

THUNDER IN THE OZARKS: THE BATTLE OF PEA RIDGE 1862

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1.0 Introduction

The Battle of Pea Ridge was a critical engagement fought on March 8th and 9th 1862 between the *Confederate Army of the West* under Major General Earl Van Dorn and the *Federal Army of the Southwest* under Brigadier General Samuel Curtis.

In the winter of 1861, the Confederate army in Missouri, then commanded by Major General Sterling Price, had been chased back into the Boston Mountains of Arkansas. The first drive on St. Louis had been repulsed and Van Dorn was summoned to take command of the force and launch a new offensive into the heart of Missouri. Van Dorn, an Indian-fighting cavalryman by trade, arrived at the Rebel camp and even though he was quite ill (due to a fall into a river) he instantly roused the troops. He proposed to launch an immediate attack, despite the freezing weather and fatigued state of his troops. Van Dorn force-marched the army north and managed to pull off a classic Napoleonic stratagem - the "maneuver sur la derrieres". He placed his army astride the line of communications of the Union camp and by any normal

military measure this should have decided the campaign. But by doing so under such horrendous conditions and at such an inhuman pace, the Rebel troops were little more than a frozen and exhausted armed mob when they finally reached their positions.

The tough and talented Union commander, Brig. General Sam Curtis, realized that he had a fighting chance, even in this seemingly impossible position. Perseverance and hard, smart fighting by his army turned what looked to be a potential disaster into a grand victory.

2.0 How to Win

Players gain Victory points by controlling key terrain features each turn and inflicting losses on the enemy. At the end of the scenario you compare these results with the number needed to win for each side.

3.0 Game Scale and Map

3.1 Game Scale: Each map hex is approximately 150 yards across. Infantry and cavalry units represent regiments, battalions, or several companies, and artillery units represent individual batteries or sections. One Strength Point equals about 50 men or a single gun. Each Game Turn represents roughly 30 minutes.

3.2 Map Features: Various types of terrain are depicted on the game map. Fences, buildings, and the rocks on Elkhorn Mountain are for reference only and have no game effects. There are two maps, the left or western, being Leetown, and the right or eastern, being Elkhorn Tavern. Leetown is horizontal and Elkhorn Tavern vertical and thus form an L laying on its back. If playing with both maps it is suggested that the Elkhorn Tavern map be the top map as it is easier to align along a hex line.

Terrain Levels: Every hex is at one level, from 0 to 11. Each level is approximately 35 feet. A hex's Level is important for Line of Sight purposes (see 12.1a). Hexes are color-coded to indicate their level, with the darkest green being the lowest elevation and yellow as the highest. The levels also have a black contour line between them where the elevation changes one level. Multiple black lines indicate a change in level equal to the number of lines. At numerous points on the map are small numbers, from 0 to 11, indicating the level of the hex. The map needs to be read more like a topographic map using the contour lines and the level numbers along with the colors to make it clear.

Terrain Features: A hex is only considered to contain a certain terrain feature if the terrain's graphic occupies or traverses at least half of the hex. There are a few hexes with light woods in them that also contain a fence and are very close to 50%.

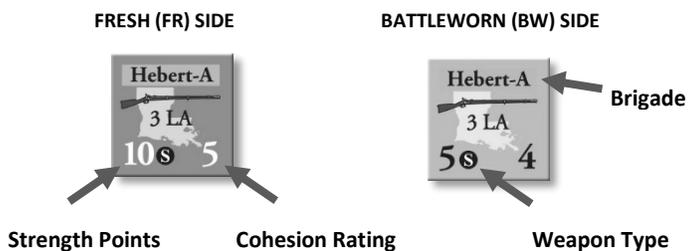
Leetown hexes 2101, 2109, 2117, 1917, 3124 and Elkhorn Tavern hex 2612 are clear terrain.

The hexes that look like an orchard close by the Ford house are treated as Light Woods hexes. Example: Elkhorn map, hex 3100.

- a. **Angled Terrain:** Hexes that contain an **Angled** terrain graphic (ex: #3218) are severely steep and difficult to traverse (in all directions). Units must pay a movement penalty to enter an Angled terrain hex. In addition, Artillery units may not issue Fire Combat from Angled hexes.
- b. **Slope Hexsides/Steep Slope Hexsides:** These hexsides represent a discernible change in elevation from one hex to the adjacent hex (ex: #3307/3407). Moving/Attacking from the lower Level hex through a Slope hexside to a higher hex is deemed going “Upslope,” and vice-versa is going “Downslope”. A hex having 3 or more contour lines and a steep slope hexside is still treated as a steep slope even if it is a change of elevation of 3 or more levels. Note that some hexsides change Level elevation but *do not* have a Slope hexside (these are very gentle slopes). These hexsides do not affect movement or combat (aside from Line of Sight).

4.0 Unit Counters, Markers and Chits

4.1 Unit Counters represent the fighting troops of each side. The gray-colored units are the Confederate player’s forces (also called “Rebels” in this game) and the blue-colored units are the Union player’s forces. At the top of each infantry or cavalry counter is the unit’s Brigade affiliation, highlighted in a Brigade-specific color. The Unit’s regimental/battalion name is shown in the middle of the counter. Artillery units have the battery commander’s name at the top of the counter and the battery/section name in the middle of the counter. The unit’s Strength Points, Weapon Type, and Cohesion Rating are listed in that order on the bottom of the counter.



Note that there is no Movement Allowance listed on the counter – an infantry or cavalry unit’s Movement Allowance is determined by its Brigade Order selection (see 11.0), or if artillery by its side, USA or CSA (see 9.0).

The front of the infantry and artillery counters shows the unit at full effectiveness and is called its **Fresh (FR)** side, while the reverse side shows the unit at reduced effectiveness and is termed its **Battleworn (BW)** side. The Battleworn side has a lighter background. Units that are totally ineffective (“Broken”)

are removed entirely from the map board and placed on the Broken Track (see 15.9).

Note that some units have only a *BW* side – these are termed **Fragile Units** and are indicated with a yellow circle around their SP. These units are instead eliminated from the game when they would normally be Broken and they can never be Rebuilt (see 17.2b). **Exception:** Tactics Event Chit

Cavalry Units normally have a **Mounted** side and a **Dismounted** side. Such Cavalry units may change from Mounted to Dismounted and vice-versa via normal movement. All references to “Cavalry” in these rules refers to units are on their *Mounted* side. **Cavalry units on their Dismounted side are treated as Infantry units for all purposes.**

Most Cavalry units are also Fragile Units. Some **Large Cavalry Units** are represented in the game with **two unit counters**. One counter is the unit in *FR* condition – “Mounted” on one side and “Dismounted” on the other (and still *FR*) – and the second counter is the unit in *BW* condition, again with one side being “Mounted” and the other side “Dismounted” (and still *BW*). These five Large Cavalry Units (all Confederate) function in all ways as normal units, with the players switching between the two counters as necessary to indicate the unit’s condition and its mounted/dismounted status. These Large Cavalry units have their regimental name in a box as a reminder that the unit is represented by two unit counters.

* **Strength Points (SPs)** indicate the relative size of the unit. This number is used throughout the game for combat and stacking purposes. The reverse side of the counter (the *BW* side) shows a reduced SP value. An SP value of “**C**” stands for cadre-strength (meaning the unit is down to a core size of about 25 fighting men) and counts as ½ SP. In some cases, reference is made to a unit’s **printed** SP value, the number printed on the counter, and in other cases refer to the **modified** SP value, which is the printed SP value adjusted for any applicable markers that reduce the unit’s usable SPs but can never be modified below 0.

* **Weapon Type** specifies the kind of musket or artillery piece with which the unit is primarily armed. This is important in Fire Combat Range determination and sometimes in Close Combats. In this theater of the Civil War, there were many different types of firearms used and these have been “boiled down” to the following general classifications:

“**S**” represents an Infantry or Artillery unit armed with smoothbore muskets or canons.

“**Rf**” represents an Infantry unit armed with rifled muskets or an Artillery unit equipped with rifled guns.

“**Mx**” units are Infantry and Artillery units armed with a mixture of weapon types.

“**Rs**” indicates Infantry units armed with a balanced mix of rifled and smoothbore muskets.

“**Jr**” represents Artillery units equipped with James Rifle cannon.

“**C**” represents Cavalry units armed with carbines.

“**Cc**” units are units armed with shotguns, pistols, swords and the equivalent. Such units are not able to issue effective fire combat at any range measurable at this game’s scale. Therefore, these units’ weapons *cannot be used to issue normal Fire Combat* but can only be used during the Close Combat sequence.

* **Cohesion Rating (CR)** reflects the unit’s training, discipline, experience and morale. The higher the number, the better the unit will generally perform. A unit’s CR can be modified but can never go below 0.

Production Note: Please ignore the red dots printed on the BW sides of the 18 IN and 2 MO Union units. These were intended for a rule that was removed after the counters were printed.

4.2 Gameplay Markers: “Skirmish Order” markers are used to show units in that formation (see 16.0). The “Shaken/Disrupted” marker is used to indicate the effects of Morale Hit (MH) results (see 15.6). There are two “Victory Point” markers (“x1” and “x10”) that should be placed on the Victory Point Track to indicate the net Victory Points for one side or the other. Low ammo markers are included for artillery units (see event chit descriptions) along with a Game Turn marker.

4.3 Brigade Activation Status Markers are used as a player aid to help keep track of which Brigades have been activated already on the current turn. Each player should arrange his markers in front of himself so that the “Available” side faces up (the side with the flag). When a Brigade is activated by Division Activation (only), its status marker is flipped over to its “Activated” side (see 10.8).

4.4 Chits are counters that are drawn from an opaque container and specify either a formation of units to be activated or an event to implement. There are four types of chits: **Division Activation** (each showing the name of a Division General and his Command Rating), **CIC** (*Van Dorn* for the Confederates and *Curtis and Sigel* for the Union), **Event** (displaying an Event on each side) and **Wild** (either the *Fog of War* or *Fortunes of War* chits). See 10.0 for full details on each type of chit. Note that there is a second set of Division Activation and CIC chits with a “red cross” graphic added. These **Casualty** chits are substituted for the regular chits when the corresponding general becomes a casualty due to the **Fog of War Wild Event** chit (see 10.5b – iii).

4.5 Charts and Tables: Included in the game are two sheets with the **Combat Results Table** and **Cohesion Tables** (one for each player), two **Player Aid** sheets (one for each player) that include various charts and tables on one side and the Unique Events Descriptions on the back, and the **Game Tracks** card, which contains various tracks on it that are needed for gameplay.

4.6 The Draw Cup holds all the chits, of both sides, currently in the game for random draw. The players must supply the cup, which can be any opaque coffee cup, bowl, etc.

4.7 Dice are not included in the ziplock version the game – players must supply their own. Each player should have at least two six-sided dice (d6). One should be colored and the other white.

4.8 Universal Rounding Rule: In all cases (with one exception) where a unit’s values are altered (SPs for Weapon Ranges, Canister, etc.), any fraction is maintained *until the end of the calculation*. When the calculation is totally complete, any remaining fraction is **dropped** (i.e., rounded down). In the case of figuring SPs for stacking purposes (only), any fraction at the end of the calculation is **rounded up**.

5.0 Unit ID & Organization

Every infantry or cavalry unit belongs to a **Brigade** and each Brigade belongs to a **Division**. **Exception:** Weston. The organizational hierarchy is detailed in each scenario and printed on the back of each Division Activation chit. Artillery units are **independent** and do not belong to any Brigade or Division.

6.0 Unit Stacking

6.1 Stacking Limits: Stacking refers to the placement of more than one counter in the same hex. The maximum number of unit counters that can physically occupy a hex **at the end of a given Phase or Step** is determined by the combined units’ total *unmodified* Strength Points; the strength points printed on the counters. Stacking limits can normally be exceeded during movement or retreat (however, see case “c” below) as long as they are met at the end of each unit’s movement or retreat.

The maximum number of SPs allowed in a single hex is **8 SPs**. However, Large units, Artillery units, Heavy Woods terrain, and Road terrain each affect stacking limits, as follows:

- Artillery Units:** Each SP of artillery counts as .75 of a SP for stacking. So, 4 guns may stack for 3 stacking points, 8 for 6 stacking points, and a maximum of 10 Artillery SP per hex (i.e. $10 \text{ SP} \times .75 = 7.5 \text{ SP} = 8 \text{ SP}$). There is a little table on the player aids in the bottom right to help with this.
- Heavy Woods Hexes:** Cavalry and Artillery units may only occupy a **Heavy Woods** hex *if they are also on a Road* hex.
- Cavalry Units:** Cavalry units *may not stack with Infantry and Artillery* units at the **end** of movement or retreat. They may stack with other Cavalry units normally. (Remember the definition of a cavalry unit is a unit on its mounted side. The back side is dismounted and just treated as infantry.)

- d. **Road Hexes:** If any moving unit wishes to use any **Road** or **March Column** movement cost (see 13.5), the 8 SP stacking limit is in effect always, *not just the end of the turn*.
- e. **Large Units:** A unit that has more than 8 SP may stack by itself in a hex.

7.0 Sequence of Play

Thunder in the Ozarks is played in a series of Game Turns, the actual number of turns depending on the scenario selected. Every Game Turn is played in a predetermined sequence of Phases. Each Phase must be completed in its entirety before proceeding to the next Phase. **Players should note that in this game fire comes before movement.** The Sequence of Play is summarized as follows:

1. **COMMAND DECISION PHASE**
2. **ARTILLERY PHASE**
 - a. **Union Artillery Step**
 - b. **Confederate Artillery Step**
 - c. **If any unactivated artillery units remain, return to step 2a. Otherwise, go to Phase 3.**
3. **CHIT DRAW PHASE**
 - a. **Held Event Chit Step**
 - b. **Draw Chit Step**
4. **BRIGADE ACTIVATION PHASE**
 - a. **Orders Step**
 - b. **Fire Combat Step**
 - c. **Movement Step**
 - d. **Close Combat Step**
 - e. **Rally Step**
 - f. **If any chits remain in the Draw Cup, return to Phase 3. Otherwise, go to Phase 5.**
5. **END TURN PHASE**

If the last Game Turn of the scenario has been completed, the game is over. Consult the Victory Determination rules to see who won.

