
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<td>1/3906</td>
<td>4</td>
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</tr>
<tr>
<td>Whitfield Tex C</td>
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<td>□□□□□□□□□□□□□□□□○○ = 40 VP’s</td>
</tr>
<tr>
<td>1 Ark C</td>
<td>1/3906</td>
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</tr>
<tr>
<td>Pike Repl</td>
<td>2/3906</td>
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<td>3 of 9</td>
</tr>
<tr>
<td>Welch Tex C</td>
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<td>□□□□□□□□□□□□□□□□○○ = 10 VP’s</td>
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<tr>
<td>Watie</td>
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<tr>
<td>Drew</td>
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<tr>
<td>Hebert</td>
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<td>13 of 36</td>
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<tr>
<td>Repl</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>3 Lou</td>
<td>3/3906</td>
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<tr>
<td>4 Ark</td>
<td>3/3906</td>
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<td>3/3906</td>
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<td>17 Ark</td>
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<td>21 Ark</td>
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### ARTILLERY BATTERIES

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<tr>
<th>Designation</th>
<th>Game-Turn/Entry Hex</th>
<th>Strength</th>
<th>Morale Rating</th>
<th>Ammunition</th>
<th>Crew</th>
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<tbody>
<tr>
<td>McCULLOCH'S BATTERIES</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Good A</td>
<td>1/3906</td>
<td>HA □□□□□□□□□□□□□□□□○○ = 40 VP’s</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Good B</td>
<td>1/3906</td>
<td>N □□□□□□□□□□□□□□□□○○ = 40 VP’s</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Gain A</td>
<td>1/3906</td>
<td>HA □□□□□□□□□□□□□□□□○○ = 40 VP’s</td>
<td></td>
<td></td>
<td></td>
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<tr>
<td>Gain B</td>
<td>1/3906</td>
<td>TB □□□□□□□□□□□□□□□□○○ = 40 VP’s</td>
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<td></td>
<td></td>
</tr>
<tr>
<td>Provence A</td>
<td>2/3906</td>
<td>N □□□□□□□□□□□□□□□□○○ = 35 VP’s</td>
<td></td>
<td></td>
<td></td>
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<tr>
<td>Provence B</td>
<td>2/3906</td>
<td>HA □□□□□□□□□□□□□□□□○○ = 35 VP’s</td>
<td></td>
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<td></td>
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<tr>
<td>Hart</td>
<td>2/3906</td>
<td>L □□□□□□□□□□□□□□□□○○ = 35 VP’s</td>
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### VAN DORN'S BATTERIES

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<th>Game-Turn/Entry Hex</th>
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<th>Morale Rating</th>
<th>Ammunition</th>
<th>Crew</th>
</tr>
</thead>
<tbody>
<tr>
<td>Landis A</td>
<td>3/3946</td>
<td>HA □□□□□□□□□□□□□□□□○○ = 40 VP’s</td>
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<tr>
<td>Landis B</td>
<td>3/3946</td>
<td>HB □□□□□□□□□□□□□□□□○○ = 40 VP’s</td>
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<tr>
<td>Jackson</td>
<td>3/3946</td>
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<tr>
<td>Wade A</td>
<td>3/3946</td>
<td>HA □□□□□□□□□□□□□□□□○○ = 40 VP’s</td>
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<td></td>
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<tr>
<td>Wade B</td>
<td>3/3946</td>
<td>L □□□□□□□□□□□□□□□□○○ = 40 VP’s</td>
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<td></td>
<td></td>
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<tr>
<td>Clark</td>
<td>3/3946</td>
<td>L □□□□□□□□□□□□□□□□○○ = 40 VP’s</td>
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<tr>
<td>Kelly</td>
<td>4/3946</td>
<td>L □□□□□□□□□□□□□□□□○○ = 40 VP’s</td>
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<tr>
<td>Gorham</td>
<td>4/3946</td>
<td>L □□□□□□□□□□□□□□□□○○ = 40 VP’s</td>
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<tr>
<td>MacDonald A</td>
<td>4/3946</td>
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<td></td>
<td></td>
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<tr>
<td>MacDonald B</td>
<td>4/3946</td>
<td>HA □□□□□□□□□□□□□□□□○○ = 40 VP’s</td>
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<tr>
<td>Bledsoe A</td>
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<td>Bledsoe B</td>
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<tr>
<td>Guilbor A</td>
<td>4/3946</td>
<td>L □□□□□□□□□□□□□□□□○○ = 40 VP’s</td>
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<tr>
<td>Guilbor B</td>
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### INDEPENDENT BATTERIES

