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:

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.
1.0 INTRODUCTION
2.0 GLOSSARY OF TERMS
3.0 GAME EQUIPMENT
  3.1 The Game Map
  3.2 Game Charts and Tables
  3.3 The Playing Pieces
4.0 SEQUENCE OF PLAY
5.0 MOVEMENT
  5.1 Movement Conditions and Prohibitions
  5.2 Movement of Routed Units and Units Not in Command
6.0 FORMATIONS
  6.1 Unit Formations
  6.2 Changing Formation
  6.3 Unit Formations Effects on Fire Combat
7.0 FACING
  7.1 Effects of Facing on Movement
  7.2 Effects of Facing on Fire Combat
  7.3 Effects of Facing on Melee
8.0 STACKING
  8.1 Unit Stacking Restrictions
  8.2 Effects of Stacking on Combat
  8.3 Density and Fire Combat
  8.4 Stacking Order
9.0 FIRE COMBAT
  9.1 Combat Strength
  9.2 Weapon Type and Range
  9.3 Fire Strength Per Hexside
  9.4 Multiple Unit Fire
  9.5 Terrain Effects on Fire Combat
  9.6 Effects of Facing and Formation
  9.7 Line of Sight (Line of Fire)
  9.8 Results of Fire Combat Casualties
10.0 ZONES OF CONTROL
  10.1 Withdrawal Fire
  10.2 Retreat Fire
  10.3 Effect of ZOC on Ammunition Supply
  10.4 Effect of ZOC on Leader Control
  10.5 Extent of ZOC on Control
11.0 AMMUNITION SUPPLY
  11.1 Supply Wagons
  11.2 Small-Arms Ammunition Supply
  11.3 Artillery Ammunition
12.0 MELEE COMBAT
  12.1 Definition of Melee Strength
  12.2 Restrictions on Ability to Engage in Melee
  12.3 Effects of Terrain
  12.4 Effect of Leaders on Melee
  12.5 Effects of Morale and Rout on Melee
  12.6 Melee and Fire Combat
  12.7 Stacking in Melee
  12.8 Retreat before Melee
  12.9 Results of Melee Combat
13.0 MORALE AND ROUT
  13.1 Morale Ratings
  13.2 When Units are Routed
  13.3 Effects of Rout
  13.4 Effects of Stacking on Rout
  13.5 Rally
14.0 RETREATS
  14.1 Restrictions on Retreats
  14.2 Retreating Through Enemy ZOC's
  14.3 Presence of Friendly Units and Retreat
  14.4 The Path of Retreat
15.0 RESTRICTIONS ON ARTILLERY
MOVEMENT AND FIRE
  15.1 Artillery Gun Crews
  15.2 Exploding Caissons
16.0 SPECIAL CAVALRY RULES
  16.1 Cavalry Retreat Before Melee
  16.2 Cavalry Charge
  16.3 Special Mounted Cavalry Rules
17.0 LEADERSHIP
  17.1 Brigade Commanders
  17.2 Division Commanders
  17.3 Other Commanders
  17.4 Effect of Presence of Leaders on Melee and Morale
  17.5 Leader Stacking Restrictions
  17.6 Detachment and Attachment of Brigades
  17.7 Leader Casualties
  17.8 Battlefield Promotions
18.0 BRIGADE COMBAT EFFECTIVENESS
[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 number chart. See also "Initial Strength."

Current Strength Modifier: 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" relative to 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 more 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 combat unit's ability to sustain the psychological effects of battle. The numbers range from "5" (best) to "1" (worse). 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.

Subordinate Unit: Any unit 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

[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 indicate the movement and position 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 rule 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.

[3.3.1] Sample Units

<table>
<thead>
<tr>
<th>FRONT</th>
<th>BACK</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 Art McComb</td>
<td>M8</td>
</tr>
<tr>
<td>14 Van McColl</td>
<td>4</td>
</tr>
<tr>
<td>Nelson</td>
<td>TB4</td>
</tr>
<tr>
<td>Supply</td>
<td>R1</td>
</tr>
<tr>
<td>King 4</td>
<td>crewed</td>
</tr>
<tr>
<td>Wagon Crew</td>
<td></td>
</tr>
<tr>
<td>Supply Wagon Crew</td>
<td></td>
</tr>
<tr>
<td>Van Dm</td>
<td>10 2</td>
</tr>
<tr>
<td>Slack Van Dm</td>
<td>3 1 (5)</td>
</tr>
</tbody>
</table>

[3.4] SUMMARY OF COMBAT UNIT TYPES

<table>
<thead>
<tr>
<th>FRONT</th>
<th>BACK</th>
</tr>
</thead>
<tbody>
<tr>
<td>Brigade</td>
<td>Replacement</td>
</tr>
<tr>
<td>columns</td>
<td>Brigade</td>
</tr>
<tr>
<td>Pres.</td>
<td>Brigade</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
</tbody>
</table>

[3.5] SUMMARY OF MARKER TYPES

<table>
<thead>
<tr>
<th>FRONT</th>
<th>BACK</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pinned</td>
<td>Routed</td>
</tr>
<tr>
<td>Routed</td>
<td>Colmn</td>
</tr>
<tr>
<td>Colmn</td>
<td>Engagd</td>
</tr>
</tbody>
</table>
R4 engages in Fire Combat. The leader on the counter displayed on the Range Effects Chart (9.25).

Effectiveness Radius of all his brigade commanders

B. to see whether the units within each brigade command to move fire.

Effective Radius of his brigade commanders

A routed unit or unit which is out of the Effectiveness Radius of its commander may move only one hex (except when they have been detached see 17.6).

F. Melee Phase: Phasing infantry and cavalry units which begin this Phase adjacent to Enemy units may now enter the hex occupied by that unit. (See map sheets)

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

2. First Player Turn

1. First Player Turn

A. Initial Command Phase: The Phasing Player may mount or detach cavalry units which are in the Divisional Integrity Radius of a division commander. In addition, the Player checks the Divisional Integrity Radius to determine which cavalry commanders are in command. Division commanders may expend Command Points to increase the Effectiveness Radius of subordinate brigade commanders. The Phasing Player then checks the Effectiveness Radius of his active cavalry commander to see whether the units within each brigade commander's command may move fire.

