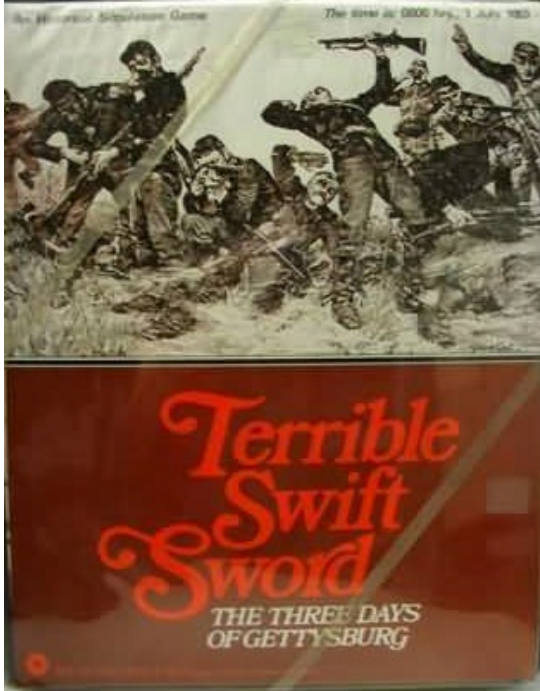


Using the GBACW 1.0 System with the *New* GBACW Games!

By Russ Gifford



This is aimed only those who have NOT transitioned to the new GBACW – but bought the games.

Below is a set of rules retrofitting the units and maps of the newer GBACW games to the GBACW 1 rules version.

Part 1 – Using the newer games with the OLD GBACW rules.

Part 2 – Using the newer games with SOME of the NEW GBACW rules included.

Part 1 allows you to use the new game immediately under the old rules AS IS. The instruction are to understand how to check command radius, morale, melee, etc.

What I Am Doing

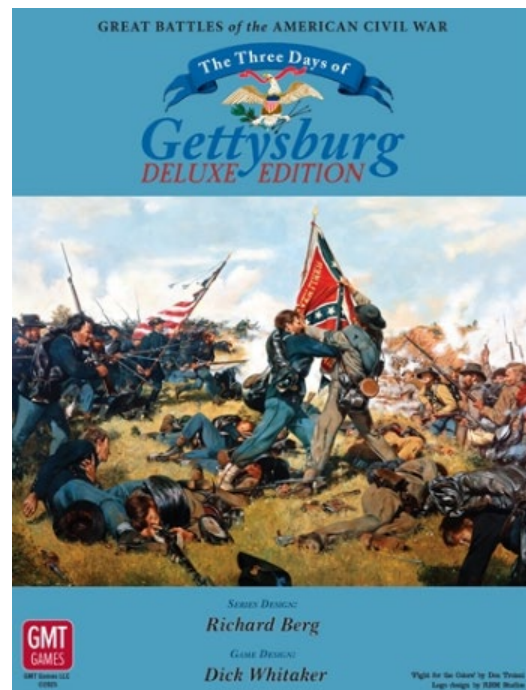
Goal: To make as few changes as possible to use the new maps and counters with the older GBACW 1.0 rule system.

How Am I Doing This?

- Rule additions will be offered as GBACW4 options to the GBACW Standard Rules.
- I will only note a section when I am *making a change*.
- New rules below are designed (bent?) to fit into the old system
- The goal is to *maintain* the old GBACW ‘as is.’

Why Am I Doing This???

This rules set offers players who LIKE the old system a new game in a system they love.



Assumptions:

These rules assume you know *NOTHING* about the new game, but much about the old. I assume these rules will be used by owners of the original system who enjoy it and have not found a reason to move on to the new system. But – I suspect they bought the games anyway, as well, that’s what we gamers do. If this does describe you, here is your ticket to a new experience in what might be your favorite older system!

Why Is This Possible?

1. Weapon Types are still noted as usual (R, M, etc.). Type of Guns is also the same.
2. Leadership structure still the same. (The Parent Formation is listed differently, but the color-coding of the top bar makes the Brigade membership clear.)
3. Movement factors are now on the counter and are within the scope of the original system
Note that Infantry remains at 6 MP, but Artillery now has only 8 and cavalry 9.
4. Combat Strength is in the bottom left corner. This uses 50 men per strength point, so this will require many changes. (Small Arms Line on the Fire Combat Results table. [9.16], Stacking, Fire per hexside, etc. Much of the effort of these rules will be focused here.