8.0 Command Decision Phase

During this phase the chits going into the draw cup are prepared.

8.1 The Key Chit: Each player first secretly chooses any **one** of his eligible Event chits and both place their chit into the draw cup.

8.2 Included & Excluded Chits: Each player then flips his remaining Event chits over to their Common Event side ("*Van Dorn's Recovery*" for the Confederate player and "*Send a Courier to Curtis!*" for the Union player) and mixes them up. Then, depending on the instructions of the scenario being played, each player draws a number of these chits (without looking at their Unique Event sides) and both players add these included chits to the cup. The remaining Event Chits are placed off to the side out of play – **these**

chits will not be used this Game Turn! Players may not look at the Unique Event side of these excluded chits.

8.3 Finishing the Draw Cup Setup: Finally, place both players' eligible **Division Activation chits** for any Divisions currently in the game, eligible **CIC chits** (depending on the scenario being played), and both **Wild chits** into the draw cup.

9.0 Artillery Phase

Artillery units do not organizationally belong to any Brigade or Division. They are independent units and conduct their activities during the **Artillery Phase**. The Movement Allowance of Confederate Artillery is **6 MPs** and for Union Artillery it is **8 MPs**.

9.1 Union Artillery Step: The Union player selects one hex containing one or more Union Artillery units and conducts Fire Combat (see 12.0) or Movement (see 13.0) with *all* Artillery units in that hex. Each eligible Artillery unit in that chosen hex may either conduct Fire Combat or Movement (not both!) in any order during this step. Resolve all such Fire Combat or Movement normally and to completion. Artillery units stacked in the same hex that are all opting to issue Fire Combat at the same target hex may add their SPs together into one fire total. Artillery units that either Move or Fire in this step will be finished for this entire phase – players should turn a unit's counter or otherwise mark it to indicate that it has already activated during this step. At the end of this Step, all Artillery units in the activated hex are considered to have activated, regardless of whether they moved or fired.

9.2 Confederate Artillery Step: The Confederate player conducts Fire Combat or Movement with all Artillery units in any one designated hex, in the same manner as the Union player.

9.3 Alternating Steps: Players alternate Artillery Steps until all Artillery units have been activated. If a player does not wish to activate a hex of Artillery units during his step, he may elect to "pass" and do nothing. By the same token, if a player runs out of eligible hexes to activate, he must "pass". If both players "pass", then the step ends and game play moves on to the Chit Draw Phase.

9.4 Special Artillery Movement and Fire Considerations:

- a. Artillery and Cavalry units may only enter or exit a **Heavy Woods** hex via any *connected Road* hex.
- b. Artillery units **may not Engage** (voluntarily move within **two hexes** of an enemy unit, see 13.6).

Important: take special note of this restriction! It will come up often. If an artillery unit finds itself in such a position due to enemy movement, enemy advance after close combat, or a retreat, it may remain in position or voluntarily increase the distance from the

enemy unit(s) during its activation. Such increasing of the distance may entail entering a hex that is 2 hexes from enemy units if the artillery unit started the move adjacent to an enemy unit.

- c. An Artillery unit moving along a Road in a **Heavy Woods** hex that wants to enter a hex that would then be overstacked is charged **3 MPs** for the hex (this represents the delay time incurred waiting for the other units to clear the road).
- d. Artillery units located in an **Angled** hex or **Heavy Woods** hex (even on a Road) may not issue Fire Combat.
- e. If an Artillery unit that has not yet activated this phase is forced to conduct **Retreat** movement due to enemy Artillery fire, the retreat is considered to be its activation.

10.0 Chit Draw Phase

The central mechanic that drives the action in *Thunder in the Ozarks* is the chit-pull system. This will direct the players as to who can move and fight or conduct certain actions.

10.1 Held Chits: Before a new chit is pulled from the cup, both players may play one or more Event or CIC chits they are currently holding. First the Union player announces whether he will play a chit and if he does so he resolves the actions of that chit. If the Confederate player, then wants to play a chit he may then do so. Then back to the Union player to play a chit and so on till both players have played any held chits they wish to play.

10.2 The Designated Chit Puller: It is suggested that the Confederate player draw the chits on odd Game Turns and the Union player draw the chits on even Game Turns. Since counters have a beveled edge it is possible to tell back from front when drawing chits from a cup. Try to draw the chits with the back up as this allows the event chits to remain secret.

10.3 Drawing and Applying a Chit: The designated chit-puller randomly draws one chit from the draw cup. Depending on the type of chit drawn, proceed as follows:

- a. **Event Chit:** If an **Event** chit (see 10.4) is drawn, hand it to the owning player (Union for a blue chit; Confederate for a gray chit). He may look at it and may play it immediately (if applicable). Otherwise, he keeps the chit in front of himself (face down so his opponent can't see it) and saves it for later use or plays it on the Player Aid Card as a Common Event (see 10.4.b). The chit-puller then draws a new chit.
- b. **Wild Chit:** If either of the two **Wild** chits (see 10.5) is drawn, its effect is immediately enacted, with any necessary die roll being made by the non-chit-pulling player. After resolving any effects of the chit, discard the Wild chit for the turn and draw another chit.
- c. **CIC Chits:** If a **CIC** chit (see 10.6) is drawn, the owning player immediately selects any one of his Brigades to activate, or holds the chit for later use. When the chit is played, proceed

to Phase 4 (Brigade Activation Phase) and resolve it normally. Then discard the CIC chit for the turn and draw another chit.

- d. **Wing CIC Chit:** If the **Wing CIC** Chit (see 10.7) is drawn, the owning player immediately selects any one eligible Brigade to activate, or holds the chit for later use. When the chit is played, proceed to Phase 4 (Brigade Activation Phase) and resolve it normally. Then discard the Wing CIC chit for the turn and draw another chit.
- e. **Division Activation Chit:** If a **Division Activation** chit (see 10.8) is drawn play then proceeds to Phase 4 (Brigade Activation Phase), which is resolved normally. Return the chit to the draw cup if any inactivated Brigade remains in the Division, otherwise discard it for the turn. Then draw another chit.

10.4 Event Chits: Each player has his own set of seven Event chits. Union Event chits are colored blue and Confederate chits gray. Each chit has a **Unique Event** listed on its front side and a **Common Event** on its back side. When an Event chit is drawn, the owning player takes it and makes an immediate choice as to how to use it.

- a. **Unique Events:** Consult the **Unique Event Descriptions** section on the back of each player's Player Aid for a full explanation of each Event and how it is applied to play. Some Events must be played immediately, and others can be played immediately or held. Event chit that are held are placed face down in front of the owning player. A held Event chit can be played at any appropriate time (as per its description) and is discarded afterward. Normal play then resumes.

Players should study the **Unique Event Descriptions** section before play, as the timely use of these chits can provide each player with singular opportunities to affect the game.

- b. **Common Events:** The back side of every Event chit has a Common Event – "*Van Dorn's Recovery*" for the Confederate Event chits and "*Send a Courier to Curtis!*" for the Union Event chits. These Common Events are only in play when using the Optional Rules **Van Dorn's Illness** (see 20.1) and **Little Sugar Creek Reinforcements** (see 20.2). A Common Event can only be played *at the moment the Event Chit is drawn*. A chit played for its Common Event is placed on the Game Tracks Card in the appropriate box next to the relevant track. It is out of play until the End Turn Phase.

Production Note: The *Low Ammo* Event Chit's function has expanded since the counter was printed; it can now also be used to help bring back eliminated units.

10.5 Wild Chits: There are two **Wild** chits that represent unusual events that can occur in warfare and can affect both players.

- a. **The Fortunes of War:** This chit means that the **next chit pulled will be negated**. When the *Fortunes of War* chit is pulled, discard it immediately. Then draw the next chit normally. If

the chit is an **Event**, **CIC** or the **Fog of War** chit, it is **immediately discarded** with no effect. If it is a **Division Activation** Chit, the owning player must select an eligible Brigade from that Division and **mark it as “Activated”**, **without allowing it to do anything**. The Brigade may not even do a Limited Activation! The owning player then returns the Division Activation Chit to the draw cup if any inactivated Brigade remains in the Division, otherwise discard it for the turn.

b. The Fog of War: When the *Fog of War* chit is drawn, the non-chit-pulling player rolls one die and consults the Fog of War Table on his player aid. Results are applied as follows:

- **[side] Battlefield Chaos:** The *opposing player* to the affected side selects any one enemy hex and places the *Fog of War* chit directly onto that hex. These units may not move, withdraw, advance or initiate close combat for the remainder of the Game Turn—they may only issue fire combat and retreat normally. Remove the *Fog of War* chit at the end of the Game Turn.
- **Wayward [side] Move:** The opposing player to the affected side selects any one enemy unit to affect. He may then move this enemy unit one legal hex in any direction, regardless of where it is located on the map. All normal movement, Opportunity Fire and stacking rules apply.
- **Possible [side] General Casualty:** The owning player of the possibly affected General rolls two dice and reads them as the Combat dice roll (12.3b) resulting in a number from **11** to **66**. He then consults the General Casualty Table for his side, located on his player aid.
 - If the Division Activation or the CIC chit for the rolled General is not yet in play, the result is converted to “Near miss! No Casualty”.
 - If the Division Activation or CIC chit for the rolled General is currently in play, that General has been killed, wounded or otherwise incapacitated. Remove the affected chit from the game and replace it with its corresponding **Casualty** version (the one with the “red cross” on it). If the affected Division Activation or CIC chit is still in the cup, place the Casualty version of the chit next to the cup, and when the relevant chit is drawn, immediately replace it with the Casualty chit (before any Command Rating roll, etc.). The Casualty chit is used for the remainder of the game as the Division Activation or CIC chit. **Special Note:** The *Van Dorn* CIC chit is always considered to be “in the game” and subject to becoming a casualty. If on the **Van Dorn’s Illness Track** replace his CIC chit in its current location if he becomes a Casualty. If he is scheduled to arrive as a reinforcement, then he never does and his Casualty version continues in the game.

- If the rolled Division Activation or CIC chit is already a Casualty chit, **the original (normal) chit is returned to play** (he has recovered, an able replacement has taken command, etc.). Replace the Casualty version of the chit with the corresponding regular chit. This switch back and forth can take place any number of times in a game. *Exception: If McCulloch is a Casualty, he only returns to the game on a roll of 11-16.*

After all effects are resolved, the *Fog of War* chit is discarded and the next chit is drawn.

The *Fog of War* chit allows for the occurrence of those rather unusual or unexplained troop movements and attacks that have often happened throughout military history. Instances of misidentified friendly and enemy formations and seemingly suicidal charges are also represented with this chit. In addition, officers of both sides were at great risk and this chit reflects the high casualty rate amongst Civil War generals. In fact, General McCulloch was killed at Leetown only a short time into the battle.

10.6 CIC Chit: Each player receives one **CIC Chit** – the Confederate player has *Van Dorn* and the Union player has *Curtis*. (These chits are identified with each general’s portrait). When a CIC chit is drawn, the owning player may select any one of his Brigades in the game to activate – **even if it has already been activated this turn by a Division Activation Chit (only)** – or hold the chit for later use (at the start of the Chit Draw Phase). He may then perform a **Full Activation** (see 10.7) and conduct a **normal Brigade Activation Phase** with that Brigade. When finished, the Brigade Activation Status marker is **not** flipped to its “Activated” side (unless it was already “Activated” before this CIC activation, in which case it remains on its “Activated” side). The CIC chit is then discarded and a new chit is drawn.

If the **Casualty** version of the CIC chit is drawn, the owning player rolls one die and compares it to the **Command Rating** shown on the chit. If the die roll is equal to or less than the Command Rating, he may use it as a normal CIC chit. If the die roll is greater than the Command Rating, he must discard the chit for the turn with no effect. (Unlike a Division Activation chit (see below), there is no **Limited Activation**).

Note: *Weston’s* Brigade will freely activate when the *Curtis* CIC Chit is drawn and this is *in addition* to the normal CIC Chit activation ability which can either be after *Weston* or held for later in the turn. *Weston* cannot be the CIC’s *elected* Brigade activation (and thus can’t activate twice with the CIC Chit).

10.7 Wing CIC Chit: The Union player has a special **Wing CIC Chit** to represent General Franz Sigel, who commanded the two mostly German-speaking 1st and 2nd Divisions in the Union army (whose slogan was “*I fights mit Sigel!*”). This chit functions like the regular **CIC Chit** (10.6) but can only be used to activate a Brigade from either the **Asboth** or **Osterhaus** Divisions and *only if that Brigade has not yet been activated by a CIC Chit*. Also, the Wing CIC does

not have a Casualty chit available – if Sigel becomes a Casualty he is out of the remainder of the game.

Important: note that this means that a Brigade can be activated twice in a Game Turn – once by being selected with a Division Activation (see below), and once with a CIC or Wing CIC activation (but not both).

10.8 Division Activation Chit: Every Division in the game has a corresponding **Division Activation Chit**. Every Infantry and Cavalry unit on the map has a corresponding Division Activation Chit in the cup. When the *first unit* of a reinforcing Division (one which is not yet in the game) enters the game, the owning player will place the relevant Division Activation Chit into the cup. When this chit is drawn, the owning player immediately rolls one die (before selecting a Brigade) and compares it to the **Command Rating** shown on the chit.

- If the die roll is **less than or equal to** the Command Rating, one eligible Brigade may perform a *Full Activation*. The player selects any one Brigade belonging to the drawn Division that has not yet been activated this Game Turn (use the Brigade Activation Status markers as an indicator). The player announces the now activated Brigade, flips its Brigade Activation Status marker over to its “Activated” side and proceeds to the **Brigade Activation Phase**.
- If the roll is **greater than** the Command Rating, the player selects an eligible Brigade and flips its Brigade Activation Status marker as above, but that Brigade may only conduct a *Limited Activation*. This means that units in the Brigade may **only conduct a normal Fire Combat Step**. No other activities can be conducted this phase.

After the selected Brigade is finished, if there are still Brigades belonging to the drawn Division that have not yet been activated, place the Division Activation Chit back into the cup. If there are no unactivated Brigades remaining in the Division, discard the Division Activation Chit. In either case, draw the next chit.