B. Movement Phase: The Phasing Player moves all, some, or none of his units as he desires and 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 are capable of firing at any of the Phasing Player's units, within the provisions and restrictions of the Fire Combat and the Line of Sight rules. Either 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 retreat units undergo withdrawal fire and the owner 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 the Enemy unit(s) and engage in melee combat. The melee combat is resolved and retreat fire 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 Maneuvering Players' units. The Phasing Player may rally his routed units which are stacked with leaders or in the Effective Radius of their brigade commander. A die is rolled to determine whether or not independent units rally.

1. Final Command Phase: Friendly leaders that have been killed are replaced and leader promotion is performed if necessary. Uncrewed supply wagons may be recovered. During the Final Command Phase, game functions that occur 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. Stops 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 theExclusive Rules, are performed.

[5.0] MOVEMENT

GENERAL RULE:

Each type of unit and leader in the game has a Movement Allowance which is listed on the Terrain Effects on Movement Chart (5.19). The number listed for each unit type is the basic number of hexes a unit may move into in a single Movement Phase. Each Player moves his units during the Movement Phase of his Player-Turn.

PROCEDURE:

Units may be moved one at a time, or in stacks, hex-by-hex, in any direction or combination of directions the moving Player chooses. The Movement Phase ends when the Player announces that he has finished moving his units.

CASES:

[5.1] MOVEMENT CONDITIONS AND PROHIBITIONS

[5.11] During its Movement Phase each unit may move as far as its Movement Allowance permits. A unit may never exceed its Movement Allowance although it may move less than its Movement Allowance.

A unit is never forced to move during its Movement Phase. Unused Movement Points may never be saved for subsequent Game-Turns or transferred from unit to unit.

[5.12] A unit may not enter a hex containing an Enemy unit during the Movement Phase. An Enemy occupied hex may be entered only during the Melee Phase (see 12.0).

[5.13] 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 mapsheet)

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

A routed unit or unit which is out of the Effective 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 (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 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 Formation 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 while cavalry may only mount or dismount at the end of a Friendly Movement Phase.

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 either spends 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 so designate only the lead 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 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, 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, always 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 one 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 mount.

[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] Routed units are always considered off flailed when fired upon.

[7.0] 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 two 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 hexsides 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 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.

CASES:

[7.1] 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 faceed 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 artillary, 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 7.9, 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 upon 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] 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 7.9, 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 upon through its frontal hexside.

[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 unit is forced to enter a Friendly-occupied hex, the other units in that hex are displaced and must be moved into another hex, as indicated by 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 hex 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 "11" Strength Point (SP) infantry unit is stacked on top of a "3" SP unit and the unit undergoes a casualty result of "2," the top unit is eliminated and the bottom unit loses only one Strength Point. Artillery only incurs 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 loss caused by a die roll is applied to that unit. If a unit is routed, it is the top unit that goes down. If a unit runs out of ammunition, it is the top unit that is eliminated. Otherwise, it remains the same.

[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 there are 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 11.0), the Player may change the stacking order at the end of the Fire Phase in which the ammunition was expended. Otherwise, it remains the same.

[8.42] All units stacked in the same hex must maintain 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 against Enemy units in accordance with the rules on Range of Weapons, Fire Combat and Line of Sight. Fires occur 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 eight 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 and weapon type 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. The die is rolled and the result of that combat is indicated at the intersection of the CRT 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] Artillery units have a Fire Strength equal to their Combat Strength value (as modified by their 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's 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 (or "vital points") that a unit may fire out of (not into) a given hex is limited to the number of frontally effective hexes. Four Strength Points may fire out of a given hex through any one of its four front hexes. (25)

[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 Combat 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 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 (H3) fire at the nearest 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 and two to the right, 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 "$21+1" 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.
A clear Line of Sight exists only if:

Other heights (if any) are specifically indicated on and dismounted cavalry five feet high, and considered to be 20 feet high, infantry, artillery H., Height (in feet) of higher position minus Distance (in hexes) from higher position to lower position. Consider this 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 action.

[9.81] When the Fire CRT yields a numerical result and the target unit is infantry or cavalry, 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 "1", the gun crew counter is flipped over to its Reduced Strength side; another Point loss and the crew is eliminated. Guns 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 outflanked 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, although they may engage in melee when so attacked. 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. Pinned units may be picked (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 rallied, 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" 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 may also become pinned. After 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 unlimbered 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 six hexes adjacent to the hex. The ZOC's of these units affect withdrawal, retreat, supply, and command. Exception: Mounted cavalry ZOC's affect the withdrawal and retreat only 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 exercising 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 while 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.
# Introduction and Inventory of Game Parts

## Exclusive Rules

<table>
<thead>
<tr>
<th>Case</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>19.1</td>
<td>Union's Creek is a grand tactical, regimental level simulation of the Civil War battle fought on 10 August 1861, five miles southwest of Springfield, Missouri. The game simulates the surprise Union attack led by Brigadier General Nathaniel Lyon upon an allied force of Confederate regulars led by Brigadier General Benjamin McCulloch, and Missouri State Guards led by Major General Sterling Price. The Battle of Wilson's Creek was one of the pivotal factors that kept Missouri in the Union.</td>
</tr>
</tbody>
</table>

## Supply Wagons

The three Confederate supply wagons (there are no Union supply wagons) have neither crew nor ammunition to resupply units. The supply wagons have no crews with which to defend themselves, and they have a movement allowance of 9. Supply wagons may only move along roads or trails. All fire directed as a supply wagon resulting in anything other than "no effect" is treated as a P/R result. Supply wagons not stacked with a combat unit are captured if the Union Player moves an infantry or cavalry unit into the hex occupied by the supply wagon and expends 3 extra Movement Points. Once captured, the supply wagon is flipped over to its "pink" side and may be moved normally by the Union Player. Only Sigel's brigade is eligible to be detached during the game. Once detached, it is independent for the duration of the game and may never be reattached (see 21.23). All other brigade commanders are either detached or out of command (see 17.21).