This brings a MULTITUDE of games to the GBACW 1 player:

| | | |
|---|---|---|
|  |  |  |
| <p>Chichamauga</p> | <p>Bull Run I & II</p> | <p>Battles of the Mexican War</p> |
|  |  |  |
| <p>Murfreesboro</p> | <p>South Mountain & Cedar Mountain</p> | <p>Battles of the Shenandoah 10 or more clashes!</p> |

These, plus Into the Woods (Shiloh), the many smaller battles of By Swords and Bayonets, and now, the return of Three Days of Gettysberg.

Part 1: Rule Additions to the GBACW Standard Rules v1

Using the newer games with the *original* GBACW Rules.

[1.0] INTRODUCTION

[Add] “These rules allow players to retrofit the modern versions of the GBACW system to be played using the original GBACW system rules. Below are the rule changes and additions to make that happen. Assume NOTHING from the *modern* GBACW is included unless added below. Assume nothing in the original system is changed unless changed below.

[1.1] Following these basic rules changes, an optional rules section will allow players to additionally choose which additional features of the newer GBACW they would like to integrate into their play.

[2.0] GLOSSARY OF TERMS

[Add] *Blocking Terrain*: This is defined on the Terrain Effects Chart and depends on the Exclusive Rules of the game. Blocking means it prevents units from seeing THROUGH a hex with that terrain type but does not by itself block sight INTO the hex.

NOTE: In GBACW games, the terrain of a hex includes the entire hex. Thus, a hex with a blocking terrain includes any part of the hex, unless the

LOS passes ABOVE the height of the blocking terrain.

Cohesion: (GBACW4) This will substitute for *Morale*. (Conversion will be discussed under [13.0] *Morale* and *Routs*.)

Command Range: (GBACW4)

- Corps and Divisional Commander use this as their *Divisional Integrity Radius*.
- Brigade Commanders use this as their *Effectiveness Rating*.

Counter Battery: Fire of Artillery Units at other Artillery Units.

Fire Combat Strength: The Current Strength points of unit(s) that are firing at an enemy unit, each multiplied by the Weapon Range Modifier, and located on the correct column of the Fire Combat Results Table. (Either the Small Arms or Grapeshot row).

Fire Combat Strength (adjusted): The column used for the results after the left (-) or right (+) column adjustments are applied. Adjustments to be based on a unit's density, formation, facing, and terrain.

GBACW4 – This indicates the rule only applies in the games listed under GBACW4.

Green Units: GBACW 4 – Green units in GBACW4 do not use the Seeing the Elephant table. They require an additional *Morale* check (d10) against their *Cohesion* rating to Melee.

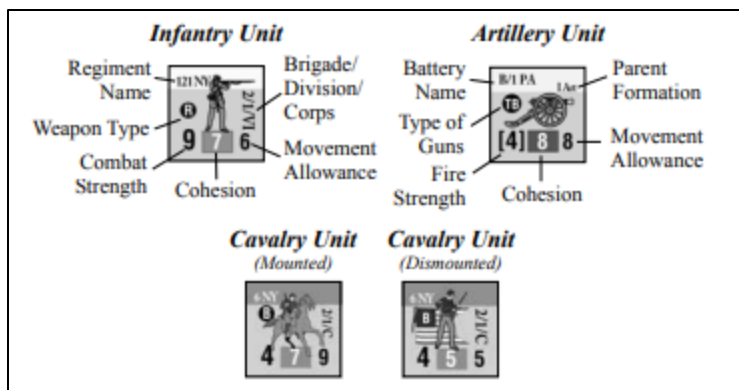
Grapeshot: Artillery Fire that hits units other than Artillery Units.

Line of Sight (LOS): The hexes defined by a straight line passing from the firing unit to the target unit. In SPI, the terrain of a hex includes the entire hex. Note – if the LOS follows a hexside, and one side is clear while the other is blocked, the LOS is CLEAR. See also *Blocking Terrain*.