A Brigade that has no units remaining on the map, or in the available box on the broken track, may **not** perform a Full Activation or a Limited Activation. Remove the Brigade Activation Status marker from the game until the brigade has units on the map or in the available box.

10.9 Discarding Chits: When a chit needs to be discarded, simply find a spot on the table near the Draw Cup to place discarded chits. These chits are no longer involved in the current Game Turn. At the end of the Game Turn, during the End Turn Phase, these chits will be gathered up and used again next turn.

Example: Example: It is Game Turn 6, so the Union player is the chit puller. He reaches into the Draw Cup and pulls out a Rebel Event chit and hands it to the Rebel player without looking at its front side. The Rebel can't use the Unique Event just yet (Union

Fatigue), and holds it for later in the turn. He places the chit face-up in front of himself. The Union player draws the next chit, and it's the *Fortunes of War* chit. He discards it, noting that the next chit drawn is to be discarded as well. He then draws the *Davis Division Activation Chit*. The Union player must then activate one of Davis' brigades without taking any action. He selects Pattison's Brigade, flipping its Brigade Activation Status marker over to its “Activated” side (without activating any of Pattison's units, due to the *Fortunes of War* chit). He places the *Davis Division Activation Chit* back into the cup as Davis still has more brigades that could be activated. The next chit drawn is the *Curtis CIC Chit*. The Union player selects Greusel's Brigade to activate (even though it's already been activated earlier this turn) and gives it **Attack Orders**. The Rebel player then plays the *Union Fatigue* chit that he was holding, and a die is rolled, a 1, which means that the Union player must pick one of Greusel's FR units and flip it to its BW side. Next another die is rolled, a 3, to determine the movement allowance of Greusel's units, thus reducing Greusel's units from 6 MPs to 3 MPs. Next, the Union player fires, moves and conducts any Close Combats with the units of Greusel's Brigade.

11.0 Brigade Orders

When a Brigade is selected to be activated, either by Division Activation Chit or CIC Chit, it must proceed through each Step of the Brigade Activation Phase. The first step is the **Orders Step**.

11.1 Types of Brigade Orders: There are four possible **Orders** that a player can assign an activated Brigade during the **Orders Step**, each with its own gameplay parameters. The four Orders are **Attack**, **Defend**, **Maneuver** and **Regroup**. When activating a Brigade, the player announces the Order he is assigning to it.

11.2 Attack: The Movement Allowance for each **Infantry** unit is **6 MPs** and each **Cavalry** unit is **8 MPs**. The Brigade's units may **Engage** enemy units (see 13.6) and conduct any kind of combat they wish. However, the units may not conduct a **Rally**.

11.3 Defend: The Movement Allowance for each **Infantry** unit is **3 MPs** and each **Cavalry** unit is **4 MPs**. The Brigade's units may **Engage** enemy units, but may only conduct **Fire Combat** (no **Close Combat** can be initiated). Units under this Order may conduct a **Rally** (but with less efficiency than when under a **Regroup** Order – see 11.5).

11.4 Maneuver: The Movement Allowance for each **Infantry** unit is **9 MPs** and each **Cavalry** unit is **12 MPs**. The Brigade's units cannot **Engage** the enemy nor conduct any kind of combat. In addition, these units *may not Rally*. This is the only Order under which infantry and cavalry may use the **March Column** movement rate (see 13.5a).

11.5 Regroup: This Order allows units to **Rally** with greater effect. However, units under this Order may not move, and may not conduct any kind of combat.

12.0 Fire Combat

The second step of the Brigade Activation Phase is the Fire Combat Step. Fire Combat is announced and resolved to conclusion for each eligible unit or group (see 12.1.c) in any order desired by the owning player. Note that Artillery units **do not** fire in this step but do use this procedure.

12.1 Firing Eligibility: Units issue fire by unit or by eligible group of units, and each fire is resolved completely before moving to the next one. Each unit can only fire once in the phase, and can only fire at one enemy target hex, but an enemy hex can be targeted multiple times by different units. Firing units may only target enemy units to which they have a **Line of Sight** and that are within **Range** of their weapons.

a. **Line of Sight (LOS):** When a unit issues Fire Combat at a target two or more hexes away, it must be able to “see” the target unit. To determine LOS, draw an imaginary line from the center of the firing unit's hex to the center of the target unit's hex (a piece of string is useful here). The LOS can be **Blocked** (preventing fire entirely) or **Obscured** (reducing the effectiveness of fire) by any intervening **Light Woods, Heavy Woods, elevation changes**, or unit-occupied hexes that the LOS touches. Note that the terrain covering the majority of a hex is considered to span the entire hex – thus, an LOS traced through any part of a hex is affected by the majority terrain in that hex. The LOS trace does not have to contact the actual terrain image. Units' LOS is not affected by their own hex when firing out of Woods hexes. LOS cases, organized by elevation changes traversed, are:

Firing unit and Target unit are on the same level:

- i. Any intervening hex that is higher than both units will **Block** the fire.
- ii. If all intervening hexes are lower than both units any intervening **Heavy Woods** terrain or **unit** (friendly or enemy) causes an **Obscured** LOS.
- iii. If any intervening hex is at the same level as both units, the LOS is **Blocked** if there is any **Heavy Woods** terrain or any **unit** (friendly or enemy) in the hex. There is an **Obscured** LOS if there is any **Light Woods** terrain in the intervening hex.

Firing unit is at a lower level than Target unit:

- i. Any intervening hex that is higher than both units will **Block** the fire.
- ii. If all intervening hexes are lower than both units any intervening **Heavy Woods** terrain or **unit** (friendly or enemy) causes an **Obscured** LOS.
- iii. If any intervening hex is at the same level as the Firing unit, or higher than the Firing unit and lower than the Target unit, any intervening **Heavy Woods** terrain or **unit** (friendly or enemy) causes an **Obscured** LOS.
- iv. If any intervening hex is at the same level as the Target unit, the LOS is **Blocked**.

Firing unit is at a higher level than Target unit:

- i. Any intervening hex that is higher than both units will **Block** the fire.

- ii. If all intervening hexes are lower than both units any intervening **Heavy Woods** terrain or **unit** (friendly or enemy) causes an **Obscured** LOS.
- iii. If any intervening hex is at the same level as the Firing unit, the LOS is **Blocked**.
- iv. If any intervening hex is at the same level as the Target unit, or lower than the Firing unit and higher than the Target unit, any intervening **Heavy Woods** terrain or **unit** (friendly or enemy) causes an **Obscured** LOS.

An LOS is always **Obscured** if the Target unit is in a **Light Woods** or **Heavy Woods** hex. If an LOS passes **exactly along a hexside**, the LOS is affected by the most restrictive of the two hexes.

Blocked fire is prohibited. **Obscured** fire is allowed, but suffers a detrimental column shift. Fire that is both **Blocked** and **Obscured** is **Blocked**.

Overhead Fire: Any unit may fire over **enemy** units at farther targets. However, only **Artillery** units may fire over *friendly units*, and only when not using **Canister Range Fire**.

LOS Example: A Union Artillery battery unit is in hex 2908 and targets a Rebel battery in hex 3307. This is a clear LOS. If there were any units, of either side, in any of the hexes directly in between (3008, 3107, 3108, 3207 or 3208), the LOS would be Obscured. Likewise, the Confederate battery could see the Union unit as well. However, if the Union battery wanted to target enemy units in hexes like 3109, 3210 or 3309, it could not. The LOS is blocked by intervening hex 3009, which is at the same level as the firer and the targets are all at a lower level. By the same token, the Union battery could fire at Rebel units on Broad Ridge (for example, hexes 3513 and 3414) since they are at the same height as the firer. This fire would at least be Obscured by the need to fire over the intervening Heavy Woods hexes. Note that hex 3314 could not be fired upon because the Heavy Woods in hex 3214 are at the same elevation as both the firer and the target and would thus block the LOS.

b. **Weapon Ranges:** Every unit has a **Weapon Type** listed, and each Weapon Type has assigned Ranges (see the **Weapon Ranges Table**). Range is measured from the firing unit to the target unit in hexes. A unit's Range is divided into three categories: **Effective, Long**, and **Extreme**. Artillery units have an additional Range category called **Canister**.

- i. **Effective Range:** Unit fires at full SP value.
- ii. **Long Range:** A unit firing at more than Effective Range, up to its listed Long Range, has its SPs halved.
- iii. **Extreme Range:** A unit firing at greater than Long Range, up to its listed Extreme Range, has its SPs quartered.
- iv. **Canister Range** is used only by Artillery units, and *increases* their SP strength by 50%.

- v. **Close Combat Weapons:** Units armed with “Cc” weapons may not issue normal Fire Combat.
- c. **Multiple Firing Units:** Firing is normally resolved by individual units. However, firing **Infantry** units *stacked in the same hex, or stacked in two adjacent hexes*, may add their SPs together into a single Fire Combat total. For the units in two adjacent hexes to be eligible to fire together, they must all be from the same Brigade. **Artillery** units *stacked in a single hex* may add their SPs together into a single Fire Combat total, but Artillery units in adjacent hexes may not add their SPs together. When combining units’ SPs, any Weapon Range considerations are applied normally and individually affect each unit’s SP contribution to the total. Add all fractional SPs together and then use the Universal Rounding Rule (see 4.8). When Infantry units in adjacent hexes combine fire, the most restrictive LOS condition that applies to either hex is applied to the combined fire. If Artillery and Infantry units are stacked together and issue Defensive Fire at the same attacker, add their eligible SPs together (and modify the two units separately as well).
- d. **Artillery in Difficult Terrain:** An Artillery unit located in an **Angled** or **Heavy Woods** hex *may not* issue Fire Combat.

12.2 Target Eligibility and the Lead Unit: When conducting Fire Combat, Players must determine which unit in the targeted hex is the **Lead Unit**. The Lead Unit uses its CR in resolving any Cohesion Test resulting from the fire.

- If there is only **one unit** in the targeted hex, it is the **Lead Unit**.
- If there are **multiple units** in the targeted hex, the **Lead Unit** is the one with the *largest printed SP* value in the hex. If multiple units in the hex are tied for the largest printed SP value, the owning player selects any one of those units to be the Lead Unit.

12.3 Fire Combat Procedure: The owning player of the firing unit(s) declares an eligible enemy target hex. The player finds the column on the **Combat Results Table** (CRT) that includes the total number of SPs firing at the target hex.

CRT Column Shifts: The player then consults the list of possible **Fire Combat Column Shifts** that would apply to this combat. Shifts can move to the left or to the right of the initial column. Combine all applicable column shifts first; then apply the net shift to get the final SP column to use. Fire with column shifts beyond the left of column “C” is resolved on column C. Fire with column shifts beyond the right of column “23+” are resolved on column “23+.”

The column shifts are as follows:

- Obscured LOS: Target in Heavy Woods: Shift two columns to the left.
- Obscured LOS: Target in Light Woods: Shift one column to the left.

- Obscured LOS: Firing Over Heavy Woods: Shift one column to the left if the LOS passes through one or more intervening Heavy Woods hexes at a lower elevation.
- Obscured LOS: Firing Over Any Units: Shift one column to the left if the LOS passes over any intervening units (friendly or enemy).
- Obscured LOS: Firing Through Light Woods: Shift one column to the left if the LOS passes through Light Woods hexes.
- Firer in Skirmish Order: Shift one column to the left. (See 18.0).
- Target in Skirmish Order: Shift two columns to the left. (See 18.0).
- Half or more of Firing Artillery SPs are “S” Weapon Type at Canister Range: Shift one column right.
- 50%+ are “Mx” type artillery unit firing at long or extreme range: Shift one column left.
- Flanking Fire: Shift one column to the right if the firing units qualify for Flanking Fire. (See 12.4)
- Target is Cavalry: Shift two columns to the right. Exception: Charging cavalry are not subject to this modifier.
- Firing unit is Cavalry: Shift two columns to the left.
- Firing Artillery is Low Ammo: Shift two columns to the left.
- Firing Unit plays a Tactics Event Chit: Shift two columns to the right.
- Target Unit plays a Tactics Event Chit: Shift two columns to the left.
- a. **Resolving Fire Combat:** When the final adjusted SP column is determined, the active player rolls two dice. Read the colored die first and the white die second to form a two-digit number that will range from **11** to **66**. For example, a roll of colored die **2** and white die **4** is read as “**24**.” The player then looks down the SP column to find the row containing the rolled number and checks the result contained in that box. If the result is only a dash (-), the fire has had no effect and this Fire Combat resolution is over. If the result includes at least one colored box, the Lead Unit in the targeted hex may take a Cohesion Test (see below).
- b. **Cohesion Test Determination:** Check the modified Cohesion Rating of the **Lead Unit** (see 12.2) in the targeted hex. If the number range of a colored box in the combat result includes the Lead Unit’s modified CR, that unit is subject to a **Fire Combat Cohesion Test**. The color of the corresponding box dictates which Cohesion Test is required – red is **Severe**, yellow is **Tough** and green is **Routine**. If the Lead Unit’s CR is not included in a colored box, the result is treated as a dash (-

) result and thus no effect. **Exception: If this happens during Close Combat this will create a Cohesion Test.**

Fire Combat Example: A Rebel unit from Hebert-A's Brigade – the 3rd LA (10-5) – located in a Clear terrain hex two hexes from the Union 2nd MO (9-5), which occupies a Light Woods hex. It is the Fire Step of Hebert-A's Brigade Activation Phase and the Brigade is under **Attack** Orders. The Louisiana unit decides to issue Fire Combat at the Union unit. The unit would normally fire with **10 SPs**, but the SP value is reduced to 25% due to the fire being issued at "Extreme" range (the unit is armed with a "S" weapon). This gives a net total of **2 SPs** and puts the combat on the "2" column of the Combat Resolution Table. This is shifted one column to the left for an **Obscured LOS** (firing into a Light Woods hex). That means the fire is resolved on the "1" column. The Confederate player rolls two dice and gets a **6** on the colored die and a **5** on the white die. He reads down the "1" column to the range of results that includes "65" (this would be the "65-66" line) to get the result of the fire. This gives a result of

-	0-1		2-4
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. The targeted hex has a Lead Unit with a CR of **5** and thus the fire has no effect. If the 2nd MO was **Shaken**, its CR would be modified to **4**, and it would have to take a **Routine** Fire Combat Cohesion Test.

c. If a Cohesion Test is required, consult the **Cohesion Test** procedures (see 15.0).