## Terrain

<table>
<thead>
<tr>
<th>Terrain Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Troops: Units moving along trails in Column, mounted or limbered formation (only) pay the trail movement rate rather than that of the other terrain in the hex.</td>
<td></td>
</tr>
</tbody>
</table>
| Brush: Units moving through bush hexes pay a higher movement cost and receive a defensive benefit. Brush is not a LOS obstacle for artillery units. Small-arm units may fire through two brush hexes (into a third). In this way brush is
[20.53] Crest: Crests are formed where two elevation levels are in a hex. Units in a crest hex are always considered in the higher of the two elevation levels. Thus, units in hex 2330 are on elevation level 4. Units which change elevation levels by entering a crest hex generally pay extra Movement Point costs. Units moving from hex 2329 to hex 2330 pay extra Movement Points for moving from a lower to a higher elevation. (Players will note that units moving from hex 2329 to 2330 do not pay extra movement costs; they are moving along the same elevation). Some units must pay extra Movement Point costs when moving from a higher to lower elevation. Thus, a unit moving from hex 2330 to hex 2329 may have to pay extra movement costs. All movement costs are listed on the Terrain Effects on Movement Chart (§ 19).

[20.54] Steep crest: Some crests are considered steep crests. Steep crests are indicated by a splash pattern abutting a crest line (the line where two elevation levels meet). A steep crest presents a greater impediment to movement than crests. The extra movement cost penalty for crossing a steep crest is added to the other terrain in the hex. Units pay the extra movement cost when entering a crest hex by crossing certain hexes. Though steep crests don’t actually follow the hex sides, Players should have no trouble determining which hexes require the extra Movement Point expenditure when being crossed. Example: The hexside between 2741 and 2841 is a steep crest; the hexside between 2741 and 2742 is not a steep crest.

[20.6] AMMUNITION STATUS AND AMMO DEPLETED DICE ROLLS

There are no OB Roxtes in Wilson’s Creek. The only record keeping necessary to the play of the game is the number of rounds of ammunition with which each battery starts. Players should write the name of each battery on a piece of scratch paper and, beside the name, make a number of boxes representing the number of rounds that battery possesses. All batteries start play with 9 rounds. Each time a battery fires, one box is crossed out. When all boxes have been crossed out that battery may not fire.

As an exception to 11.21, when Union units check for ammo depletion after rolling a 1 they are depleted only by a roll of 1, not 1 or 1. Confederate units are depleted normally.

[21.0] HOW TO START

GENERAL RULE:
Players decide who will play each side, Union and Confederate. The Confederate Player is always the first player in the Sequence of Play. However, on Game-Turn One there is no Confederate Player-Turn.

CASES:

[21.1] CONFEDERATE DEPLOYMENT

The Confederate Player sets his units up in the hexes listed below. Each unit’s formation is determined by the Confederate Player after it has been alerted (see 22.4). The Confederate Player should set up his units according to the following deployment schedule: Confederate Deployment:

McCulloch: 1926; 1 Ark c 1716; 1 Ark c 2015; S KT 1 c 1819; S KT 2 c 1920; 2 Ark c 1730;
3 Lou c 1528; 3 Lou 2 c 1529; 3 Ark 1 c 1428. Peace: 1525; 1 Cav c 1914; Carroll c 1525; 3 Ark 1 c 1526; 4 Ark 1 c 1426; 4 Ark 2 c 1424; 5 Ark 1 c 1424; 5 Ark 2 c 1524.
Price: 1925.
Rains: 1937; Hunter c 2741; McCowan c 2138; Peyton c 2283; 1 MSG c 10925; 1 MSG 2 c 1025; 1 MSG 3 c 1026; 1 MSG c 1027. Parsons: 1824; Kelly / 1824; Brown c 2101.
Clark: 1726; Burbridge 1726; Major c 1712.
Sack: 1773; Hughes 1723; Thornton 1827.
Rives c 2433.
McBride: 2025; Wingo 1925; Foster 2026. Campbell c 2025.
Batteries: Guilbor 1825; Woodruff 1732; Reid 1622; Bledsoe 1024.
Supply Wagons: Wagon 1 1530; Wagon 2 1629; Wagon 3 1729.

[21.2] UNION DEPLOYMENT

Deployment for the Union units is determined using the following method: before setting up, the Union Player rolls a die; on a result of 1 through 4, the Union Deployment Option matching the number rolled is used. On a result of 5, the Union Player may choose one of the options 1 through 4. On a result of 6, the Confederate Player chooses one of the Union options 1 through 4.

In Options 1 through 4, all Union units enter the map through one of the Union entry hexes in any order the Union Player desires. Each unit entering the hex must expend Movement Points for the hex using the road or trail rate. When more than one unit enters the map on the same hex, each unit enters singly (i.e., it doesn’t cost subsequent units more Movement Points to enter the map because they are entering “behind” the first unit). All units enter limbered, mounted or in Column formation (depending on the unit type).

[22.0] CONFEDERATE ENCAMPMENT AND ALERT

GENERAL RULE:
All Confederate units start the game "encamped." While encamped the units are unable to move, change formation, or engage in fire combat or offensive melee. If attacked while encamped, the defending Confederate unit is enfiladed, regardless of the actual facing of the unit. All Confederate units are alerted as soon as one of them is fired upon or "sees" a Union unit, or by virtue of the proper alert dice roll for a given Game-Turn. Only when the Confederate units are alerted may they leave encamped status (see 22.4).

CASES:

[22.1] THE EFFECTS OF BEING ENCAMPED

[22.11] All Confederate units start the game encamped. When encamped a unit:
1. May not move during the Friendly Movement Phase.
2. Has no formation or facing.
3. May not engage in fire combat or offensive melee.

[22.12] While encamped, a unit is always considered enfiladed when fired upon. An encamped unit is in encamped status; therefore, the formation indicated by the unit’s counter does not apply. The Confederate Player determines the actual formation of each unit only after it has been alerted (see 22.4).

[22.13] While encamped, the final Melee Strength of a Confederate unit(s) is reduced by one in addition to all other normal reductions.

[22.2] BECOMING ALERTED IN THE UNION PLAYER-TURN

All Confederate units become alerted as soon as any Confederate unit “sees” a Union unit or is fired upon.

[22.21] To be “seen,” a Union unit must move to within three hexes of a Confederate unit and there must be a clear Line of Sight from the Confederate to the Union unit. The three hexes are counted from the Confederate hex (exclusive) to the Union hex (inclusive). All Confederate units have all-around facing for purposes of seeing Union units.