Small Arms: Any fire conducted by units other than Artillery.

[3.0] GAME EQUIPMENT

[3.31] Sample Units – (GBACW4) Note that in the new games, Movement factors are now on the counter. They are within the scope of the original system: Infantry remains at 6 MP, but Artillery now has only 8 MP and calvary 9 MP.



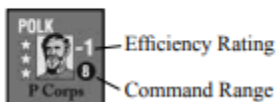
method used in GBACW 1 games. It only applies to GBACW4 games, NOT GBACW 1 games.)

[5.21] Any terrain in a hex has a base level of the hex for that terrain. (i.e., the unit or terrain height is added to the base terrain height to decide the height of the potential block.)

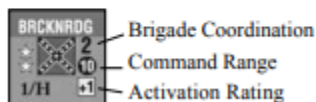
Leader units:

4.12 Corps Commanders have three stars on their counters. A corps commander has the following ratings on his counter:

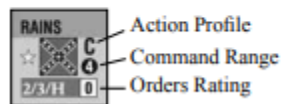
[5.0]



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



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



GBACW4 - The Command Range is used as the Effectiveness Rating for Brigade Leaders and as Divisional Integrity Ratings for Corps Commanders.

[4.0] SEQUENCE OF PLAY

In H, after Effectiveness Radius add (GBACW4 - Command Range). In the last sentence after die add (GBACW4 - d10).

[5.20] GBACW4 – Terrain MOVEMENT AND TERRAIN

Effects on Movement – See TEC Chart for specific game for movement costs and height of terrain.

[5.21] GBACW4 – The height of a hex is based on the level of the terrain where the center point of the hex resides. (NOTE: This is a MAJOR change from the

[8.0] STACKING

[8.35] GBACW4 - Density Adjustment Chart: See new Chart (below)

| Strength Points in Hex | 1-4 | 5-12 | 13-18 | 19+ |
|----------------------------|-----|------|-------|-----|
| CRT Fire column adjustment | -1 | 0 | +1 | +2 |

[9.0] FIRE COMBAT

[9.16] Standard Fire Results Combat Table (As used in all original GBACW games. See Chart [9.16])

[9.17] GBACW4 – To adjust for the 50 men per SP difference, the Fire Combat Strength is halved for Small Arms fire, and then applied to the Fire Results Combat Table [9.16]. This is applied after the Fire Combat Strength is calculated (Current Strength x Range Effects) but before shifts for terrain or target facing, formation, or density are applied. NOTE: This is

ONLY for the Small Arms Fire. Artillery FP is unaffected.

[9.25] *GBACW4* – Standard Range Effects Chart (As used in all original *GBACW* games. See Chart [9.16])

[9.3] *GBACW4* - Eight Strength Points (SP) may fire out of a given hex through any of its frontal hexsides. *(Note: Since the original system limited fire to 400 men per hexside (4 SP), and the new limit at 50 men per SP is 8 SP per hexside.)*

[9.81] *GBACW4* - The Moral check will use the affected unit's Cohesiveness rating for their Morale and will roll using a d10.

[9.83] *GBACW4* – The P/R check will use the affected unit's Cohesiveness rating for their Morale, and the die roll required in [9.83] will be a d10, not a d6.

[9.87] *GBACW4* – The Pin or Rout check will use the affected unit's Cohesiveness rating for their Morale, and the die roll required in [9.87] will be a d10, not a d6.

[12.0] MELEE COMBAT

[12.0] *GBACW4* - Any Melee result requiring a Morale or Pin check will use the Cohesive rating instead, and a d10. Any required modifiers will still apply as listed.

[12.27] *GBACW4* – Any Green Unit must pass an additional Cohesion check (d10, any modifiers included) to enter Melee, unless stacked with their Brigade Leader or Divisional / Corps / Army commander.

[13.0] MORALE AND ROUT

[13.11] *GBACW4* – Units will use their Cohesiveness rating for their Morale. It is a d10 based number.

[13.16] *GBACW4* – Units with a G in front of their Cohesion are considered Green, but these units do *not* use the 13.15 table. Use their Cohesion number as assigned.