12.4 Flanking Fire: If a hex is targeted by Fire Combat (for any reason) from **two or more** different enemy units who's LOS into the target hex is *separated from the other LOS by at least one full hexside*, it is subject to **Flanking Fire**. To use Flanking Fire on a hex, the firing player must announce all included fire attacks against the target hex prior to resolving any of them. Resolve this fire normally with all firing units involved in the Flanking Fire each receiving a one-column shift to the right. If all units in the targeted hex are retreated or placed on the Broken Track before all fire against it is resolved, any remaining firing units may fire at different targets. However, if any units remain in the originally targeted hex, all units announced to be participating in the Flanking Fire must still target that hex.

Note: To speed up the play of the game it is strongly suggested the player roll the dice for Fire Combat before figuring every single modifier once you are familiar with the CRT. A low die roll is a miss against anything but the very lowest cohesion's.

13.0 Movement

Movement is conducted during the **Artillery Phase** (by Artillery units only) and the **Movement Step** (by activated Infantry and Cavalry units only). Certain Event chits also allow movement.

13.1 Movement Procedure: Units are moved one at a time (or one stack at a time, see 13.4), each completing its move before another unit or stack moves, and cannot end their move in an over-stacked situation (see 6.0). Units move from hex to adjacent hex and expend **Movement Points (MPs)** as they enter a hex. Each

unit has a **Movement Allowance**, representing the number of MPs that it can expend during each movement.

13.2 Movement Allowance: The distance an Artillery unit can move is either 6 MPs for Confederate units and 8 MPs for Union units. The distance Infantry and Cavalry units can move in a step is predicated on the **Order** that was issued (see 11.0) for the Brigade during the preceding Orders Step. Some Event chits can change a unit's Movement Allowance.

13.3 Terrain Movement Costs: Each hex has a dominant terrain feature and costs one or more MPs to enter. These costs differ for each type of unit. Refer to the **Terrain Effects Chart** for these terrain costs. Where multiple Terrain types affect a unit entering a hex, their costs are cumulative. If a unit does not have sufficient MPs remaining to enter a hex, it must halt its movement in its current hex. However, a unit may *always* move at least one hex during its movement, regardless of terrain costs as long as it does not overstack.

13.4 Stack Movement: A stack of units may be moved as one entity or each individual unit can be moved separately, at the owning player's discretion.

13.5 Roads: A unit moving from any one **Road** hex to a *connected Road* hex (i.e., the road graphic itself crosses the hexside between them) pays only **1 MP** for each hex entered, regardless of the other terrain in the hex or on the hexside.

a. **March Column Rate:** A unit that is under **Maneuver** Orders or any Artillery unit pays only $\frac{1}{2}$ **MP** per hex entered when moving along *connected Main Road* hexes, regardless of the other terrain in the hex or on the hexside crossed to enter it.

b. **Road Stacking Limit:** The stacking limit when a unit is using the Road or March Column movement rate is only **8 SPs at all times** – meaning that units *cannot even pass through a hex* containing other units at the Road or March Column rate if it would cause the total SPs in the hex to exceed 8 SPs. The moving unit or stack must pay the Movement Cost of the *other terrain* in a hex and on the hexside crossed if the stacking limit is exceeded in that hex. Cavalry and artillery units pay 3MP to enter a road hex in heavy woods that exceeds the road stacking limit. Single units of greater than 8 SPs *may* use the Road and March Column rates (but not when passing through hexes containing any other units).

c. **Cavalry and Artillery in Heavy Woods:** Cavalry and Artillery units must move along a connected **Road** to enter or leave a **Heavy Woods** terrain hexes.

Movement Example: The 1 *Cher Cavalry* unit (6 SP) is in hex 3012 and on a maneuver order and the 17 *AR Infantry* unit (8 SP) is in the adjacent hex 2911. If the 1 *Cher Cavalry* wants to move through 2911, it must pay the cost of the Light Woods in the hex as the stacking limit of 8 SP would be exceeded and thus the Road benefit would not apply. After entering this hex and paying the 2 MP, however, the unit could then continue along the Main Road

to hex 2811 (1/2 MP), 2710 (1/2 MP), etc. as long as it does not enter a hex that would again exceed stacking limits.

13.6 Engagement: An **Infantry** or **Cavalry** unit becomes **Engaged** when it moves *adjacent* to an enemy unit during movement. An **Artillery** unit becomes **Engaged** when it is *within two hexes* of an enemy unit. **Artillery** units *may not voluntarily move* to become Engaged during their movement. Once artillery is engaged it may only voluntarily move to increase the distance from the enemy. Some **Brigade Orders** do not allow Engagement.

13.7 Opportunity Fire: If a unit or stack of units conducts movement (voluntary or not) out of a hex that is adjacent to one or more enemy units, it must first endure **Opportunity Fire** (**Exceptions:** Advance After Close Combat – see 15.8, Mounted Cavalry Withdrawal – see 14.2.2, and Skirmish Screens – see 18.2). This movement must be announced. The enemy player may then issue Fire Combat from all adjacent enemy units before the unit moves. This fire is conducted normally (including being able to combine SPs of eligible firing units), except that units halve their SPs to resolve the fire. Apply all Fire Combat results normally, but the moving unit is automatically the Lead Unit – non-moving units in the same hex cannot be affected other than due to a Panic Result (see 15.1c). If the moving unit suffers any Retreat result from this fire, its intended movement is cancelled and it must conduct only the Retreat move. There is no limit to the number of times a unit can be subject to Opportunity Fire nor how many times a unit can issue such fire. A Mounted Cavalry unit that Dismounts and a Dismounted Cavalry unit that Mounts while adjacent to an enemy unit is also subject to Opportunity Fire immediately *after* flipping to its new side.

A unit conducting a **Retreat** move (see 15.4) does not qualify for Opportunity Fire in the initial hex of the retreat. In other words, enemy units adjacent to the Retreating unit when it starts its Retreat move may not issue Opportunity Fire. However, if the Retreating unit retreats more than one hex, it is subject to normal Opportunity Fire in each hex it exits after the first.

Note that this means that the retreating unit does not normally suffer Opportunity Fire from the units that caused the retreat in the first place. It will suffer fire from enemy units that it must retreat past as it runs away – essentially “running the gauntlet” if it is in a poor position.

13.8 Cavalry Withdrawal: Upon an enemy **Infantry** unit moving *within one or two hexes* of a friendly Cavalry unit, the non-moving player *may* immediately retreat the Cavalry unit **one hex away** from the moving enemy. The hex must be one the cavalry unit may enter while mounted and may not be one that would create an overstacking situation. There is no limit to the number of times a Cavalry unit can withdraw one hex from various enemy moves in a turn. The Cavalry unit may decide at any time to cease withdrawing and remain in position.

13.9 Cavalry Mounting and Dismounting: Cavalry units are either on their “Mounted” or “Dismounted” side. They may flip from one

side to the other at any time during their movement by paying **3 MP** to change modes. The movement allowance of the unit remains that it began the movement with. If they do not have sufficient movement left to pay the full cost, they may not Mount or Dismount this move. Mounting or Dismounting adjacent to an enemy unit can trigger Opportunity Fire (13.7).

For example, if the 1st MO Cavalry unit is under Attack Orders and begins its move on its “mounted” side, it would have 8 MP to use. It could enter a Light Woods hex (3 MP), dismount (3 MP) and then move into another Light Woods hex (2 MP).

13.10 Cavalry Charge Moves: Cavalry units may make a special Charge Move which grants them a benefit in Close Combat. To Charge, the Cavalry unit must meet these conditions:

- It may not be Shaken or Disrupted (15.6);
- It must be in Clear or Light Woods terrain at the start of the Movement Step;
- It may only enter non-Angled Clear or Light Woods hexes
- It may not enter a hex so as to create an overstacked situation at any time during its move.
- It must end its Charge Move Engaged (13.6) with an enemy
- The targeted enemy hex must contain only Infantry and/or Artillery units in non-Angled Clear or Light Woods hexes
- In all cases, the Charge Move may not cross **up** a Slope or Steep Slope (3.2b) hexside nor can the targeted enemy hex be located through such a hexside.

If all these conditions are met a Close Combat **must** then be declared during the Close Combat Step. The Charging Cavalry unit will receive a bonus of two column shifts to the right if it is the lead unit in the Close Combat.

13.11 Reinforcements Arrival: Artillery units are placed in the hex specified at the start of the Artillery phase, even if overstacked. Infantry and Cavalry reinforcements are all placed in the specified hex– even overstacked if necessary – only upon the units being activated with a Full Activation. A Limited Activation will simply “burn” the brigade’s activation and the units will not enter the game at that time. Reinforcement units move normally from their initial location upon entry, and if overstacked, must observe Stacking Limits at the end of that first move. Should the reinforcing units be frozen into an overstacked situation (such as by being forced to operate under a Regroup Order), the player must move one unit at a time, starting with the largest SP unit, to an adjacent legal hex until the initial hex meets the Stacking Limit. If the assigned hex is occupied by or adjacent to any enemy unit(s), the reinforcements are delayed until the next turn. If the originally assigned arrival hex is still occupied by or adjacent to any enemy unit(s) when the reinforcements are next activated, they instead enter at the closest eligible hex to the originally assigned arrival hex that is not occupied by or adjacent to any enemy unit(s). If

multiple hexes qualify, the owning player may choose among them.

13.12 Off-Map Withdrawals: A unit may move off the game map by paying **1 MP** to move from any map edge hex (regardless of the terrain in the hex) off the map. The unit is removed from the map and is permanently out of the game. It may not return at any time, **but it does not count as an eliminated unit for Victory Point purposes** (see 19.0).

13.13 Union Artillery Ammo Resupply: If a Union Artillery unit ends its Movement Step in hex **#1624, Pratt's Store** (representing the Union HQ and supply trains), it may remove all "Low Ammo" markers it may have. Place the markers back into the available pool of markers.

14.0 Close Combat

Close Combat represents in-close fighting such as short-range firefights, mental intimidation, and, in rare instances, actual bayonet and hand-to-hand melee combat. Close Combat is resolved in the same manner as **Fire Combat**, with the following exceptions:

- Cohesion Tests are resolved on the **Close Combat Cohesion Test Table** instead of the Fire Combat Cohesion Test Table.
- A **Close Combat Cohesion Test** is *always* required, regardless of the result achieved on the Combat Results Table. If a "No Effect" result is achieved on the CRT, this is termed a **Close Fight** result and still requires a reference to the Close Combat Cohesion Test Table under the "**Close Fight**" column (and these results may affect the attacker as well as the defender).

14.1a Close Combat Ineligibility: Artillery units may never initiate Close Combat nor may Cavalry units attack any hex it may not enter during movement.

14.1b Close Combat Declaration: At the start of the **Close Combat Step**, the active player must announce every Close Combat he plans on making in the current Step, and must designate all attacking units and which hexes they are attacking. Multiple attacking units that are adjacent to the same enemy hex may all attack that hex if they wish. An attacking unit is not obligated to attack any or all adjacent occupied hexes. However, once an attacking unit is announced, it is committed to attacking the designated hex in the current Step.

14.2 Close Combat Procedure: Each announced Close Combat is resolved individually and in its entirety before moving on to the next Close Combat. The order of Close Combats is up to the active player, who does not have to declare the order of Close Combats at the start of the Step. A Close Combat is resolved in the following order:

1. **Defensive Fire:** Enemy units in the targeted hex may issue **Defensive Fire**. In addition, other enemy units adjacent to any currently attacking unit(s), and who are not themselves the target of a different declared Close Combat during this Step, may also issue Defensive Fire, but with **only 50% of their SPs** (this is termed **Supporting Defensive Fire**). All such Defensive Fire is issued normally and in any order chosen by the defending player. If any **Retreat** result is achieved, or if an attacking unit is placed on the **Broken Track**, the retreated or broken unit(s) cannot take part any further in the Close Combat. Should there be more than one defending unit in the attacked hex, each defending unit may issue Defensive Fire at the same attacking hex, or each can fire at a different attacking hex (if there are more than one).

Special Note: Defending Infantry units armed with "Cc" weapons **may issue Defensive Fire** (treated as "Effective" Range). Defending Cavalry units armed with "Cc" weapons **may not issue Defensive Fire** and all Defending Cavalry units (regardless of weapon) attacked by other Cavalry units **may not issue Defensive Fire**.

2. **Cavalry Withdrawal:** In lieu of issuing Defensive Fire, an attacked **Cavalry** unit may instead immediately withdraw one hex away from an attacking enemy **Infantry** unit (only). The hex withdrawn to must be a hex the Cavalry could legally enter. The enemy unit may then Advance After Close Combat (see 15.9). There is no limit to the number of times a Cavalry unit can withdraw from various enemy Infantry attacks in a turn. The Cavalry unit **does not suffer Opportunity Fire** when withdrawing.
3. **Initial Close Combat CRT Column:** Any announced attacking units that did not Retreat and that were not Broken by Defensive Fire must continue to conduct the Close Combat (regardless of the Defensive Fire results on any other attacking units). The attacking player finds the column on the Combat Results Table (CRT) that includes the total number of SPs of the attacking units. All attacking units in the same hex must add their SPs together into one total. **Note that units armed with "Cc" weapons may attack in close combat at 100% of the unit's SP value.**

If there is more than one attacking hex committed against the same defending hex, the attacking player must designate one of the attacking hexes as the **Assaulting Hex**. The other attacking hexes are called **Flanking Hexes**. Only units in the Assaulting Hex are used to determine the SP total on the CRT, as well as to determine eligibility for all column-shift modifiers except the Odds modifier. For purposes of the Odds column shift modifier only, count *all* the attacking SPs taking part in this Close Combat (i.e., from the Assaulting Hex plus all the Flanking Hexes), and use that SP total to calculate any eligible Odds column shift (only). Flanking Hex units **may** still participate in an eligible Advance After Close Combat (see 15.8).