[22.22] At the moment a Union unit is “seen” by a Confederate unit, a morale check must be made for that Confederate unit or leader in the Union Player-Turn during which it is alerted. A unit or leader which fails a morale check performs rout.
movement immediately. Each Confederate unit which "sees" a Union unit during the Union Player-Turn in which the alert occurs must be checked for morale.

[22.23] Morale is checked for a unit or leader only once as a result of its being alerted, regardless of the number of Union units which it "sees" later.

[22.24] During the Initial Command Phase of the next Confederate Player-Turn, a morale check must be performed for all Confederate units and leaders that did not make a "see" a Union unit in the Union Player-Turn in which units were alerted.

[22.3] BECOMING ALERTED IN THE CONFEDERATE PLAYER-TURN

All Confederate units immediately become alerted if the Confederate Player rolls the proper dice roll during a Confederate Initial Command Phase, starting with Game-Turn Three.

[22.31] Starting with the Initial Command Phase of Game-Turn 3, the Confederate Player rolls two dice to determine whether or not his units have become alerted. If the dice roll is equal to or less than the alert number listed on the Game-Turn Record Track for that Game-Turn, all units are alerted. Otherwise, the units remain encamped.

[22.32] An immediate morale check must be performed for all units alerted in the Confederate Player-Turn.

[22.4] LEAVING ENCAMPED STATUS AFTER ALERT

If the Confederates are alerted in the Union Player-Turn, the Confederate units may leave encamped status at the beginning of the next Confederate Movement Phase. If the Confederates are alerted during a Confederate Player-Turn, Confederate units may leave encamped status during the Movement Phase of that Confederate Player-Turn. Units alerted in the Confederate Player-Turn may not move (though they may expend Movement Points to leave encamped status). In order to leave encamped status, a unit must expend the requisite Movement Points (depending on the unit's type) to change formation; leaving encamped status is considered to be a change in formation. Until these Movement Points are expended, the units are considered to remain encamped. Units that were routed before they left encamped status may assume any formation the Confederate Player wishes after they have been rallied.

[22.5] CONFEDERATE CAVALRY PANIC

A Confederate cavalry unit which fails its morale check at 22.12 or 22.32 cannot assume mobilized formation for the duration of the game (the horses have bolted). Place an "Infantry Only" marker on each cavalry unit which loses its horses. These units are considered independent infantry regiments for the rest of the game and may go into Column formation.

[22.6] LEADER PANIC

[22.61] All Confederate leaders except McCulloch and Price are subject to the morale checks required in 22.22 and 22.32. This exception to the Standard Rules applies only to the two morale checks required as a result of alert. After the Confederate units have been alerted, the Standard Rules apply.

[22.62] All Confederate leaders have Morale Ratings of 4 for purposes of the above morale checks. If a leader routs, a "Leader Panic" chip is placed on the unit to indicate the routed status. Leaders that panic must perform rout movement.

[22.63] Routled leaders may not rally any units until they themselves have rallied, nor do routed leaders have an Effectiveness Radius until rallied.

[22.64] To rally a routed leader, the Confederate Player rolls a die during the Confederate Rally Phase; any result except a "5" or "6" rallies the leader. Important Note: Routed leaders are rallied after rally attempts are made for routed units and thus, in effect, are unable to help those units rally.

[22.65] When leaders are stacked with combat units during the alert-related morale checks, the leader's morale check is always performed first. If the leader routs, he uses his rout die roll modifier (exception to 9.83). There is no other effect for being stacked with a leader that routs.

[23.0] ROUT AND RETREAT MOVEMENT

GENERAL RULE:

Units which are forced to retreat (from melee, due to rout, etc.) may never use the retreat as an "advance." When a unit retreats it must always retreat towards its own lines, and the retreat may not be used as a means of placing the unit in a more offensively advantageous position than the hex it occupied before the retreat.

PROCEDURE:

A retreating unit is always required to retreat as close as possible to a specific hex. If that hex is stacked to its limit, then the retreating unit must attempt to move adjacent to it. Should the path of the retreating unit intersect the ZOC of an Enemy unit, the retreating unit may not move to avoid the ZOC (and subsequent retreat fire). The only time a unit may veer from the retreat path is when a hex on the path is occupied by an Enemy unit.

CASES:

[23.1] CONFEDERATE RETREATS

When a Confederate unit retreats, it must, if possible, move along the fastest possible path (in Movement Points) towards the first hex it entered on the game map.

[23.2] UNION RETREATS

When a Union unit retreats, it must, if possible, move along the fastest possible path (in Movement Points) towards the first hex it entered on the game map.

[24.0] UNION MOVEMENT BONUS

GENERAL RULE:

All Union infantry units (only) have their Movement Allowances increased by two Movement Points each Game-Turn in which the Confederates have not been alerted at the start of the Union Movement Phase. The bonus applies even though during the course of a given Union Movement Phase the Confederates may become alerted (see 22.5).

[25.0] COMMAND STRUCTURES AND PROMOTION SCHEDULES

GENERAL RULE:

Each army has its own distinct organization and command structure. Thus, the Standard Divisional Integrity rules (17.0) are modified somewhat. In addition, the promotion schedules for both sides detail the order of promotion.

CASES:

[25.1] CONFEDERATE COMMAND STRUCTURE

[25.11] There are two Confederate divisions present in the game, McCulloch's and Price's. Players will note that each division is distinguished by a separate color.

[25.12] The two divisions behave as if they were two separate armies, that is:

1. Units, including leaders, from the two divisions may never end a Phase stacked together.
2. Units from the two divisions may never initiate melee into the same hex at the same time, nor may one reinforce an "engaged" melee involving units from the other.
3. In fire combat, units from two divisions may never combine their Fire Strengths. One or the other may fire at a given target in a given fire combat resolution, never both.
4. Leaders from one division have absolutely no effect on units of the other division. They may never lead or rally units of the other division. (Exception: See 23.1.)

[25.13] McCulloch acts as both a division commander and a brigade commander. As such, his brigade commander ratings are listed at the top of his counter and his division commander ratings at the bottom. All Standard Rules apply for McCulloch as both a division and division commander except, of course, he may not expend his Command Points on himself.

