GREAT BATTLES OF THE AMERICAN CIVIL WAR

Module 1: The Sequence of Play

with E Gifford

GBACW Sequence of Play

Goals for this Module

You will become familiar with:

- *The sequence of play for the GBACW system*
- *The different phases that comprise this sequence*

GBACW Sequence of Play

The Sequence of Play in a wargame provides the directions for the players.

Think of it as a roadmap, telling players which way to go and “what happens when!”

GBACW Sequence of Play

Sequence of Play

Each Player-Turn begins with player checking to see:

- Which of his units are in command.
- Those in command can move.
- After they move, his opponent gets to fire defensively
- Then the moving player takes his offensive fire!

GBACW Sequence of Play

Sequence of Play, continued

After casualties, routs and retreats, the attacker:

- Decides which units will attempt to advance into melee

After the resolution of those charges, the attacker:

- Tries to resupply units that are out of ammo
- And rally those troops that routed under fire!

GBACW Sequence of Play

Sequence of Play

After the first player executes his half of the turn, the second player repeats the same sequence.

GBACW Sequence of Play

Game Turn Advances

After the second player completes his half of the turn, move the game turn marker ahead.

Repeat the sequence of play.

Continue this routine to the end of the game!

GBACW Sequence of Play

Sequence of Play

First Player turn:

- Initial Command Phase
- Movement Phase
  - Defensive Fire
- Offensive Fire Phase
  - Retreat Before Melee
- Melee Phase
- Ammo Re-Supply
- Rally Phase
- Final Command Phase

Second Player turn:

- Initial Command Phase
- Movement Phase
  - Defensive Fire
- Offensive Fire Phase
  - Retreat Before Melee
- Melee Phase
- Ammo Re-Supply
- Rally Phase
- Final Command Phase

GBACW Sequence of Play

Sequence of Play

Game over? OK - Who won?

Victory points are awarded for

- causing casualties
- capturing terrain
- securing historical objectives.

These items are spelled out in the Exclusive Rules section for each game!

GBACW Sequence of Play

Sequence of Play

These victory points compare the players' game to the historical results and decide:

- Marginal Victory?
- Tactical Victory?
- Substantial Victory?

Note: Games can be a 'draw!'

GBACW Sequence of Play

For Further Information

Read Section 4.0 (all)
in the Standard Rules for the
GREAT BATTLES OF THE AMERICAN CIVIL WAR.

GBACW Sequence of Play

Coming Next Module

Ready to learn more?

In the next module, we'll learn about the different combat units and their formations!

See you at

Module 2 – Combat Units and Formations!