4. **CRT Column Shifts:**

- Total Attacking SPs are Triple the Defending SPs (3:1 Odds): Shift three columns to the right.
- Total Attacking SPs are Double the Defending SPs (2:1 Odds): Shift two columns to the right.
- Total Attacking SPs are 50% more than the Defending SPs (3:2 Odds): Shift one column to the right.
- Defending SPs are 50% more than the Total Attacking SPs (2:3 Odds): Shift one column to the left.
- Defending SPs are Double the Total Attacking SPs (1:2 Odds): Shift two columns to the left.
- Defending SPs are at least Triple the Total Attacking SPs (1:3 Odds): Shift three columns to the left.
- Only one of the above six Odds column shifts can apply in each combat. Other column shifts are cumulative.
- Half or more Defending SPs are Artillery: Shift four columns to the right.
- The best Attacking unit's CR is higher than the Lead Unit's CR: Shift one column to the right if any attacking unit (only considering units in the Assaulting Hex if a multi-hex attack) has a higher Cohesion Rating than the defending Lead Unit.
- The Defending Lead Unit's CR is higher than the best Attacking unit's CR: Shift one column to the left if the defending Lead Unit has a higher Cohesion Rating than every attacking unit (in the Assaulting hex only if a multi-hex attack).
- Defending unit is on Higher-elevation side of a Slope hexside than Attacker: Shift two columns to the left.
- Defending unit is on Higher-elevation side of a Steep Slope hexside than Attacker: Shift three columns to the left.
- Half or more of Attacking SPs are Smoothbore-musket armed: Shift one column to the right.
- Half or more of Defending SPs are Smoothbore-musket armed: Shift one column to the left.
- Confederate "Rebel Yell!" attack: Shift two columns to the right.
- Defender is Cavalry: Shift three columns left.
- Attacking Unit is Charging Cavalry against Infantry/Artillery: Shift two columns to the right.
- Attacking Unit plays a Tactics Event Chit: Shift two columns to the right.
- Defending Unit plays a Tactics Event Chit: Shift two columns to the left.

- Flanking Attack: Shift two columns to the right if a Flanking Hex is at least two hexes away from the Assaulting Hex in the same combat or if there are two or more Flanking Hexes involved in the same attack (regardless of their position relative to the Assaulting Hex).

5. Resolving Close Combat Attacks: The method used to resolve Close Combat Attacks is identical to the method for resolving Fire Combat (see 12.3b).

6. Cohesion Test Determination: Close Combats use the same procedure as Fire Combat for determining which Cohesion Test is required, but use the **Close Combat Cohesion Test** portion of the table. *However, it is very important to note that ALL Close Combat results (even a "-" result) require reference to the Close Combat Cohesion Test Table!*

15.0 Cohesion Tests

During Fire Combat and Close Combat, some results will require affected units to take a **Cohesion Test**. This involves a roll of both dice on the Cohesion Test Table corresponding to the combat type. The owner of the unit(s) taking the test rolls both dice, then cross references the colored die with the **Depletion Result** column and the white die with the **Skedaddle Result** column. Cohesion Tests are always resolved in order from left to right – apply each result in its entirety and then proceed to the next result. Lead Units always have any results applied to them first before proceeding to results pertaining to any other units.

15.1 Fire Combat Cohesion Test Procedure: The player owning the unit(s) subject to a Fire Combat Cohesion Test refers to the **Fire Combat Cohesion Test Table** and finds the section that corresponds with the Cohesion Test type achieved on the CRT - *Routine, Tough or Severe*. The **Depletion Test** is resolved and completely applied first. Then the **Skedaddle Test** is resolved.

a. Depletion Test: The first Cohesion Test is the **Depletion Test**. Find the row that matches the colored die roll in the section that corresponds with the type of Cohesion Test required.

b. No Effect (-): The test is passed and there is no effect on the Lead Unit.

Deplete (D): The Lead Unit, if on its *FR* side, is flipped over to its *BW* side. If it is already on its *BW* side, it must take an immediate **Break Test** (see 15.7).

Deplete Two Units (D2): The Lead Unit plus the next largest **printed** SP unit in the target hex each suffer a **Deplete** result as above. If only one unit is in the target hex, treat this as a "D".

Deplete All Units (D all): Every unit in the target hex suffers a **Deplete** result as above.

c. Skedaddle Test: The second Cohesion Test is the **Skedaddle Test**. Find the row that matches the white die roll in the

section that corresponds with the type of Cohesion Test required. Sometimes, multiple results can be listed, in which case all are applied together.

No Effect (-): The test is passed and the Lead Unit is unaffected.

Morale Hit (MH): The Lead Unit is given a **Morale Hit** (see 15.6). A result of **2MH** indicates that two Morale Hits are incurred by the Lead Unit.

Break Test (BT): The Lead Unit must take a **Break Test** (see 15.7).

Retreat (R #): The Lead Unit **Retreats** (see 15.4) the number of hexes indicated.

Panic Result (P): This result means that, in addition to the normal result to the Lead Unit, one other unit (if available) will **Panic**. The *firing player* selects one enemy unit (not the Lead Unit) in the targeted hex, or in an adjacent hex, that has a *modified CR* of **3** or less. This selected **Panicked** unit then suffers the same **Skedaddle Test** result (only) as the Lead Unit. No Panic occurs if there are no eligible units with a low enough CR.

Important Note: The Panic result is applied *after* all results are first applied to the Lead Unit. Thus, the retreat of the Lead Unit may affect the Unit Support status (and thus the modified CR) of any potential panicking units.

Panic Example: A stack of three targeted units of **4 SPs**, **3 SPs** and **1 SP** and all with a printed CR of **3** and no markers are attacked by Fire Combat. The CRT roll achieves a **“Tough”** Cohesion Test result. Adjacent to the stack of three defenders is a single friendly Shaken unit with **6 SPs** and a CR of **4**. The attacking player rolls a **colored 5** and a **white 5**, which is a **D2** Depletion Test result and a **MH R2 (P)** Skedaddle Test result. The **Depletion Test** result is applied first, and the **D2** causes the defending Lead Unit (the **4 SP** unit) and the next-largest SP unit (the **3 SP** unit) to be flipped to their *BW* sides. The Lead Unit is now **1 SP** with a CR of **2** and the other affected unit is now a **C SP** unit with a CR of **2**. The **Skedaddle Test** is then applied, and the Lead Unit is given a **“Shaken”** marker and Retreats two hexes.

The Panic Result must now be resolved. The *firing player* can apply the **Panic Result** to the **1 SP** unit (CR 2), **C SP** unit (CR 2) or the adjacent Shaken **6 SP** unit (CR 3), as all three qualify. He chooses the adjacent **6 SP** unit and that unit becomes **“Disrupted”** and then Retreats two hexes.

15.2 Close Combat Cohesion Test Procedure: The players refer to the **Close Combat Cohesion Test Table** and find the section that corresponds with the type of Cohesion Test result achieved on the CRT - *Close Fight, Routine, Tough* or *Severe*. The **Depletion Test** is resolved and completely applied **first**. Then the **Skedaddle Test** is resolved.

a. **Depletion Test:** The first Cohesion Test is the **Depletion Test**. Find the row that matches the colored die roll in the section that corresponds with the type of Cohesion Test required.

b. **No Effect (-):** The test is passed and there is no effect on the Lead Unit.

Attacker Deplete (AD): The *attacking* unit with the largest *printed* SP value (from the Assaulting Hex if multiple attackers, and owning player’s choice if more than one such unit) is affected. A unit on its *FR* side is flipped to its *BW* side. A unit already on its *BW* side takes an immediate **Break Test** (see 15.7).

Deplete (D): as Fire Combat Cohesion Test

Deplete Two Units (D2): as Fire Combat Cohesion Test

Deplete All Units (D all): as Fire Combat Cohesion Test

Both Deplete (BD): the defending Lead Unit suffers a **Deplete** result *and* the *attacking* unit with the largest *printed* SP value (from the Assaulting Hex if multiple attackers, and owning player’s choice if more than one such unit) suffers an **Attacker Deplete** result. **Exception:** If the attacking units have a total modified SP value that is at least triple the total modified SP value of the units in the defending hex, apply only the **“D”** result. If the units in the defending hex have a total modified SP value that is at least triple the total modified SP value of the attacking units apply only the **“AD”** result.

d. **Skedaddle Test:** The second Cohesion Test is the **Skedaddle Test**. Find the row that matches the white die roll in the section that corresponds with the type of Cohesion Test required. The result of the Skedaddle Test in a Close Combat is applied differently than in a Fire Combat. The entire result is applied to the defending Lead Unit normally, *while any Retreat (R) portion of the result (only) is applied to all defending units in the hex*. Note that a **Panic Result** will still affect a second unit either in the hex or in an adjacent hex. If multiple results are listed, all are applied together.

No Effect (-): The test is passed and the Lead Unit is unaffected.

Attacker Morale Hit (AMH): The *attacking* unit with the largest *printed* SP value (from the Assaulting Hex if multiple attackers, and owning player’s choice if more than one such unit) receives a **Morale Hit** (see 15.6).

Attacker Retreats (AR #): The *attacking* unit with the largest *printed* SP value (from the Assaulting Hex if multiple attackers, and owning player’s choice if more than one such unit) **Retreats** (see 15.4) the number of hexes indicated.

Morale Hit (MH): as Fire Combat Cohesion Test

Break Test (BT): as Fire Combat Cohesion Test

Defenders Retreat (RA #): All units in the defending hex each **Retreat** (see 15.4) the number of hexes indicated.

Panic Result (P): as Fire Combat Cohesion Test

15.4 Retreat Movement: If the Cohesion test result dictates a **Retreat**, the affected unit must be immediately retreated. Retreat movement is counted in total hexes – not MPs! *The terrain MP cost of hexes retreated through is ignored.* The unit must retreat the entire distance mandated by the test result. Retreats are conducted by the owning player, one unit at a time if a stack is affected, and follow this order of priority:

- The retreating unit must meet these requirements:
 - It must finish its retreat the number of hexes away from its original location specified by the retreat result. This means that a unit might retreat more hexes than specified to avoid other retreat restrictions, as long as it ends up that far away from its original hex.
 - It may not enter a hex with an enemy unit.
 - It may not enter an impassable hex or cross an impassable hexside. This includes artillery retreating into a heavy woods hex unless it is following a connected Road.

If the retreating unit cannot retreat without meeting **all** these requirements, it is placed in **Broken Box 3** on the **Broken Track**. Exception: Artillery and Fragile units are eliminated.

If the first set of retreat requirements can be met the following restrictions must be met, **if possible**. They are listed in order of precedence.

(1) The retreat path must follow hexes not adjacent to the enemy unit(s) that caused the retreat.

(2) The retreating unit must avoid moving adjacent to other enemy unit(s) that did not cause the retreat.

(3) The unit must also, where possible within the above requirements, decrease its distance from its side of the map with each hex retreated. The Union player must try to retreat towards the **South** map edge (all hexes starting in “10xx”) and the Confederate player towards the **North** map edge (hexes starting in “32xx” on Leetown map or “39xx” on Elkhorn Tavern map in either “xx17” or “xx18”). If a retreating unit reaches the map edge and has not yet completed its retreat, place it in **Broken Box 1** on the **Broken Track**. Exception: Artillery and Fragile units are eliminated.

Note that if a retreating unit moves from a hex adjacent to one or more enemy units (other than the initial hex of retreat), those enemy units may issue eligible **Opportunity Fire** (see 13.7). Any Depletion, Break Test and/or Retreat result received is applied

normally at that point in the retreat, with a Retreat result being added to the total current Retreat distance. Also, be aware that a retreating unit can suffer multiple Opportunity Fires.

The retreating unit may not end its retreat in a hex so as to cause the hex to be over stacked. If the only hex available to retreat into that meets all the higher priorities is a hex that would now be over stacked the retreating unit retreats additional hexes until it reaches a hex it can legally stack in.

Retreating Cavalry units **must** Dismount during the Retreat move if the retreat priorities force a retreat through terrain it may not enter while mounted. (For example, to retreat through a Heavy Woods or across a Steep Slope)

15.5 Unit Support: Units that have friendly units from the same brigade in the immediate vicinity can derive morale and physical support from those units, boosting their own ability to withstand enemy fire or assault. This is modeled by modifying an unsupported unit’s **CR**. Unit Support is judged and applied in every instance that a unit is required to refer to its **modified CR**.

a. **Unit Support Qualification:** The definition of **Support** depends on the type of unit involved, as follows:

- i. **Any Unit in Heavy Woods:** A unit located in a **Heavy Woods** hex *never* receives Support, nor does it provide Support to any other Unit. This supersedes all other Support qualifications.
- ii. **Infantry and Cavalry:** An **Infantry** or **Cavalry** unit is **Supported** if there is at least one *non-Shaken* and *non-Disrupted Infantry* or **Cavalry** unit from the same Brigade stacked with it or in an adjacent hex.
- iii. **Artillery:** An **Artillery** unit is **Supported** only when stacked with or adjacent to any *non-Shaken* and *non-Disrupted Infantry* or **Cavalry** unit.
- iv. **Unit on the Broken Track:** Units in the “Available” box on the Broken Track that are attempting to Rebuild *are automatically Supported*.

c. **Unit Support Effect:** If a unit does not have qualifying Unit Support, it is deemed to be **Unsupported** and its **CR** is decreased by one (-1).

15.6 Morale Hits: If the Cohesion Test result indicates a **Morale Hit (M)**, the testing unit applies this result as follows:

- **Unit does not already have a Morale Hit marker:** The unit receives a “Shaken” marker and its **SP** and **CR** values are each reduced by one (-1). If the unit receives two Morale Hits, the marker is placed on its “Disrupted” side and the unit’s **SP** and **CR** values are each reduced by two (-2).
- **Unit already has a “Shaken” marker:** The unit’s current marker is flipped over to its “Disrupted” side and the unit’s **SP**

and **CR** values are each reduced by two (-2). If the unit receives two Morale Hits, it is made Disrupted and then must take a Break Test (see below).

- **Unit already has a “Disrupted” marker:** The unit keeps its “Disrupted” marker and must take an immediate **Break Test** (see 15.7). If the unit receives two Morale Hits, it must take two separate Break Tests.