[25.14] Should McCulloch become a casualty, his replacement (McIntosh) also behaves as both a division and brigade commander. If both McCulloch and McIntosh become casualties, Price (or his replacement) becomes division commander. As division commander Price would have the same qualities as McCulloch; i.e., he would be both a division and brigade commander. In this instance the Confederate player would replace McIntosh with a Brigade Commander Replacement counter. Note: The counter representing McCulloch is backprinted with McIntosh.

[25.2] CONFEDERATE PROMOTION SCHEDULE

[25.21] Should McCulloch become a casualty, his counter is not removed from play but is flipped over to reveal an immediate replacement, McIntosh. McIntosh will then function as the division commander with the same abilities as McCulloch as defined in 25.13.

[25.22] Should Price become a casualty, he is replaced by one of his brigade commanders. The Confederate Player has his choice of which of
Price's brigade commanders to promote. Once a brigade commander is promoted, his brigade command passes to any anonymous brigade replacement leader. All of the original brigade commanders must become casualties before a brigade replacement leader is promoted to command Price's division.

[25.23] The brigade commanders of Price's division have an "**" printed where there would normally be a Divisional Integrity Rating. This indicates that the rating is variable. Should one of these leaders be promoted to division commander, the Confederacy Player rolls one die at the start of each Confederate Initial Command Phase to determine the Divisional Integrity Radius of that leader for that Player-Turn. The rating is determined again each Confederate Initial Command Phase.

### [25.3] UNION COMMAND STRUCTURE

Depending on the Union deployment option for a given game, the Union side will consist of either one division or one division plus one independent brigade (see 21.2). Lyon commands the only Union division in the game and is subject to the Standard Rules.

### [25.4] UNION PROMOTION SCHEDULE

Should General Lyon become a casualty, he is replaced in the following order by: 1. Sturgis, 2. Andrews, 3. Dietzler, 4. Sigel. When a brigade commander is promoted to division commander, an anonymous brigade replacement leader is entered to command his brigade. If Sigel is detached (see 21.2), he may never be promoted to division commander and his position on the above schedule is filled by Sturgis' replacement.

### [26.0] VICTORY CONDITIONS

#### GENERAL RULES

Victory is determined by the accumulation of Victory Points. At the end of the game Players compare Victory Point Totals and consult Case 26.1 (Levels of Victory). Victory Points are awarded for inflicting casualties on Enemy combat units and leaders, possessing certain terrain objectives, and maintaining Lines of Communication (see 26.4).

### PROCEDURE

At the end of the game both Players total their Victory Points, according to the schedule given below. To determine the victor and level of victory, subtract the Confederate Player's total from the Union Player's total. If the differential is at least +31, the Union Player has achieved either a Marginal, Substantial, or Decisive victory. If the differential is less than +31, the Confederate Player has won.

#### CASES

- **[26.1] LEVELS OF VICTORY**
  - **Union Decisive:** 61+VP's
  - **Union Substantial:** 46 to 60 VP's
  - **Union Marginal:** 31 to 45 VP's
  - **Confederate Marginal:** 16 to 30 VP's
  - **Confederate Substantial:** 1 to 15 VP's
  - **Confederate Decisive:** 0 or less VP's

- **[26.2] VICTORY POINTS AWARD SCHEDULES**
  - **[26.21] Victory Points Awarded to the Union Player**
    - For each supply wagon captured: 5 VP's
    - For each Confederate infantry or cavalry Strength Point killed: 1 VP
    - For each Confederate gun destroyed: 1 VP
    - For each Confederate gun, or infantry or cavalry Strength Point captured: 2 VP's
    - For each Confederate brigade commander killed or wounded: 3 VP's
    - For each Confederate brigade commander captured: 5 VP's
    - For killing or wounding McCulloch or Price: 10 VP's each
    - For capturing McCulloch or Price: 15 VP's each
    - For occupation of Sharp's and/or Ray's house: VP's as per 26.3
    - For each gun, infantry and cavalry Strength Point that can trace a Line of Communication at the end of the game: ½ VP (see 26.4).
  - **[26.22] Victory Points Awarded to the Confederate Player**
    - For each Union gun, infantry and cavalry Strength Point killed: 1 VP
    - For each Union gun, infantry and cavalry Strength Point captured: 2 VP's
    - For each Union brigade commander killed, wounded or captured: 3 VP's
    - For each Union gun, infantry or cavalry Strength Point that can trace a Line of Communication at the end of the game: ½ VP (see 26.4)
    - For each gun, infantry or cavalry Strength Point that cannot trace a Line of Communication at the end of the game: 1 VP (see 26.4)

#### [26.3] VICTORY POINTS SCHEDULE FOR THE OCCUPATION OF SHARP'S AND RAY'S HOUSE

Both Players are eligible to receive Victory Points if either occupies Sharp's house (hex 2021) and/or Ray's house (hex 0734) at the end of the game. If the last Player to have a combat unit(s), not leader units, in either hex is considered to occupy that hex. If both Players have units engaged in melee in either hex at the end of the game, neither Player gets VP's. The actual VP award depends upon the entry option chosen by the Union Player.

- **OCCUPATION OF SHARP'S HOUSE**
  - **Union:** 20 VP's
  - **Confederate:** 20 VP's
  - **OCCUPATION OF RAY'S HOUSE**
  - **Union:** 10 VP's
  - **Confederate:** 10 VP's
  - **OCCUPATION OF SHARP'S AND RAY'S HOUSE**
  - **Union:** 20 VP's
  - **Confederate:** 20 VP's
  - **OCCUPATION OF SHARP'S, RAY'S HOUSE**
  - **Union:** 0 VP's

#### [26.4] LINES OF COMMUNICATION

At the end of the game, the Union Player gets a VP for every gun on and infantry/ cavalry Strength Point for which a Line of Communication can be traced off the map. The Confederate Player gets 1 VP for every Union gun and infantry/cavalry Strength Point for which a Line of Communication can not be traced. A Line of Communication is defined as a path of hexes of any length, that is neither blocked by Enemy units or their Line of Fire, that leads to any entry option hex (regardless of the option actually used) or hex 3114. An artillery unit is considered to have a Line of Fire through its front three hexes to any hex within three hexes of an artillery unit or within two hexes of an M type artillery unit. To block Lines of Communication with a Line of Fire, a Confederate unit must be in Line formation (or unlimbered), have the proper facing, and have a LOS to the hex. Units that are out of ammo have No Line of Fire, but may block Lines of Communication by actually occupying the hex. Union units block Lines of Fire if they are a LOS obstacle for the Confederate units.