[13.21] *GBACW4* – The check will use the affected unit's Cohesiveness rating for their Morale, and the die roll

required in [13.21] will be a d10, not a d6.

[13.52] Add to the end of point 2: *GBACW4* – No Rally Points are required for *GBACW4* Brigade Leaders.

And that's it. Four pages, thanks to spacing, and the re-created tables needed. But reading it and 'getting it' are two different things. Let's try a few examples.

Example 1: Calculating Fire Combat Strength, when it is 50 men per SP.

The 8th IL with 10 SP, armed with Rifles, Defensive Fires at the 6 KY unit.

Limited to 8 SP per frontal hexside (see [9.3]) only 8 SP may fire. Range multiplier for Rifles at a range of two hexes (see [9.25]) is 2, so *Fire Combat Strength* is $8 \times 2 = 16$.



Figure 2 Example 1

To use the Standard GBACW Fire Effects Combat Table in a GBACW4 game, we must multiply x .5 (See [9.17]) Converting it, the total Firepower is $16 \times .5 = 8$.

Thus, the initial column would be the 4th column on the Small Arms & Counter Battery line, 7-10.

*Note – had the scale been 100 men per SP, this would have been a 5 SP unit, and firing 4 SP (limit per hexside in the original GBACW) which would become $4 \text{ SP} \times 2 \text{ (Rifles)} = 8$. **Note the column is remains the same.***

To finish the combat results, we must make the column adjustments (shifts) for the target density, formation, facing, and terrain to determine the final column. (The *Fire Combat Strength (adjusted)*.)

In this case, the target is not enfiladed, it is in line, and using our newly generated GBACW4 Density table ([8.35] above) we see there is no shift for Density. As the target is in clear terrain at the same level, there is no shift for Terrain. We will roll on the Fire Combat Effects Table in the 7-10 column and apply the results. (This is the original Fire Table, so it is still a d6.

Example 2: (Continuing using Picture 1 from the Above)

So, now let's finish the Defensive Fire for the 8 IL unit against the 6 KY, so we can see how the results play out.

We determined it was on the 7-10 column. **Using a d6** on the 7-10 column of Small Arms & CB, we get a 5 from the die.

That is a 1 result, meaning the 6 KY takes a 1 SP loss. [9.16] tells us that we lose the 1 SP and must make a Morale Check.

Place a 7 chit, and we make a Morale check. According to [9.81] that means it will use the Cohesion rating as its morale and use a d10 to determine the result. (All modifiers apply.)

The d10 result is a 6. The unit passes. (Notice the Green

rating for the 6 KY does not require the use of the Seeing the Elephant table. [13.16].)

Example 3: We now move on to Offensive Fire. It is the 6 KY unit's turn to fire.

(Remember it has lost 1 SP in the previous Defensive fire exchange, so there is a chit of 7 under it. It is on top in the picture below.)

Can you calculate the final column for the Offensive Fire, after all modifiers and adjustments for size, unit, and facing are included? (Hum the Jeopardy theme song here.)

If you said 7, you are correct!

7×2 (Current Strength x Range Modifier for Muskets) Note the 'M' on the counter, and the 2 on the [9.25] Range Effects Table] = 14 total.



Figure 3 Example 3

Then we MUST remember in GBACW4 games we have to adjust to 50 men per SP, so multiply by .5 . See [9.17]. We see $14 \times .5 = 7$ which is the 7-10 column on the [9.16] Fire Combat Results Table.

Moving to the Target modifiers – the Density chart tells us no changes for a 10 SP unit, and as it is not enfiladed. They are also in CLEAR terrain, so no column adjustments. It is the 7-10 column.

Congratulations! Ready for more!

Example 4: Morale Checks, Rout Checks, etc.

Using the above, complete the Offensive Fire.

So, d6 roll for the Combat Results = 4. What's the result?

P/R, also known as the worst possible results!

If you fail the Morale Check, you rout. If you pass, you are pinned!

According to our rules above, [9.83] applies. Meaning, use the Cohesion Rating, and a d10.

If the 8 IL rolls a 7, what happens?