15.7 Break Test: Certain Cohesion Test Table results call for units in extreme distress to make a **Break Test**.

- A unit receiving a “**Break Test (BT)**” result.
- A unit on its *BW* side receiving a “**Deplete (D)**” result.
- A unit with a “Disrupted” marker receiving a “**Morale Hit (M)**” result.

A Break Test is resolved immediately upon a unit receiving it. Note that a unit could be required to take more than one Break Test from the same result (for example, a Disrupted unit that receives two Morale Hits). When resolving a Break Test, the owning player rolls one die and compares it to the testing unit’s modified **CR**. Find the row on the **Break Test Table** that corresponds to the die roll and apply the indicated result as follows:

- **Die Roll equals or is less than CR:** The testing unit is given a “Shaken” marker. If it is already Shaken, flip the marker to its “Disrupted” side. If the unit is already Disrupted, there is no effect.
- **Die Roll 1 more than CR:** Remove any Morale Hit markers and then place the unit, on its *BW* side, into **Broken Box 1** on the **Broken Track**. Exception: If the affected unit is **Artillery** or a **Fragile** unit (4.1), it is eliminated.
- **Die Roll 2 more than CR:** Remove any Morale Hit markers and then place the unit, on its *BW* side, into **Broken Box 2** on the **Broken Track**. Exception: If the affected unit is **Artillery** or a **Fragile** unit, it is eliminated.
- **Die Roll 3+ more than CR:** Remove any Morale Hit markers and then place the unit, on its *BW* side, into **Broken Box 3** on the **Broken Track**. Exception: If the affected unit is **Artillery** or a **Fragile** unit, it is eliminated.

15.8 Advance After Close Combat: When a hex is vacated by all enemy unit(s) after taking a Cohesion Test caused by a Close Combat (only), the surviving friendly unit(s) that were committed to attack the hex (including **Flanking Hex** units) or that were attacked from the hex may advance to occupy the now-empty hex, up to the stacking limit. Note that this advance is allowed to both attacking and defending units. Advancing units are not subject to Opportunity Fire (see 13.7) when they make the advancing move.

If the defeated enemy retreated two or more hexes or was **Broken** (for any reason), the victorious units may advance two hexes. The first hex advanced must be the hex previously occupied by the retreating unit(s). The second hex can be any legal hex adjacent to that hex. Again, no Opportunity Fire is allowed against advancing units.

15.9 The Broken Track: Most Infantry and Cavalry units in *Thunder in the Ozarks* do not get permanently eliminated from the game. They are placed on the **Broken Track** into one of several boxes which corresponds to a unit’s level of distress. Cavalry units placed on the Broken Track are placed on their **dismounted** side,

Artillery units and **Fragile** units are never placed on the Broken Track. Instead, they are permanently eliminated from play. Exception: See Tactics event chit descriptions.

The Broken Boxes: Each Broken Box is labeled with a number or “Available”. Broken Box “3” represents the greatest degree of disorganization and demoralization. The “Available” Box represents the least disorganized Broken state. Units are placed in a numbered box per the Cohesion Test result achieved. Units on the Broken Track are always placed on their *BW* side. Remove any markers from a unit on the Broken Track.

- Broken Track Adjustments:** During the **End Turn Phase**, all units in each Box are moved down the track to the next lower-numbered Box or to the “Available” Box (from the “1” Box). Units in the “Available” Box must remain in that Box for the remainder of the game unless **Rebuilt** (see 17.2b). To prevent confusion, move units in the “1” Box first, then the “2” Box, then the “3” Box.
- Rally Eligibility:** Units located in the “Available” Box are eligible to use a **Rebuild** action (see 17.2b). Rebuilt units are immediately removed from the “Available” Broken Box and placed on the map in an eligible location on their *BW* side.

Close Combat and Cohesion Test Example: Union units *4th MO* (3-2 on its dismounted side) and *5th MO* (3-3 on its dismounted side) are stacked together, under Attack Orders and adjacent to a *Battleworn* Rebel stack consisting of the *15th AR* (3-2) and the *5th LA* (5-4). The Union stack is situated on Level-4 Clear terrain, while the Rebels are on Level-5 Clear terrain with a Slope hexside between the two stacks. The Union player decides to declare a Close Combat attack. The Rebel units issue Defensive Fire and get a “No Result.” The Union units then attack with 6 SPs, starting the combat on the “6-7” column. This combat is then shifted two columns to the left due to the Slope hexside, and another column to the left because at least 50% of the Rebel SPs are from “Sm”-armed Infantry. That’s three column shifts left, which puts the final Close Combat CRT column at “3”. The Union player rolls his dice and gets a colored 5 and a white 2 for “52”. Looking down the “3” column, we see that a roll of 52 corresponds to the “51–53” row and a result of

-	0	1-3
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. The Rebel Lead Unit is the *5th LA*, which has a CR of 4 (its printed CR of 4 is used because it has Unit Support from the *15th AR*, which is also from Hebert-A’s Brigade). The result is “–”, which during a Close Combat is a **Close Fight**

result. The Union player rolls his two dice again, this time rolling a **5** on the colored die and a **3** on the white die, and references the “**Close Fight**” section of the Close Combat Cohesion Test Table.

The **Depletion Test** result is “**BD***,” therefore both sides need to Deplete a unit. The Union player will Deplete the *4th MO* (both Union units are the same SP value, so it’s the owning player’s choice), and since it is already on its BW side (it’s a Fragile Unit), the unit must take a Break Test. The Union player rolls one die against the unit’s printed CR of **2** and rolls a **1**, which means the unit is not eliminated but is given a “Shaken” marker. The Confederate player must also have the *5th LA* (the defending Lead Unit) take a Break Test since it’s on its BW side and he rolls a **4**, which keeps the unit in the game but it also gets a “Shaken” marker.

The **Skeddadle Test** result is “**AMH**”, which means one of the two attacking Union units must take a Morale Hit. Again, both are of the same size (printed SPs, not modified SPs), and the Union player places a “Shaken” marker on the *5th MO* so that the *4th MO* doesn’t suffer another Morale Hit and become Disrupted.

16.0 Skirmish Order

Infantry and Cavalry units can enter Skirmish Order (**SO**), meaning that they are deployed in an open, spread-out formation. This formation conveys certain benefits and penalties. These units are designated by placing a “Skirmish Order” marker on top of the unit counter. Each side may only have **two** units in SO at any given time. Units may enter or leave SO during the game by paying the MP cost to do so.

16.1 Skirmish Order Movement: Units in SO move normally but pay **one less MP** for each hex (minimum of 1 MP per hex). SO units may not use the **March Column** movement rate, regardless of their Order or movement path, nor may they Engage (see 13.6) an enemy unit. To enter or leave Skirmish Order, an SO unit pays **2 MP** at the start of its Movement Step and places or removes the SO marker. A unit may not enter SO while adjacent to the enemy.

16.2 Skirmish Screen Effects: An enemy unit that moves adjacent to an SO unit must pay one extra MP (this simulates the effects of harassing fire). After this move, the SO unit must immediately withdraw one hex away from the moving enemy unit into a legal hex that is not adjacent to any enemy unit. If it cannot withdraw one hex and meet those conditions, then it must continue to withdraw until it reaches a legal hex that is not adjacent to any enemy unit. If no such hex is available, the unit is placed in the Broken 1 box. This procedure is conducted with each individual adjacent movement by an enemy unit, even if the SO unit is stacked with other non-SO units, and even due to enemy Advance After Combat or Retreat movement. (In these later two cases, however, obviously, no MP penalty is applied to the moving enemy.) Skirmish Order units withdrawing in this way do not suffer Opportunity Fire from any enemy unit.

16.3 Skirmish Order Fire Combat Effects: SO units may issue normal Fire Combat and be the targets of enemy Fire Combat. However, note the special column shifts that are applied in both instances.

16.4 Skirmish Order Close Combat: Units in SO never engage in Close Combat. They may not conduct a Close Combat attack and must always move away from an advancing enemy unit.

Skirmish Order Example: The Union *24th MO* unit is in Skirmish Order and located in a Heavy Woods hex. The Rebel *Hughes* unit, as the first move of its Movement Step under Attack Orders, moves into a Clear hex adjacent to the *24th MO*. That hex costs the Confederate unit **two Movement Points** – one for the Clear hex and an extra one for the Skirmish Screen of the *24th*. The Missourians must then move one hex away from the Rebs, in this case further into the Heavy Woods. The *33rd* only has four Movement Points left (6 MPs for the Attack Order, less two for the hex just entered). It can then move into the Heavy Woods hex previously occupied by the *24th MO* unit, but such a move would cost the moving Confederates the remainder of their move – 3 MP for the Heavy Woods hex and an additional MP for moving adjacent to the skirmishing *24th MO* unit again. The Union skirmishers would move away once more and the Rebs would now have to stop in that hex for the turn.

17.0 Rally

To get Battle Worn, Shaken, and Disrupted units back into the fight, players must attempt to Rally those units. This activity may only be attempted during the active Brigade’s **Rally Step**, and only under certain orders and in certain conditions.

17.1 Rally Eligibility: To attempt a Rally, a unit must meet all the following qualifications:

- If an **Infantry** or **Cavalry** unit, it must belong to the currently Active Brigade.
- If an **Artillery** unit, it must be stacked with or adjacent to any unit belonging to the currently Active Brigade. An **Artillery** unit may attempt to Rally multiple times in a single turn if it meets this requirement multiple times.
- The Active Brigade must be under **Regroup** or **Defend** Orders.
- It must be at least **three hexes** away from any enemy unit (counting the Rallying unit’s hex but not counting the enemy unit’s hex), or in the “**Available**” Box on the Broken Track.
- A unit can be rallied by an event chit by following the procedure outlined in the chit description.

17.2 Rally Procedure: Once eligible units have been identified, the player may perform **Recovery** and/ or **Rebuilding**, depending on

the current Brigade Order. An eligible unit may conduct either Recovery or Rebuilding in a single Rally Step – not both.

a. **Recovery:** This procedure allows the removal of one or more **Morale Hits** from a unit. The number of Hits removed depends on the Brigade Order, as follows:

- **Defend Order:** Each eligible unit may remove **one Morale Hit**. A unit can discard its “Shaken” marker or flip its “Disrupted” marker over to its “**Shaken**” side.
- **Regroup Order:** Each eligible unit may remove **all its Morale Hits**. Remove the “Shaken” or “Disrupted” marker.
- **Any Other Order:** Units may not recover.

b. **Rebuilding:** To attempt to Rebuild a unit, the owning player rolls one die and compares the die roll to the unit’s *BW modified CR* (remember that a Rebuilding unit in the “**Available**” box is automatically considered to have **Unit Support**). Cavalry units always roll for rebuilding while on their dismounted side and if rebuilt from the Available box are placed on the map on their dismounted side. If the roll is less than or equal to the **CR**, the Rebuild attempt is successful and the unit flips to its *FR* side, or if in the “**Available**” box is placed on the map on its *BW* side. If **greater than the CR**, the Rebuild attempt is unsuccessful and the unit remains in its current condition. Note that **Fragile** units cannot be Rebuilt. Exception: See Tactics Event Chits. Rebuilding is dependent on the Brigade Order, as follows:

- **Regroup Order:** Each eligible unit may make one Rebuild attempt (as described above). If a unit on the map is successful, it is flipped over to its *FR* side. If this causes the unit’s hex to exceed the stacking limit, that unit must immediately displace to an adjacent hex that is further away from the nearest enemy unit and that will not exceed the stacking limit. Repeat this displacement, if necessary, until stacking limits are met.
- **Any Other Order:** Units may not **Rebuild**.

If a successful unit is re-entering the map from the “**Available**” Box, it is placed on its *BW* side on any hex that is at least three hexes from any enemy unit. It must also be within three hexes of any other unit from the Active Brigade. If there is no other unit from the Active Brigade on the map, then it must be within three hexes of another unit from the Active Brigade’s Division. If this is not possible, then it can be placed within three hexes of any friendly unit. If no such hex exists on the map, then the unit may not attempt to Rebuild until an eligible hex is available.

Example: Greusel’s Brigade has been taking heavy casualties and the Union player decides it’s time to get those units rallied. The Disrupted 36th IL (a) is on its *BW* side and adjacent to an enemy

unit. The fresh but Shaken 36th IL (b) is immediately behind it. The 12th MO is in the “**Available**” Box on the Broken Track.

If the Union player wants to do some rallying but also keep fighting, he could give **Defend** Orders to the Brigade. This will allow him to conduct Fire Combat, withdraw the 36th IL (a) back two hexes (subjecting it to Opportunity Fire), and move the 36th IL (b) up one hex to relieve them. During the Rally Step, since the 36th IL (a) is now three hexes from any enemy unit, he can perform a Recovery action on it and flip the “**Disrupted**” marker to its “**Shaken**” side.

If the player had chosen a **Regroup** Order, none of his units could move and he would only have been able to Rebuild the 12th MO (because it’s in the “**Available**” Box – if it was in any other box of the Broken Track it would not be eligible to Rebuild) since the 36th IL (a) and 36th IL (b) units are both too close to the enemy. If he had rolled a “**1**” on the die, this would be less than 12th MO’s unit’s CR of **3** and would allow the unit to be immediately returned to the map on its *BW* side, at least three hexes from any enemy unit and within three hexes of either the 36th IL units.

REBUILD OPTION: To more accurately reflect the fact that once a unit broke in combat it rarely returned in good order, we recommend that you not allow a unit to ever Rebuild to its *FR* side once it has been placed on the Broken Track. Unfortunately, it is not possible within the physical constraints of the game package to provide markers to keep track of such units. However, if players wish to do some additional bookkeeping, they may opt to not allow units that have returned from the Broken Track to ever to be Rebuilt to their *Fresh* sides – they must remain on their *Battleworn* sides.

18.0 End Turn Phase Procedures

When no chits remain in the draw cup, players proceed to the **End Turn Phase** to conduct various housekeeping procedures, check on special situations, and update the game’s progress.