#### [26.5] UNION UNITS RETREATING OFF THE MAP

Union units may be retreated off the map if the Union player fears their total elimination. For every gun or Strength Point that retreats off the map, the Confederate Player receives ½ VP. For a Union unit to retreat off the map, the unit must have sufficient Movement Points remaining to enter an imaginary hex off the map. The cost to enter the imaginary hex is the same as the terrain in the hex the unit last occupies. Once exited, Union units may never re-enter the map.

#### NOTES ON THE COUNTERS

Gun markers are placed under the crew counters to indicate the various gun types a battery might have and its formation. The crew counters list the number and type of guns in a battery.

The Union combat units have two slightly different shades of blue; this has no effect on play. The Confederate units are two different colors, and this difference affects play (see 25.1).

Several counters have incorrect information on them. The three Union batteries labelled "Independent" on the back are not independent; the historical designation on their fronts should be used. The four division leaders counters have their Rally Ratings and Divisional Integrity Radii reversed; the first number is the Rally Rating, and the second is the Divisional Integrity Radius. The Confederate infantry unit, 3 La McCulloch, is the wrong color; this unit belongs to McCulloch, not Price as the color indicates. Two Confederate mounted cavalry units are marked "1 Ark 1 c;" one should be marked "1 Ark 2 c" as on the unmounted side. Two Confederate infantry units are marked "Hughes-Slack;" one should be marked "Hughes-Slack" as on the route side of the counter.

#### DESIGN CREDITS

Game Design: Richard Wright
Game Development: Thomas Hudson
Original Game System Design: Richard Berg
Playtesters: Joe Reiser, Michael George, Paul Stevens
Blindtesting: Bill Spitz Group, Henry Milamiski, Arnie Steenen, Larry Rains, John McBride and the Baylor School Group, Scott George
Rule Editing: Eric Smith, Brad Hessel
Production: Rosalind Frechman, Ted Koller, Manfred F. Minkhuizen, Michael Moore, Bob Ryer, P.J. Snyder
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 itspf to an enemyside hexside that the firing unit, the firing unit does not get the benefit of enemyside fire (see 7.12). Note: A unit withdrawing will almost invariably present itspf to an enemy unit.

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.

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

When a unit triggers withdrawal fire, it may be fired on once by each enemy unit. There is no limit to the number of Enemy units which may fire at a withdrawing unit (provided each Enemy unit in that ZOC has a withdrawal point). A single Enemy unit may perform withdrawal fire as many times as there are Friendly units which trigger such 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 trigger the fire, as opposed to 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. Retreating units or those firing at 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.

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.

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

ZOC's do not extend through impassable hexes. 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.

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.

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 routed 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. Supply wagons are used to resupply artillery and small-arms units which have run out of ammunition.

A supply wagon crew may never voluntarily abandon its wagon. A Crew Counter is only placed on the hex of the crew route.

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 route. A Wagon Crew Marker is used and the crew route is crossed off.

**Retreat Fire:** The wagon is routed, and may not resupply units or move.

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.

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 artillery 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 current ammo supply.

Each 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 trigger the fire, as opposed to 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. Retreating units or those firing at 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.

Supply wagons are always independent units.

Supply wagons have a stacking value of four points.

Supply wagon crews may not initiate melee but may defend against melee. Supply crews may not engage in offensive fire (see 12.14).

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

Crewed supply wagons may retreat before melee. In other forms of retreat the crew retreats but the wagon doesn't.

A wagon may be recrushed 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 crew, and assigned it may not be withdrawn from that wagon and used to augment the strength of another unit.

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

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.

Each time a small-arms unit fires and a "1" 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 the 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.

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

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 wagon 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 the unit is a Friendly unit) or through an Enemy occupied hex.

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 or the OB Roster for that wagon (see 11.2).

Supplies 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 routed 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. Supply wagons are used to resupply artillery and small-arms units which have run out of ammunition.

A supply wagon crew may never voluntarily abandon its wagon. A Crew Counter is only placed on the hex of the crew route.

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 route. A Wagon Crew Marker is used and the crew route is crossed off.

**Retreat Fire:** The wagon is routed, and may not resupply units or move.

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.

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 artillery 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 current ammo supply.

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.

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.

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 Melee Phase adjacent to that Enemy unit. Then, in the Melee Phase, it moves into the hex with the Enemy unit. The Melee Strength of the units is 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 terrain and morale) are always subtracted from the attacker's points, regardless of which has more points. Thus, a defender with "8" Points attacked by a unit with a total strength of "9" would produce a differential of minus one (−1).

[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 engaged by Enemy units. If a unit in Column is engaged, 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 engaged and an "engaged" result is obtained, 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 engage units in 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: A mounted cavalry regiment worth 5 with a leader and a mounted cavalry unit worth 4, which is also stacked with a leader. The Melee Combat Differential is +3; the 5 unit adds 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 regards 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 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 lower than the unit with 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 a Confederate unit, 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.

[12.6] 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 dismounted 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 retreating 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 unit retreating before melee by any units that were going to melee the retreating units. The advancing units are still bound by the Stacking Restrictions Table (8.18). A unit to 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 be forced to retreat. 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.
Each combat unit possesses a morale rating. A unit's Morale Rating is used for two purposes: adjudicating morale 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., "K", "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 "S" (best) to "11" (worst); see the sample units (3.31).

[13.12] Some units may have a printed Morale Rating of "G". 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 "G" 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 the 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 retreats 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 have at half-strength (rounded down). Routed units have a 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 CR table) must retreat an additional three hexes, remaining routed. Routed units that become pinned are both pinned and routed; but a pinned unit that is routed has 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 13.45.)

[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 friendly 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 unit; 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 ZOCs (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 is less than the unit's Morale Rating, the unit remains routed. Otherwise, the unit rallies. Thus, an independent unit with a Morale Rating of "4" would be rallied on a roll of "4" or less. Leaders may rally these unit types only by being stacked with them in the Rally Phase.

[14.0] 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:

[14.1] 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 is already routed, it "routs" 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 displaced, 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 retreating 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 anomalous 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 12.9). 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. The Combat Strength of each battery may be reduced or eliminated by killing and capturing members of its gun crew.

