GREAT BATTLES OF THE AMERICAN CIVIL WAR

Module 9: Final Phases

with Russ Gifford

GBACW Final Phases

Goals for this Module

This time we will learn all the details that occur after the melee phase and before the end of a player-turn:

- Ammo Resupply
- Rally of Routed units
- Leader Replacement and Promotion
- Items and actions from the Exclusive Rules

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Final Phases

As you can see from the Sequence of Play, the items we are reviewing each have their own phase in the turn.

Sequence of Play:

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

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Final Phases

Let's look at the first of these – Ammo Re-Supply.

Sequence of Play:

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

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Ammo Depletion

First – how do you run out of ammo?

• Combat units frequently ran out of ammo during actions.

The GBACW reflects this by:

• During any fire phase, *if a unit rolls a '1' on fire combat that unit must check for Ammo Depletion.*

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Ammo Depletion

Ammo Check: Roll one die:

- *A subsequent 1 or 2 means regiment has run out of ammo.*
- *Mark the unit with an 'ammo depl' marker - and that unit may NOT fire.*

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Ammunition Re-Supply

Ammo depleted units are re-supplied in their half of the player turn, in the phase after the melee phase.

- Units must trace a path to a friendly supply wagon as though they were in column, with one turn's movement points.
- *Neither the wagon or the unit may have moved this phase.*
- See 11.23 for detailed information.

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Final Phases

Let's look now at the Rally Phase.

Sequence of Play:

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

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Routed Units

Failing a combat-induced morale check, the unit immediately routs 3 hexes during the player turn.

Routed Units:

- Do not conduct fire attacks of any kind.
- Do not have Zones of Control, may not move into ZOCs.
- May move only 1 hex, and cannot initiate melee.

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Rally Phase

Routed Units may only return to normal in their Rally phase:

- Must be within their Brigade Leader's Effectiveness Rating AND that leader must expend a Rally Point.
- *Or* they must be stacked with any friendly leader.

Units part of a Brigade that has lost Combat Effectiveness must also pass a morale check to rally. (See 18.0)

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Routed Units Quiz

Routed units can be rallied if they are in the command radius of *their* leader.

Is there any way Brigade Leader Crawford could rally both these units?

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Routed Units Quiz

Crawford can only rally one of Archer's units if he were *stacked* with the 1st Tenn. He would then also be in range of the 28 NY, and could spend a point to rally him!

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Leaders

As you can see, Leaders in the Great Battles of the American Civil War system are vitally important.

Units need Leaders to move effectively, to melee without penalties, and to rally units.

But maneuvering so close to the action leaders are frequently wounded or killed.

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Final Phases

Now let's check how leaders are promoted and replaced.

Sequence of Play:

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

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Brigade Leader Replacement

Leaders that were wounded, killed or captured during the *player* turn are removed from the board.

Their replacements are brought in during the Final Command Phase of *their* player turn.

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Brigade Leader Replacement

During the Final Command Phase:

- The replaced Brigade commanders counter is returned to the board, flipped.
- The replacement leader's effectiveness rating and rally points are lower, and on the back of the original leader's counter.
- If that replacement is wounded, killed or captured, the *same* replacement counter will return in the Final Command Phase.

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Division Leader Replacement

Divisional Leaders that are wounded, killed or captured during the player turn are removed from the board.

At the end of *their* Final Command Phase:

- An existing Brigade Leader is promoted (outlined exclusive rules) to Divisional Leader.
- The Divisional Integrity Radius is in parenthesis.
- A replacement Leader counter is drawn to take the place of the promoted Brigade Leader.

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Command Review

Brigade Leader Promotion Example:

If Branch were promoted to take Divisional Command for a wounded A.P. Hill, his Divisional Integrity Radius would be 4.

The Branch was then killed and this Leader were promoted to Division Command, his Divisional Radius would be 3.

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Special Actions

Some games have special actions that take place between the player turns – night actions, victory determinations, etc.

Check the Exclusive Rules for the game you are playing for details!

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For Further Information

For further information:

Read Section 11.2-11.25,

and Section 17.7- 17.84

in the Standard Rules for the

GREAT BATTLES OF THE AMERICAN CIVIL WAR.

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Notes for Playing TSS 1st Ed.

While the units may look a little different in the early games, the same basic rules apply with some additions.

The original TSS maps does not have various heights – only ridges – a unit must be adjacent to see over them.

Also, read the errata sheet included in the game for the morale ratings – they are not on the counters.

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Congratulations!

You've completed the series of modules! Get out your copy of any Great Battle of the American Civil War series, and start playing!

Check the Exclusive rules for the changes and additions for each game. These usually deal with BCE and Victory conditions.

Good luck – and enjoy the special treats on this CD

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Special Free Additions!

Good luck – and enjoy the special treats on this CD:

- There is a ‘Rapid Access Chart’ to make it easy to find the details.
- There are Excel Worksheets to track victory points when playing *Pea Ridge*, *Drive on Washington* and *Cedar Mountain*!
- And each sheet includes a special LOS program!

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Questions?

If you have questions or comments, please feel free to write me at rgifford@russgifford.net

Good Gaming!

---Russ Gifford