18.1 Final Held Chit Play: Both players may play one or more of any eligible Event or CIC chits they are still holding at this time, (I.E., chits that were held after being drawn, such as the CIC, Firefight and Tactics chits for either side or the Confederate Rally and Rebel Yell chits or the Union Superior Artillery chit.)

First the Union player announces and plays a chit, followed by the Confederate player and so on until all the eligible chits are played.

18.2 Victory Point Awards: Both players count the number of Victory Points earned for the current turn and adjust the VP markers to indicate the new net VP total (see 19.2).

18.3 Reset Brigade Activation Status Markers: Any Brigade Activation Status markers on their “**Activated**” side are flipped back over to their “**Available**” (flagged) side. In addition, any Brigades that will be entering play next Game Turn have their

Brigade Activation Status markers added to the existing group of markers.

18.4 Update Broken Track: Move all units on the Broken Track to the next lower-numbered box, except units located in the “Available” Box, which remain there.

18.5 Update Van Dorn and Reinforcements Arrival Status: If using any of the three optional rules for the recovery from illness of General Van Dorn (see 20.1) and the possible adjustment of Union Reinforcements (see 20.2) and the Rebel Supply Train Guard (see 20.3), those procedures are now conducted. The Confederate player first conducts the Van Dorn procedure and updates the **Van Dorn’s Illness Track** accordingly. If either *Van Dorn CIC Chit* enters the game at this time, it is immediately placed in the draw cup. Then the Union player conducts the procedure for any changes in his Reinforcements arrival. The Confederate player also rolls to see if any eligible **Rebel Supply Train Guard units** arrive (see 20.3).

18.6 Prepare for Next Turn: Both players gather all their Event chits together to get ready for next turn’s Command Decision Phase (including any assigned as Common Events to the **Van Dorn’s Illness** and **Little Sugar Creek Reinforcements** Tracks). Finally, move the Game Turn marker to the next space of the Game Turn Track. If this is the last turn of the scenario, count the number of Victory Points for each side (see 19.0) and determine the game’s winner.

19.0 Victory Determination

There are three scenarios provided in *Thunder in the Ozarks*, and each uses this same basic procedure for determining victory and defeat. Both players earn Victory Points (VPs) based on certain accomplishments each turn and then apply the net difference in VPs to the running total in either player’s favor. Players should adjust the assigned Victory Points markers to indicate who is ahead in net VPs.

19.1 Casualties Victory Point Schedule: Players will each earn $\frac{1}{2}$ VP for every **enemy SP** (using the *FR* side of each unit or the largest *BW* side if **Fragile**) located *anywhere* on the **Broken Track** at the **end** of the game, and $\frac{1}{2}$ VP for each **SP** of eliminated enemy **Artillery and Fragile** units.

19.2 Hex Control VPs: Both players earn additional VPs by controlling certain hexes during the game, as detailed in each scenario. “Control” is defined as owning the last unit (of any type) to physically occupy the hex in question at the end of the turn (remaining in the hex, or even on the map, is not necessary). Hex Control VPs are awarded *each Game Turn*.

Union Hex Control

Wiley Foster (2606) – **2 VP** (turns 1 through 9)
Oberson’s Crossroads (2309) – **1 VP**
The Terrace (3507) – **3 VP**
Elkhorn Tavern (2908) – **1 VP**

Confederate Hex Control

Leetown (1410, 1509, 1510 and 1610) – **5 VP** per hex
Morgan’s Woods Crossroads (1914) – **3 VP**
Leetown Roadblock (1910) – **3 VP**
J. Ruddick (1717) – **3 VP**
Pratt’s Store (1624) – **5 VP**
Clemen’s Farm Fence (2711) – **2 VP**
Elkhorn Tavern (2908) – **2 VP**
Telegraph /Ford Road Intersection (2706) – **1 VP**
Back Road Approach (2211) – **1 VP**
Ruddick’s Field (2404) – **2 VP**

19.3 Victory Determination: During the **End Turn Phase** of the last turn of each scenario, both players consult the Victory Point Track and cross-reference the net total Victory Points earned by either player and consult the scenario victory conditions.

20.0 Optional Rules

These three Optional Rules are available for use only in the **On To St. Louis! Grand Battle (Variable)** scenario to add some historical flavor and “what if” possibilities to the game. It is recommended that if they are used, all three be used together.

20.1 Van Dorn’s Illness: Confederate General Van Dorn had been seriously ill at the start of the Pea Ridge campaign and was indeed carted around the battlefield in an ambulance most of the time. He began the battle showing a distinct disinterest in its conduct early on. Eventually, improved health allowed him to finally assume direct command. This situation is reflected with the use of the **Van Dorn’s Illness Track**. This rule denies the Confederate player either of the *Van Dorn CIC Chits* until they enter the game via the **Van Dorn’s Illness Track**. Both the *Van Dorn CIC Chit* and the *Van Dorn Casualty Chit* are placed on the first space of the track (“Van Dorn Disabled”) at the start of the game.

- Common Events:** During play, the Confederate player may opt to use any Event chit, when it’s drawn, for its **Common Event** side, which says “*Van Dorn’s Recovery*” This decision must be made immediately – the player may not decide later that an Event chit held for its unique Event be diverted to the **Van Dorn’s Illness Track**. Event chits used for their Common Event are placed adjacent to the track in the designated area. There is no limit to the number of Common Event chits that can be placed here.
- Van Dorn’s Illness Resolution:** During the **End Turn Phase** (see 18.0), the Confederate player rolls two dice and adds them together. He then subtracts from this total the number of Common Event chits assigned to the **Van Dorn’s Illness Track**. If the net result is **equal to or less than** the current Game Turn number, the two *Van Dorn CIC Chits* are moved up to the next box on the track. If the net total is **greater than** the Game Turn number, there is no effect. A natural die roll total of “**2**” always succeeds and a natural die roll of “**12**” always fails. Regardless of the result, all the Event chits assigned to

the Track are removed and placed back in the pool of Event chits for use in the next turn.

- c. **Van Dorn Takes Commands:** At the moment the *Van Dorn* chits reach the box labeled “Van Dorn Improves!” on the track, the Confederate player takes the *Van Dorn CIC Casualty* chit and places it into the Draw Cup. It enters play normally during the next Game Turn. If the normal Van Dorn CIC Chit continues on the track and reaches the “Van Dorn Takes Command!” space, then the Confederate player replaces the Casualty Chit with the normal **CIC Chit** and play continues normally. Should Van Dorn become a Casualty during normal course of play, only the Casualty Chit can be used – the normal CIC Chit is not available.

20.2 Little Sugar Creek Reinforcements: The Union’s main army was strongly entrenched at the Little Sugar Creek encampment south of the battlefield. Throughout the battle, units were summoned north to reinforce sectors of the constantly changing and developing engagement. To simulate the possibility that some of these Union units could have arrived earlier, later and/or in different condition than they did historically, the Union player uses the **Little Sugar Creek Reinforcements** procedure. The player may attempt to bring one or more units listed as Reinforcements into the game earlier by using the following procedure:

- a. **Common Events:** During play, the Union player may opt to use any Event chit, when it’s drawn, for its **Common Event** side, which says “*Send a Courier to Curtis!*” This decision must be made immediately – the player **may not** decide later that an Event chit held for its unique Event be diverted to the **Little Sugar Creek Reinforcements** table. Event chits used for their Common Event are placed in the designated area on the Game Tracks card. There is no limit to the number of Common Event chits that can be placed here.
- b. **Little Sugar Creek Reinforcements Eligibility:** During the **End Turn Phase** (see 18.0), if the Union player has placed at least one Common Event Chit in the Little Sugar Creek Reinforcement area, he may make **one dice roll** (maximum) per eligible unit per Common Event chit committed there. A unit is eligible if it is listed in the scenario as a Reinforcement.
- c. **Little Sugar Creek Reinforcements Resolution:** The Union player first announces which eligible unit he is attempting to move up on the Game Turn Track or which BW unit he wishes to flip over to its FR side (while remaining on its current turn of entry). He will then roll **two dice** (one colored, one white), reading the colored die first and the white die second, and cross references the result on the following table:

11 - 13 = Confusion! The unit is pushed back one Game Turn later.

14 - 36 = No effect

41 - 53 = Disorganized! The unit is placed one Game Turn earlier but it must be made BW if it is FR.

54 - 66 = Message Received! The unit is placed one Game Turn earlier or a BW unit is flipped to its FR side.

The rolled result must be applied and units cannot be rolled for more than once per phase. Units still arrive at their historically designated hex of entry. If a second Common Event chit is played, the player may make another dice roll attempt with a different eligible unit, up to the number of chits committed.

20.3 Rebel Supply Train Guard: The Confederate supply train was far back from the frontlines of the battle, located near the Rebel base at Camp Stephens. Several units were left behind with the wagons, acting as the army’s rearguard. These units could have been called up and this rules allows the Confederate player to attempt bring these units into the battle.

- a. **Eligibility to Arrive:** During the **End Turn Phase** (see 18.0) of Game Turn **15** (6:00 PM) and each turn thereafter, the Confederate player may roll one die. On a die roll of “**6**”, any **one unit** listed as a “Rebel Supply Train Guard” (player’s choice) may enter the game at the start of the following turn as a Reinforcement.
- b. **Arrival Procedure:** The unit arrives at hex **3204** or **3909** during the following turn using normal activation procedures.

21.0 Designer’s Notes

Thank you for purchasing and playing this second installment in the Revolution Games’ ACW Series. The first game, *Stonewall’s Sword*, was a great success for Revolution Games, Fred and me and we want to thank all of you who supported that first effort. The **Blind Swords** system is designed to create an environment where players primarily deal with command-and-control issues, the “fog of war,” and, yes: the “chaos of war.” By using chit-draws, we allow for many of the exigencies of the battlefield in a straightforward manner. Managing battlefield chaos in a historical context is the goal of the **Blind Swords** system. Additionally, this system is meant to present a tactical feel, but without the rules overhead that normally accompanies systems at this scale. So the players will be maneuvering regiments and batteries on the map, but without the need to micromanage them. Forethought and planning will be key factors, but paramount will be the players’ ability to immediately adapt to changes on the battlefield.

There are some unusual mechanics and methods used in this system. Note that firing your units comes before movement, that there are no Zones of Control, that Brigade Orders are intentionally narrowly defined, and that Event chits allow for out-of-sequence interventions by both players. This leads to a rhythm of interplay, akin to the two players skillfully boxing each other rather than simply taking turns hitting each other over the head. In addition, *Thunder in the Ozarks* offers some new challenges

even for the experienced *Stonewall's Sword* player. Cavalry is no longer glossed over and now has extensive mounting and dismounting rules, along with the allowance for cavalry charges. The scale had to be changed slightly to accommodate the greater length of the battle and keep the game playable. That also means that the movement rates are higher in this game than in SS. We added a few smaller tweaks to some rules that should add to playability and/or realism. The big difference is the sheer size of this battle compared to Cedar Mountain. When playing the Grand Battle scenarios, players will be faced with many interesting maneuver opportunities that they did not have in SS. This yields a very exciting game and one that can advance in several different directions during the battle.

We hope that you enjoy *Thunder in the Ozarks* and we're working hard to keep this series fresh, exciting and moving forward to other terrific ACW battlefields in the future. Thanks again and good gaming!

Hermann Luttmann

Suggested Reading

Pea Ridge: Civil War Campaign in the West by William Shea & Earl Hess

The Battle of Pea Ridge: The Civil War Fight for the Ozarks by James Knight

Battle Tactics of the Civil War by Paddy Griffith

Credits

Game Research and Design: Hermann Luttmann

Development: Fred Manzo, Roger Miller

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Game Counters: Charlie Kibler

Chief Playtester: Stephen Poitinger

Playtesting: Richard Handewith, Ron Herel, Bob Demaio, Tom Fernbacher, Timothy O'Shea, Dan Rouleau, Russ Rider, David DuJordan, Rob Bottos, Tom Parker, and many other at conventions whose names I have forgot.

22.0 Scenarios

There are four scenarios in *Thunder in the Ozarks*. The first two scenarios use only one map each and are shorter than the third scenario. The last two scenarios represent the entire battle and use both maps. The scenario setups list each unit with the number of the map hex where it begins play and, if it is a reinforcement, the turn on which it enters play.

Artillery units that are divided into multiple sections are listed by the name of the battery commander at the top of the counter and then the section letter at the end of the unit designation.

22.1 "My God, It's Poor Old Ben!" – The Battle at Leetown Scenario

This scenario covers just the portion of the battle that occurred on the west side of the Pea Ridge battlefield, around the town of Leetown. Players setup their units per the "Setup" instructions

below. Cavalry units coded with a **(M)** are deployed on their "Mounted" side; units coded **(BW)** start on their *Battleworn* side.

Union Army Setup

Osterhaus Division - Bussey Brigade

3 IA **(M)** – 2605, 5 MO **(M)** – 2607, 4 MO **(M)** – 2506

Osterhaus Division - Greusel Brigade

36 IL Cav. **(M)** – 1908, 36 IL (a) – 1909, 36 IL (b) – 1910, 12 MO - 1810

Davis Division – Pattison Brigade

22 IN - 1710

Artillery

Hoffman – 2309, Elbert-A – 2606, Welfly-A - 1907

Union Reinforcements

Turn 5 (1:30 pm) at hex **1010** or **1012** – 18 IN, 37 IL, 59 IL, 1 MO, Davidson

Confederate Army Setup

McCulloch Division – McIntosh Brigade

9 TX **(M)** – 2709, 3 TX **(M)** – 2708, 6 TX **(M)** – 2808, 11 TX **(M)** – 2809, 1 TX **(M)** – 2810, 1 AR **(M)** - 2810

McCulloch Division – Hebert - A Brigade

15 AR – 2909, 14 AR – 2908, 3 LA – 2907, 4 AR - 2906

McCulloch Division – Hebert - B Brigade

1 AR MR – 2905, 2 AR MR – 3005, 17 AR – 3104, 16 AR – 3204, 4 TX - 3006

McCulloch Division – Pike Brigade

1 Cherokee **(M)** – 2904, 2 Cherokee **(M)** – 3004, Welch **(M)** - 3004

Artillery

Good – 3007

Confederate Reinforcements

Turn 2 (12:00 pm) at hex **3204** – Hart, Provence, Gaines

Special Scenario Rules

- 1) This scenario is **9** turns long, starting at **11:30 am** and ending at the conclusion of the **3:30 pm** turn. Place the "Game Turn" marker in the **Game Turn 1** space of the Game Turn Track.
- 2) Units of both sides may not move into any hex numbered **xx18** or higher.
- 3) The *Osterhaus*, *Davis* and *McCulloch* Division Activation Chits and the two *Wild* Chits begin the game available in the cup. No *CIC* or *Wing CIC* Chits are used in this scenario.
- 4) All Event chits are available to the players from the start of the game except **one Union "Rebels Whupped"** chit. During the **Command Decision Phase**, both players will each add their **Key Chit plus two randomly-drawn Event Chits** to the cup. The remaining chits are excluded for the turn.