[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 guns 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 loss, that battery's gun crew counter is turned over to the 1/2 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 1/2 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 1/2 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 crew is routed, the crew routs but the guns remain in the hex in which the crew was last 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.

[15.3] SPECIAL MOUNTED CAVALRY RULES

CASES:

[15.31] SPECIAL CAVALRY RULES

[16.0] SPECIAL CAVALRY RULES

CASES:

[15.11] 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.

[15.2] CAVALRY CHARGE

Mounted cavalry units may charge Enemy units. Mounted cavalry also may melee in a normal manner, using their given Combat Strength as their Melee Strength.

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

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

[15.23] To mount a charge, the cavalry units must begin the Friendly Movement Phase on more than four hexes from the target hex. A cavalry unit more than four hexes from a target hex may not charge that target hex during that Player-Turn, although it may move normally.

[15.24] 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 normally melee at 2—its given 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 and initiating melee) 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, both melee at their Current Strengths. Neither attacker nor defender doubles its strength.

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

[16.35] Mounted cavalry units are always enfiladed 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 cover. Brigade commander counters have three Rating Numbers. The first is that brigades 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 17.8). 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 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 augmented 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 nearby units during the Friendly Final Command Phase. For each 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 be able to move. 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 expends 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. A commander may split his Points 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 combat units 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 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 ZOC's and/or impassable terrain, the 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 detached at any one time. Thus, a division which began 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. If, as a result of fire or melee, a leader is alone in a hex that is surrounded by enemy units, enemy ZOC's and/or impassable terrain, the leader is captured.

[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 attached to a division 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 ("Indpns" on the brigade commander's counter) may be attached to a division, but an independent brigade commander may not be attached normally without 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 (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 Record for Victory Points purposes. If a 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, flip the Leader Counter over to reveal the Replacement Counter for that brigade. These represent brigade-level 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 redeployed 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 division commander is promoted to 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) boxes. 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**

<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></th>
<th>&quot;K&quot; melee Small-arms</th>
<th>Artillery</th>
<th>&quot;C&quot; melee</th>
<th>&quot;Rpls&quot; melee</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wounded:</td>
<td>6</td>
<td>5</td>
<td>3</td>
<td>-</td>
</tr>
<tr>
<td>Killed:</td>
<td>2 or 12</td>
<td>2 or 12</td>
<td>2</td>
<td>-</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>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
<th>11</th>
<th>12</th>
</tr>
</thead>
<tbody>
<tr>
<td>Grapeshot less</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>Small-arms and Counter-battery less</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>DIE</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
</tbody>
</table>

Results to the left of the slash apply to the wagon's small-arm's supply, to the right to its artillery supply.

- = No effect.

- = 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 units morale, unit 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.

[11.34] AMMUNITION LOSS TABLE

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

Results to the left of the slash apply to the wagon's small-arm's supply, to the right to its artillery 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>DIE</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>Attkr: R2 Rps</td>
<td>Defdr: - Rps</td>
<td>Eng</td>
<td>K</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>Attkr: CIR2 R2</td>
<td>Defdr: - Rps</td>
<td>Eng</td>
<td>CIR2</td>
<td>CIR2</td>
<td>CIR2</td>
<td>CIR2</td>
<td>CIR3</td>
<td>CIR2</td>
<td>CIR2</td>
<td>CIR2</td>
<td>CIR2</td>
<td></td>
</tr>
<tr>
<td>Attkr: CIR2 CIR2</td>
<td>Defdr: - -</td>
<td>Rps</td>
<td>Eng</td>
<td>K</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>Attkr: CIR2 CIR2</td>
<td>Defdr: - -</td>
<td>Rps</td>
<td>Eng</td>
<td>CIR2</td>
<td>CIR2</td>
<td>CIR2</td>
<td>CIR2</td>
<td>CIR2</td>
<td>CIR2</td>
<td>CIR2</td>
<td>CIR2</td>
<td></td>
</tr>
<tr>
<td>Attkr: CIR2 CIR2</td>
<td>Defdr: - -</td>
<td>Rps</td>
<td>Eng</td>
<td>K</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>Attkr: CIR2 CIR2</td>
<td>Defdr: - -</td>
<td>Rps</td>
<td>Eng</td>
<td>CIR2</td>
<td>CIR2</td>
<td>CIR2</td>
<td>CIR2</td>
<td>CIR2</td>
<td>CIR2</td>
<td>CIR2</td>
<td>CIR2</td>
<td></td>
</tr>
<tr>
<td>Attkr: CIR2 CIR2</td>
<td>Defdr: - -</td>
<td>Rps</td>
<td>Eng</td>
<td>K</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>Attkr: CIR2 CIR2</td>
<td>Defdr: - -</td>
<td>Rps</td>
<td>Eng</td>
<td>CIR2</td>
<td>CIR2</td>
<td>CIR2</td>
<td>CIR2</td>
<td>CIR2</td>
<td>CIR2</td>
<td>CIR2</td>
<td>CIR2</td>
<td></td>
</tr>
</tbody>
</table>

Attkr = Effect on Attacker, Defdr = Effect on Defender. K = Strength Point becomes a casualty. C1,2, 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. Rps = 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 CIR2 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.
### [9.57] TERRAIN EFFECTS ON COMBAT CHART

<table>
<thead>
<tr>
<th>Terrain Type</th>
<th>Cavalry Charge into or through</th>
<th>Blocks Line of Sight</th>
<th>Shift Fire Strength Column</th>
<th>Effect on Melee Strength</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clear</td>
<td>yes</td>
<td>no</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>Brush</td>
<td>no</td>
<td>See 20.52</td>
<td>1 left</td>
<td>Subtract 1 SP² when moving up crest</td>
</tr>
<tr>
<td>Crest</td>
<td>no</td>
<td>yes</td>
<td>1 left²</td>
<td>Subtract 1 SP when crossed</td>
</tr>
<tr>
<td>Ridge Hexside</td>
<td>no</td>
<td>yes</td>
<td>1 left</td>
<td>Subtract 1 SP when crossed</td>
</tr>
<tr>
<td>Steep Crest</td>
<td>no</td>
<td>yes</td>
<td>1 left²</td>
<td>Subtract 2 SP's² when crossed</td>
</tr>
<tr>
<td>Stream Hexside</td>
<td>no</td>
<td>no</td>
<td>-</td>
<td>Subtract 1 SP when crossed</td>
</tr>
<tr>
<td>River Hexside</td>
<td>no</td>
<td>no</td>
<td>-</td>
<td>P</td>
</tr>
<tr>
<td>Ford Hexside</td>
<td>no</td>
<td>no</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>Road/Trail</td>
<td>O/T</td>
<td>O/T</td>
<td>O/T</td>
<td>O/T</td>
</tr>
</tbody>
</table>

**O/T** = The other terrain types in that hex determine whether or not that hex blocks Line of Sight. **P** = Prohibited; units may not melee across river hexsides. **-=** Terrain type has no effect. Notes: 1. See Case 20.52; 2. This effect applies if the attacking unit occupies a lower elevation.