Answer – place a Rout marker on the unit, and he must rout 3 hexes. Meaning, he must end the phase 3 hexes from

4219, following the path of least resistance in Fire and Movement Point costs. It should also be toward his lines.

Had he rolled a 6 or less, we would have placed a Pin marker on 8 IL, correct?

By the way – realize the 0 is read as a 10, not 0. So, 7-10 would have been a Rout result.

Example 5:

Fast forward a Player turn. It is the end of the Union Player Turn. We are in Phase H.

What happens to the Pin marker on the 6 KY unit? To the Rtd Marker on the 8 IL?

I'll wait for your answer as you look at the picture below.

If you said nothing in both cases, you are correct.

While it is the Union Turn to rally, the 8 IL is NOT an independent unit – meaning, it needs a leader to rally.

The 8 IL can only Rally if he is stacked with a leader, **OR** if he is within the Command Range (Effective Radius) of his Brigade Leader. [13.52]

As to the Pin: Pin markers are only removed in the *Friendly* Player Turn Rally phase. The 6 KY must wait for *his* player turn before he can lose the Pin.

Last Question:

If the Brigade leader for the 8 IL is just off picture in 3526 and his Command Rating is 4, what happens to the Rtd marker?

[13.52] says he is rallied. Remove the marker, adjust his facing, and end the turn! Note however, if that leader were off picture in hex 3827, the 8 IL could NOT rally. Why?

We said his Command range was four hexes – but with the pinned enemy unit, there is no 4-hex path clear of enemy units or enemy ZOCs from 3827 to 3624. Avoiding the ZOC (if the 6 KY is facing the 3625/3725 hexside), there is a ZOC in 3626, 3625, 3724. Avoiding those hexes means 5 hexes to reach 3624 – too far to rally!

That's it! You have passed the test!

Design Notes:

What you see above are changes to allow you to push the counters of these new games around like they were one of the old games. The items below discuss the changes made, and their impact on the system:

Some Morale Thoughts:

| Morale GBACW 1 | % Pass | Cohesive GBACW 4 | % Pass |
|----------------|--------|------------------|--------|
| 1 | 16.7 | 2 | 20 |
| 2 | 33.3 | 3 | 30 |
| | | 4 | 40 |
| 3 | 50 | 5 | 50 |
| | | 6 | 60 |
| 4 | 66.7 | 7 | 70 |
| 5 | 83.3 | 8 | 80 |
| 6 | 100 | 10 | 100 |

These stats show we are not that far out of the GBACW 1 norm: A 5 Cohesion unit in GBACW 4 is equal to a 3 Morale unit in GBACW 1.

A 7 Cohesion unit is 3.3% better than a 4 Morale unit in GBACW1. (30% chance to fail vs 33.3% chance to fail.)

An 8 Cohesion unit is 3.3% worse than a 5 morale unit in GBACW 1. (20% chance to fail, vs a 16.6% chance to fail.)

Thus, I do NOT see this alteration being a factor shifting the results of the games.

Casualty Thoughts:

The original knock on TSS and GBACW was the casualties

were too high to match historical results. Thus, the change to 50 men per SP rather than 100 men per SP.

Personal opinion, that is a cosmetic fix, not a real one. The real problem is the system allows wargamers to push brigades much further than real men would tolerate.

I am not here to fix that. More important here is how the new Casualty rates will impact games where many Victory Conditions are keyed to Casualty Victory Points. (CVP)

1 – While I adjusted the Firepower for 50 men vs 100, I am not changing the 1 SP loss on the chart. All good there.

2 – but we are NOT adjusting the Victory Conditions Points based on that 1 SP loss. We are still giving 2 VP for a Casualty and double that for a capture. Fewer men lost, still same VC point result.

3 – but using GBACW 1 rules, the CVP will likely be higher than in GBACW 4 games, as GBACW 1 games allow troops to be committed faster. Still, it will be lower than in most GBACW 1 games.

Melee Thoughts:

I have not touched the Melee components of the original system. As Melee functioned on a differential of SP and Morale between combatants, that makes it still accurate

within the confines of the GBACW 1 system while using the GBACW 4 counters.

This means the system should be similar, and the VCs will likely ‘hold up’ under the new use of old rules and new counters. (At least, as well as it held up in the old rules.)