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<tr>
<th>Designation</th>
<th>Game-Turn/Entry Hex</th>
<th>Strength</th>
<th>Morale Rating</th>
<th>Ammunition</th>
<th>Crew</th>
</tr>
</thead>
<tbody>
<tr>
<td>Teel A</td>
<td>23/3946</td>
<td>TA □□□□□□□□□□□□□□□□○○ = 40 VP’s</td>
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<tr>
<td>Teel B</td>
<td>23/3946</td>
<td>L □□□□□□□□□□□□□□□□○○ = 40 VP’s</td>
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<td></td>
</tr>
<tr>
<td>Kneisley</td>
<td>23/3946</td>
<td>L □□□□□□□□□□□□□□□□○○ = 40 VP’s</td>
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### PEA RIDGE SEQUENCE OF PLAY

1. **CONFEDERATE PLAYER-TURN**
   A. Initial Command Phase
   B. Movement Phase
   C. Union Defensive Fire Phase
   D. Offensive Fire Phase
   E. Union Retreat Before Melee Phase
   F. Melee Phase
   G. Ammunition Resupply Phase
   H. Rally Phase
   J. Final Command Phase

2. **UNION PLAYER-TURN**
   A. Initial Command Phase
   B. Movement Phase
   C. Confederate Defensive Fire Phase
   D. Offensive Fire Phase
   E. Confederate Retreat Before Melee Phase
   F. Melee Phase
   G. Ammunition Resupply Phase
   H. Rally Phase
   J. Final Command Phase

3. **VICTORY DETERMINATION INTERPHASE**
   (Game-Turn 18 and even numbered Game-Turns on the second day only)

4. **WITHDRAWAL INTERPHASE**
   (Game-Turn 18 only)

5. **STRAGGLER RECOVERY INTERPHASE**
   (Night Game-Turns only)

6. **BCE RECOVERY INTERPHASE**
   (Game-Turn 22 only)

7. **GAME-TURN RECORD INTERPHASE**
   The Union Player becomes the first Player at the start of Game-Turn 23. Thus, the Player-Turn order is reversed; the Union Player goes first and the Confederate second.
## Pea Ridge Counter Section Nr. 1 (200 pieces): Front

**Quantity of Sections of this identical type:** 1  
**Total quantity of Sections (all types) in game:** 1

### UNDON

<table>
<thead>
<tr>
<th>Division Commanders</th>
<th>Brigade Commanders</th>
<th>Color</th>
<th>Dodge</th>
<th>Poten</th>
</tr>
</thead>
<tbody>
<tr>
<td>Carr</td>
<td>Vander Carr</td>
<td>R3</td>
<td>3</td>
<td>2</td>
</tr>
<tr>
<td>Davis</td>
<td>White Carr</td>
<td>R4</td>
<td>3</td>
<td>2</td>
</tr>
<tr>
<td>Ashworth</td>
<td>White</td>
<td>R4</td>
<td>3</td>
<td>2</td>
</tr>
<tr>
<td>Sigel</td>
<td>White</td>
<td>R4</td>
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### CONFEDERATE

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<th>Poten</th>
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### Combat Units

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<td>Bowen</td>
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### NEUTRAL MARKERS

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**Note:** The document contains a complex grid of numbers and symbols representing military units and commands. Each section includes detailed numeric values and color codes relevant to strategic planning in a hypothetical battle scenario. The layout is designed to facilitate quick reference and decision-making during a simulation game.
**Pea Ridge Counter Section Nr. 1 (200 pieces): Back**

<table>
<thead>
<tr>
<th>Route</th>
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</table>

**Supply**

- **Walter**
- **Wiley**
- **Willy**
- **Benny**
- **Elbert**
- **Benny**
- **Benny**
- **Jones**

**Colunm**

- **Colunm**
- **Colunm**
- **Colunm**
- **Engd**

---

**Pea Ridge Counter Section Nr. 1 (200 pieces): Front**

<table>
<thead>
<tr>
<th>Route</th>
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<th>Rout</th>
<th>Rout</th>
<th>Rout</th>
<th>Rout</th>
<th>Ammo</th>
<th>Deplid</th>
<th>Deplid</th>
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