### [5.19] TERRAIN EFFECTS ON MOVEMENT CHART

<table>
<thead>
<tr>
<th>Terrain Type</th>
<th>Movement Allowance</th>
<th>Change Formation</th>
<th>Clear</th>
<th>Road</th>
<th>Trail</th>
<th>Bridges</th>
<th>Uphill Crest</th>
<th>Downhill Crest</th>
<th>Upstream Crest</th>
<th>Downstream Crest</th>
<th>Crested Ridge</th>
<th>Forded Stream</th>
</tr>
</thead>
<tbody>
<tr>
<td>Inf. (Line)</td>
<td>6</td>
<td>2</td>
<td>1</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>+1</td>
<td>-</td>
<td>+2</td>
<td>+1</td>
<td>+2</td>
<td>+1</td>
</tr>
<tr>
<td>Dismtd. Cav</td>
<td>6</td>
<td>3</td>
<td>1</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>+1</td>
<td>-</td>
<td>+2</td>
<td>+1</td>
<td>+2</td>
<td>+1</td>
</tr>
<tr>
<td>Inf. (Column)</td>
<td>6</td>
<td>2</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>2</td>
<td>+1</td>
<td>-</td>
<td>+2</td>
<td>+1</td>
<td>+2</td>
<td>+1</td>
</tr>
<tr>
<td>Mounted Cav.</td>
<td>12</td>
<td>3</td>
<td>1/2</td>
<td>1</td>
<td>1</td>
<td>3</td>
<td>+2</td>
<td>+1</td>
<td>+3</td>
<td>+2</td>
<td>+3</td>
<td>+1</td>
</tr>
<tr>
<td>Artillery</td>
<td>9</td>
<td>4</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>3</td>
<td>+2</td>
<td>+1</td>
<td>+3</td>
<td>+2</td>
<td>+3</td>
<td>+1</td>
</tr>
<tr>
<td>Leaders</td>
<td>12</td>
<td>-</td>
<td>1/2</td>
<td>1/2</td>
<td>1/2</td>
<td>3</td>
<td>+2</td>
<td>+1</td>
<td>+3</td>
<td>+2</td>
<td>+3</td>
<td>+1</td>
</tr>
<tr>
<td>Wagons</td>
<td>9</td>
<td>-</td>
<td>1</td>
<td>1</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
</tbody>
</table>

**Note:** Wagons may move only along roads and trails; see Case 20.4. The numbers are the amount of Movement Points expended to perform a formation change, enter a given hex type of cross a given hexside type. Thus, an infantry unit in Line formation would expend 3 Movement Points to enter a brush hex by crossing a crest (2 + 1 = 3). Crest and Stream Movement Point costs are not paid if the unit is using a road or trail. **P** = Prohibited; units may not cross the indicated hexside type.
## 9.25 RANGE EFFECTS CHART

<table>
<thead>
<tr>
<th>Weapon Type</th>
<th>Max Range</th>
<th>Current Strength Multiplier at Range (in hexes)</th>
<th>Artillery</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>L</strong> (6-pounder)</td>
<td>13 hexes</td>
<td>4 2 1 1 1/2</td>
<td></td>
</tr>
<tr>
<td><strong>N</strong> (Napoleon)</td>
<td>14 hexes</td>
<td>8 4 2 1 1/2</td>
<td></td>
</tr>
<tr>
<td><strong>Small-Arms</strong></td>
<td></td>
<td>1 2 3 4 5</td>
<td></td>
</tr>
<tr>
<td><strong>R</strong> (Rifled Musket)</td>
<td>5 hexes</td>
<td>2 1 1 1/2</td>
<td></td>
</tr>
<tr>
<td><strong>M</strong> (Smoothbore Musket)</td>
<td>2 hexes</td>
<td>2 1/2 - -</td>
<td></td>
</tr>
<tr>
<td><strong>CS</strong> (Sharps Carbine)</td>
<td>3 hexes</td>
<td>4 2 1 - -</td>
<td></td>
</tr>
</tbody>
</table>

The number obtained when cross-indexing the firing weapon type with the range to the target is the Current Strength Multiplier for that firing unit. Example: Two Strength Points of Sharps Carbines firing at a target at two hex range would be multiplied by "2," yielding a Fire Strength of "4" (2 \times 2 = 4). \( \text{---} \) Weapon type may not fire at that range.

## 8.18 STACKING RESTRICTIONS CHART

<table>
<thead>
<tr>
<th>Terrain of Hex</th>
<th>Clear</th>
<th>Brush</th>
</tr>
</thead>
<tbody>
<tr>
<td>Maximum number of unit/SPs plus batteries*</td>
<td>3/12 2/8</td>
<td>3/12 2/8</td>
</tr>
<tr>
<td>Fire Strength per hexsides (9.3) guns</td>
<td>4 + all 4 all</td>
<td>4 all 4 all</td>
</tr>
<tr>
<td>Maximum Melee Strength (12.7) units</td>
<td>12 SPs 8 SPs</td>
<td>12 SPs 8 SPs</td>
</tr>
</tbody>
</table>

\* - Weapon type may not fire at that range.
Explanation: In the first row the number to the left of the slash determines the maximum number of units which may occupy a hex at a given point, and the number to the right of the slash indicates the maximum Strength Points the stack may contain. * = Batteries may freely stack with other units up to a maximum of two batteries per hex. No more than two batteries may ever occupy the same hex, whether they are stacked with other units or not.