Final Thoughts:

That’s it. That is the sum total of changes needed to add a plethora of new GBACW scenarios from eight new games to your experiences!

These changes to allow you to push the counters of these new games around like they were one of the old games.

Will they be balanced? Not likely. But will it work? Yes.

Will this result in a satisfactory experience?

Hmmm. New games with the old rules that kept you coming back for more than 40 years? New battlefields to conquer? Oh Yes, that is a satisfying experience!

Enjoy, everyone!

---Russ Gifford, March 2022

Charts

[9.16] FIRE COMBAT RESULTS TABLE

| | | Total Fire Strength Directed into Hex | | | | | | | | | | |
|---------------------------------------|------|---------------------------------------|----|----|----|----|----|----|----|----|-----|--|
| | | 3 | 4 | 9 | 12 | 16 | 22 | 29 | 36 | 44 | 53 | |
| | | or | to | to | to | to | to | to | to | to | to | |
| Grapeshot | less | 8 | 11 | 15 | 21 | 28 | 35 | 43 | 52 | 62 | 63+ | |
| Small-arms and Counter-battery | less | 0 | 1 | 4 | 7 | 11 | 15 | 21 | 28 | 35 | 43 | |
| | | 3 | 6 | 10 | 14 | 20 | 27 | 34 | 42 | 50 | 51+ | |

| | | DIE | | | | | | | | | | |
|----------|------------------|-----|-----|-----|-----|-----|-----|-----|----|----|----|----|
| <i>I</i> | AMMO DEplete (?) | - | - | - | - | P | R | P/R | 1 | 1 | 1 | 1* |
| 2 | | - | - | - | P | R | P/R | 1 | 1 | 1 | 1* | 2* |
| 3 | | - | - | P | R | P/R | 1 | 1 | 1 | 1* | 2* | 2* |
| 4 | | - | P | R | P/R | 1 | 1 | 1 | 1* | 2* | 2* | 2* |
| 5 | | - | P/R | P/R | 1 | 1 | 1 | 1* | 2* | 2* | 2* | 3* |
| 6 | | P/R | 1 | 1 | 1* | 1* | 1* | 2* | 2* | 2* | 3* | 3* |

= 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. - = No effect.

[9.25] RANGE EFFECTS CHART

| Weapon Type | Max Range | Current Strength Multiplier at Range (in hexes) | | | | | | | | |
|----------------------------------|-----------|---|-----|-----|-----|-----|-----|-------|------|---|
| | | 1 | 2 | 3 | 4 | 5 | 6-8 | 9-15* | 16+* | |
| <i>ARTILLERY</i> | | | | | | | | | | |
| <i>N</i> (12-pounder Napoleon) | 13 hexes | 8 | 5 | 2 | 1 | 1 | 1 | 1 | 1/2 | - |
| <i>TA</i> (6-pounder rifled gun) | 13 hexes | 2 | 2 | 2 | 2 | 1 | 1 | 1/2 | - | - |
| <i>TB</i> (3-inch rifled gun) | 20 hexes | 3 | 2 | 2 | 2 | 2 | 1 | 1 | 1/2 | - |
| <i>PA</i> (10-pounder Parrott) | 26 hexes | 4 | 3 | 2 | 2 | 2 | 2 | 1 | 1/2 | - |
| <i>SMALL-ARMS</i> | | | | | | | | | | |
| <i>R</i> (rifled musket) | 5 hexes | 2 | 1 | 1 | 1/2 | 1/2 | - | - | - | - |
| <i>M</i> (smoothbore musket) | 2 hexes | 2 | 1/2 | - | - | - | - | - | - | - |
| <i>C</i> (carbine) | 3 hexes | 3 | 1 | 1/2 | - | - | - | - | - | - |

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:** Three Strength Points of carbines firing at a target at one hex range

would be multiplied by "3," yielding a Fire Strength of "9" (3 x 3 = 9). - = Weapon Type may not fire at that range. *Check for Oversight (see 22.0).

Part 2: Playing the NEW games, using the original rules but adding newer GBACW 4 Rules to the mix

Introduction:

In Part 1, I said I wanted to make as few changes as possible to the GBACW 1.0 system. I achieved that goal, and in the design notes, show the changes are NOT major – moral and cohesion are compatible ideas, and the old tables hold up. And my rebuilt 1971 Cutlass Convertible was still a joy to drive!

In Part 2, I want to give you the option to choose new rules you'd like to add to the older system.

Much like my 1968 Camaro was great – but now I could add in Air Conditioning? Really?

The following assumes you've decided you'd like a few more of the unique rules that makes the modern GBACW games so interesting. I am referencing each of these as a separate *Module*. As few or as many can be used together or separately. This is in the spirit of two early SPI products: The *Blitzkrieg Module Rules*, and *Strategy I*.

This assumes you will be using the previous GBACW4 additions listed in Part 1 as changes to the GBACW v1 Rules.

It also only applies to using the new games and their maps and counters, as opposed to applying them to the GBACW v1 counters and maps. (*That is a part 3, should there be interest.*)

Optional Rule Modules

These are presented in order of **Recommended Additions**, in order of priority and magnitude of change: Each of the first four take VERY little work to integrate into the system.

Module 1 – Facing

Read GBACW4 7.0 to 7.23. Ignore references to which type of ORDERS a unit is under, or if it is activated.

Recognize these rules do TWO important things:

a – **Facing Changes:** Units NOW use the *vertex* to determine Facing, not the *hexside*. This reduces the ZOC to the TWO frontal hexes on each side of that vertex., meaning all fire must happen in/through those hexes. [7.13]

b – **Movement Changes:** To move INTO a hex, you must be facing the hex. To change facing now requires Movement Points. You *can* chance ONE VERTEX at the start of a move for no cost. And each hex you enter allows you to change one vertex of facing in the new hex you entered as part of the movement cost. [7.21]

Beyond that, changing MORE than that one vertex will cost per vertex! [7.22] – Note the exception for a complete reversal as only 1 movement

point - if you flip the stacking order!

Another IMPORTANT exception: if you are following a road or trail and using road movement, there is no cost to change facing. [7.23]

Note: for the abbreviated use with GBACW1, allow the unit to change facing freely after a successful Rally.

Module 2 – Reaction Movement

The rule EVERYONE wishes existed in GBACW 1!

Read *GBACW4* 9.6 to 9.63. *Ignore references to which type of ORDERS a unit is under.*

Recognize these rules do ONE very important thing: It allows the non-phasing player to change their facing. [9.61] (and perhaps location for Mounted Cavalry and Artillery – [9.63]).

Limits:

Units must pass a UUD – which in our world is a d10 morale check against their Cohesion Rating when they attempt to do a Reaction. Failure means they are pinned and do NOT react if they fail.

If you are using Module 3 below, they will be flipped to their Disrupted side if they fail.)

They can only React once during their opponent's Player turn!

This is a big change to the GBACW system.

For a very short section, it adds a higher aspect of reality – but it also makes a change to the GBACW game.

The rules are very straightforward. There are limits. But it is also a freeing experience to have these options available, even if there is a potential cost of a Disorder.

Consider adding Section 7.3 for Refused Flanks if you are using Module 1 Facing as well.

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

- Any enemy movement or advance into a hex adjacent to the non-phasing unit may trigger a Refusal or Facing Change.
- **Enemy fire targeting a non-phasing combat unit from a hex**

These next choices are Intermediate Changes with Great Potential

Module 3 - Use of the Disorder state instead of Pin. (Consider Disorder as a step between Good Order and Rout)

In Part 1, using GBACW 1 rules, we have Pins and Routs. Realize GBACW 4 replaced Pins with Disorders, and treated Routs VERY differently. In Part 1, I ignored the use of Disorders. Now is the time to change that.

Any call for a Pin Result is a Disorder Check instead.

Any good order unit that fails a Disorder Check is flipped to its Disordered side.

Any Disordered Unit that fails a Disorder Check is Routed.

Any # result on the Fire Table loses that # SPs, AND is an automatically disordered (flipped). Then it must make an immediate disorder check (using a d10, and the only modifiers are if it has lost more than half it's original SPs.) Passing the check will leave the unit in place, but disordered. Failure results in a Rout.

Any R result on the Fire Table is a Rout Check – The unit takes a Disorder Check. The difference? If it fails, it Disordered AND it is Routed.

Any P/R check, the Unit takes a Disorder check. If it Fails, it is Disordered and it Routs. If it passes, it still becomes Disordered, but it is not Routed.

Rallies: Units Rally from Disorder in the same way they Rally from Routs.

When a unit Rallies from Disorder, they are flipped to their face-up side.

When a unit rallies from Rout, the rout marker is removed, and they are placed on their disordered side. If they are not in an enemy ZOC, you may adjust their facing.

This offers great potential, but it will make it all a challenge.

These next modules are the true step 'up' to the next level. You will use most of the section as written in the GBACW 4 rule book.

Module 4 – Using the new version of Rout

NOTE: GBACW 4 treats rout in a completely different method than GBACW 1. As above, a routed unit is a disordered unit that fails another Disorder check. In GBACW 4, a routed unit is so dispersed, it is removed from the board, and placed in a holding box.

They cannot return until their entire BRIGADE is in reserve for a complete TURN. AS we do not have 'Reserve Status' that is difficult to do model in GBACW 1 rules without using all the Command rules. (See Module 5 below.)

However, IF you are using Module 3 above, and wish to try the more realistic, yet more stringent Rout rules, I propose the following:

When a Disordered unit fails a Disorder Check, or as in Module 3 above, a Rout Check, it is removed from the board, preserving the combat strength chit. Hold this in a 'Routed Units' box.

Beginning in the SUBSEQUENT Player Turn, if the Brigade Leader is 4 hexes from an enemy unit, Use Rule [13.52].

Module 5 - Use Adding the application of the Command Chits

This one will change everything, and once you move to it, you are actually playing the new games.

Read Rule Sections 4, 5, and 6.

In simple terms, here is what you are doing: "First – determine the Efficiency of each Corps on the map" (by draw.) The number assigned represents the number of Activations that commander may provide for each of that Corps' subordinate divisions. (A Division's number may be adjusted by skills and other factors.)

Both players place chits equal to that Efficiency for each division in the AM Pool. By blind draw someone's Division will be activated. Then that Division's brigades may undertake the actions (orders) assigned to them.

That was Section 5. Section 4 defined the Command structure and demonstrating 'in Command.' Not too different. Section 6 defines the Orders you can assign.

Module 6 – Using GBACW 4 LOS Rules

This one it harder to get your mind around. The LOS rules have some of the greatest (and most challenging) changes from the original GBACW. As all of these ARE dependent on the game you are playing, I do not reference the rules.

The rules are NOT that difficult. They are simply 'different' from the original, and thus playing both can cause massive pain in the cerebrum.

If you get lost, send up a flare. Or send your messenger to find help.

Designer Notes: That's it. The ultimate rule variant package for the original GBACW 1! – These are suggestions for adding chrome to the original game which in 1976 had more chrome than any other wargame in existence!

As stated above, I tried to follow the idea of the original SPI games, using the Modular Rules systems of Strategy I. You pick and choose the pieces you want.

You can start with Module 5!

There is much to like in the new GBACW system. Yet, for whatever reason, I prefer the older one.

Still, following the publication of SPI's **Battle of Monmouth**, I had wished GBACW had the movement points for changing facing, and the two-level Disruption / Rout system Monmouth had.

If you use Modules 1 and 3 (and / or 4) now it does.

And Module 2 makes GBACW much more realistic, allowing units limited reaction during the enemy movement phase, without adding too much effort.

However, with all this, you are moving away from the original system.

Point: My 1968 Camaro was as cool as it got, and I miss it

to this day. I have to tell you when I got in the 2009 Camaro redo by GM, I was prepared to dislike it. And... I was impressed.

These rules may be your first effort to give GBACW 4 a test drive. You, too, might be impressed.

But with Part 1 and Part 2 of these rules, you can cherry-pick what you like, and still have the original feel. But you also have the GBACW equivalent of Cruise Control, Power Steering, Air Conditioning, and FM radio. There are things to be said for going forward. Enjoy! -
RHG