- 5) During **Game Turn 1** (only), whenever the Confederate player draws the *McCulloch* Division Activation Chit, he may select both the *McIntosh and Pike* Brigades and conduct a **Full Activation** with both brigades *without a Command Rating die roll*. (Assuming they have not already been activated) Beginning with Game Turn 2, normal procedures are used.
- 6) **Victory Determination:** The Union player must have 4 more VP than the Rebel player at the end of the game for victory. Less than that is a Rebel victory.

22.2 “That Tempest of Death” – The Battle at Elkhorn Tavern Scenario

This scenario covers just the portion of the battle that occurred on the east side of the Pea Ridge battlefield, around Elkhorn Tavern and uses that map only. Players setup their units per the “Setup” instructions below. Cavalry units coded with a **(M)** are deployed on their “Mounted” side; units coded **(BW)** start on their *Battleworn* side and units coded **(SO)** start in *Skirmish Order*.

Union Army Setup

Carr Division - Dodge Brigade

35 IL – 2810, 4 IA – 2814, 3 IL-A **(M)** – 2716

HQ (Curtis) Division - Weston Brigade*

24 MO **(SO)** – 3207, Bowen Cav. **(M)** – 2804

* Weston is activated when Curtis is drawn. See (10.6).

Artillery

Bowen Art. – 2707, Jones-A – 3009, Jones-B – 2812

Union Reinforcements

Turn 2 (12:00 pm) at hex **1800** – Hayden, 3 IL-B **(M)**

Turn 3 (12:30 pm) at hex **1800** – 9 IA, 25 MO

Turn 5 (1:30 pm) at hex **1800** – 8 IN, Klaus-A

Add the **Davis** Division Activation Chit to cup.

Turn 14 (6:00 pm) at hex **1800** – 2 MO **(BW)**, 25 IL **(BW)**,

Chapman-A, Hoffman **(BW)**. Add the **Asboth** and **Osterhaus** Division Activation Chits to the cup.

Confederate Army Setup

Price Division – Little Brigade

2 MO – 3409, 3 MO – 3410, 1 MO - 3411

Price Division – Slack Brigade

Bevier – 3408, Rosser – 3507, Hughes – 3607, Riggins - 3608

Price Division – Greene Brigade

Freeman – 3713, Schnable - 3713

Price Division – Missouri State Guard (A) Brigade

6 MO Gd – 3810, 8 MO Gd – 3415, 3 MO Gd – 3315, 5 MO Gd – 3515, Mixed - 3116

Price Division – Missouri State Guard (B) Brigade

Frost – 3614, Mixed – 3614, McBride – 3514

Artillery

Guibor – 3712, Clark – 3812, Wade – 3812, MacDonald – 3911, Higgins – 3911, Landis – 3609, Jackson – 3609, Tull – 3709, Gorham – 3709, Kelly – 3909

Special Scenario Rules

- 1) This scenario is **15** turns long, starting at **11:30 am** and ending at the conclusion of the **6:30 pm** turn. Place the “Game Turn” marker in the **Game Turn 1** space of the Game Turn Track.
- 2) The **Carr** and **Price** Division Activation Chits, both **Wild** Chits and the **Curtis CIC Chit** begin the game available in the cup. In addition, the Rebel player begins the scenario with the **Van Dorn “Casualty” CIC Chit** in the cup, which is used per the normal rules. At the start of the **3:00 pm** turn, the player replaces this chit with the *normal Van Dorn* CIC Chit for the remainder of the scenario. Should Van Dorn become a Casualty during normal course of play, only the Casualty Chit can be used – the normal CIC Chit is not then available.
- 3) All Event chits are available to the players from the start of the game except for one Union “**Rebels Whipped**” chit. During the **Command Decision Phase** of each turn in this scenario, the players will each add their **Key Chit plus two randomly-drawn Event Chits** to the cup. The remaining chits are excluded for the turn.
- 4) **Victory Determination:** The Rebel player must have 8 more VP than the Union player at the end of the game for a victory. Less than that is a Union victory.

22.3 “On to St. Louis!” – The Battle of Pea Ridge Grand Battle Scenario (Historical)

This scenario covers the entire Battle of Pea Ridge and uses both game maps. Players should place the maps side-by-side with the Leetown map on the left and the Elkhorn Tavern map on the right with the lower left of the Elkhorn Tavern map overlapped with the right side of the Leetown map, making one large playing area. Players setup their units per the “Setup” instructions for each of the first two scenarios (22.1 and 22.2). Then setup all the scheduled Reinforcements as indicated in this scenario (note that these may be different than in the Battle scenarios). Players must decide if they wish to play with the **One Day** or **Two Day** Options.

Special Scenario Rules

- 1) **One Day Option:** This scenario option is **15** turns long, starting at **11:30 am** and ending at the conclusion of the **6:30 pm** turn of March 7th. Place the “Game Turn” marker in the **Game Turn 1** space of the Game Turn Track. **Victory Determination:** The Rebel player must have 6 more VP than the Union player at the end of the game for a victory. Less than that is a Union victory

- 2) **Two Day Option:** This scenario option is **26** turns long starting at **11:30 am** on March 7th and ending at the conclusion of the **11:30 am** turn on March 8th. Place the "Game Turn" marker in the **Game Turn 1** space of the Game Turn Track. The Union player must have 10 more VP than the Rebel player. Less than that is a Rebel victory.
- 3) The **Carr, Davis, Osterhaus, McCulloch** and **Price** Division Activation Chits, the two **Wild** Chits and the **Curtis CIC Chit** begin the game available in the cup. In addition, the Rebel player begins the scenario with the **Van Dorn "Casualty" CIC Chit** in the cup, which is used per the normal rules. At the start of the **3:00 pm** turn, the player replaces this chit with the *normal Van Dorn* CIC Chit for the remainder of the scenario. Should Van Dorn become a Casualty during normal course of play, only the Casualty Chit can be used – the normal CIC Chit is not then available. The **Wing CIC Chit** will arrive as a Reinforcement unit on **Game Turn 12** (5:00 pm).
- 4) All Event chits are available to the players from the start of the game.
- 5) During the Command Decision Phase of each turn in this scenario, the players will each add their Key Chit plus four randomly-drawn Event Chits to the cup (leaving two chits that are excluded for the turn).
- 6) **Confederate Army Communication Problems:** During the battle, Van Dorn was almost entirely out of communications with McCulloch's wing of the army. Therefore, the **Van Dorn CIC Chits** (either one) cannot be used to activate any brigades located on the *Leetown* map until an on-map **Line of Communications** (LOC) is established by the Confederate player. This LOC is created when the Confederate player has any Rebel Infantry or Cavalry unit occupying the **Ford Farm** (hex 3024). As soon as this hex is not occupied by an eligible Confederate unit, the LOC is cut and not established.
- 7) During **Game Turn 1** (only), whenever the Confederate player draws the *McCulloch* Division Activation Chit, he may select both the *McIntosh and Pike* Brigades and conduct a **Full Activation** with **both brigades without a Command Rating die roll**. (Assuming they have not already been activated) Beginning with **Game Turn 2**, normal procedures are used.
- 8) **Night and Dawn Turns:** When choosing the **Two Day Option**, players will have to play two **Night** Game Turns (March 8th and March 9th) and a **Dawn** Game Turn. These turns represent larger chunks of time than the normal game turn and have different rules and restrictions than the normal turns.
 - a. **Night Turn Procedures:** Remove all the Event Chits and the Fortunes of War chit from the cup for Night turns. The

regular sequence of play is conducted, with the following exceptions:

- **Withdrawal Under Cover of Darkness:** Before each Night Turn begins, both players may freely move any units currently adjacent to an enemy unit back one legal hex so as not to be adjacent to that unit or any other enemy unit anymore. The Union player withdraws all units he wishes to first and then the Confederate player does so. Note that this is not an activation of the withdrawing units.
 - Only Regroup and Maneuver orders may be issued.
 - If a Regroup Order is issued, no Activation roll is required – it is an automatic Full Activation. Also, units may use the Bivouac bonuses (see below).
 - If a Maneuver Order is issued, roll for activation normally. However, a Limited Activation result still allows units to move at half their normal movement allowance. In addition, units can only move if they remain on Road hexes (including the eligible use of the Road March Bonus). If off-Road movement is conducted, a maximum of one hex can be moved. Units may combine Road and non-Road movement if they stay within these restrictions (for example, a unit may move one hex onto a Road and then continue using Road-only movement).
 - No Combat of any kind is allowed and no Engagement is allowed.
- b. **Bivouac:** Units under Regroup Orders may enter a special Bivouac status during a Night Turn. During the Rally Step, units may conduct certain bonus activities depending on which side they are on, as follows:
 - i. The minimum distance requirement to Recover or Rebuild units is reduced to at least two hexes from an enemy unit (rather than three hexes).
 - ii. Each **Union** Unit may remove **all** Morale Hit *and* Low Ammo markers –OR - may make a Rebuild attempt with a "+1 CR" modifier.
 - iii. Each **Confederate** Unit may remove **one** Morale Hit - OR- may make a Rebuild attempt (no modifier). *Low Ammo markers cannot be removed.*
 - c. **Dawn Turn Procedure:** All normal rules apply but maximum LOS visibility is two hexes. No Fire Combat or Cavalry Charges can occur beyond two hexes. In addition, no Engagement is allowed.

- 9) **Confederate Off-Map Movement:** Rebel units may move off the map at either hex **3204** or **3909** and then arrive directly to the other hex (3204 or 3909). On the turn they move off the map, place them on the Game Turn Track **eight turns** from the current turn. They may then move onto the map at the other hex during that Game Turn. For this purpose, Night Game Turns count as eight regular Game Turns and the Dawn Game Turn counts as three regular Game Turns. A unit that moves off map in a Night turn enters the next Game Turn as a Reinforcement at the other location. If the eight turns ahead place them in a Night turn they may enter the board during that Night turn.

Examples: 1. A unit leaves Leetown map hex 3204 on turn 14. It would move towards 3909 for two turns (14 and 15). The Night turn then counts as 8 more so it would complete its move before the end of the Night turn. Therefore, it may enter the map during that Night turn. 2. A unit that left 3204 during a Night turn would be eligible to enter the map at 3909 the following Game Turn as it has met the eight-turn requirement with the one Night turn move.

Union Reinforcements

Turn 1 (11:30 pm) at hex **1015** or **1017** – Hayden, 3 IL-B (**M**)

Turn 2 (12:00 pm) at hex **1015** or **1017** – 9 IA, 25 MO

Turn 4 (1:00 pm) at hex **1015** or **1017** – 8 IN, Klaus-A

Turn 5 (1:30 pm) at hex **1010** or **1012** – 18 IN, 37 IL, 59 IL, 1 MO, Davidson

Turn 12 (5:00 pm) at hex **1010** or **1012** – 2 MO (**BW**), 25 IL (**BW**), 15 MO, 44 IL, Chapman-A. *Add the **Asboth** Division Activation Chit and the **Sigel** Wing CIC Chit to the cup.*

Night 1 at hex **1015** or **1017** - Chapman – B, Klaus – B, Welfley – B, Elbert - B

Night 2 at hex **1015** or **1017** - 3 MO, 17 MO

Confederate Reinforcements

Turn 2 (12:00 pm) at hex **3204** – Hart, Provence, Gaines

22.4 “On to St. Louis!” – The Battle of Pea Ridge Grand Battle Scenario (Variable)

This scenario covers the entire Battle of Pea Ridge in the exact same manner as 22.3, except players use the three Optional Rules – **Van Dorn’s Illness** (20.1), **Little Sugar Creek Reinforcements** (20.2) and **Rebel Supply Train Guard** (20.3). In addition, there is more flexibility with skirmishers at the setup.

Special Scenario Rules

- 1) Ignore the original “**SO**” setup instructions. Each player takes two **Skirmish Order** markers and can place up to two on any units during setup as he sees fit. Unused markers can be held for later deployment.
- 2) The **Van Dorn CIC Chits** do not automatically enter the game and must be earned via rule 20.1.

- 3) The Union player may attempt to move up scheduled Reinforcements to an earlier Game Turn or flip BW units to FR by using the **Little Sugar Creek Reinforcements** procedure (20.2). In addition, Union units that are listed as arriving at hex **1017** may instead opt to enter at hex **1015** at the Union player’s discretion.

- 4) The Confederate player may roll for his **Rebel Supply Train Guard Units** per rule 20.3. There are three units that are eligible to be brought into the game with this procedure: **2 MO GD**, **19 AR** and **Kneisley**. A unit that successfully enters play may be placed at either hex **3204** or **3909** during the next turn.

Players Notes

CSA- On the Leetown side of the battle the CSA must be very aggressive in the early turns. You have the advantage in forces and good leadership in McCulloch and you must press that advantage before Union reinforcements arrive. The Indians are a weak spot and generally should only be used against very weak enemy units or kept out of battle altogether. The Rally chit is your biggest asset and after the first turn or two should be your chit pick every turn.

At Elkhorn Tavern an early push on the tavern can work with some decent activation die rolls but most games a more patient approach ultimately takes the objective. An outflanking move through Clemons field combined with some units going across Elkhorn Mountain can strain Union lines to the point they break somewhere. Finding good locations for your artillery to fire from is key and do not miss that along Broad Ridge is a good position as well as ledge at bottom of Elkhorn Mountain entered through hex 3607. Rally chit very valuable as at Leetown.

USA- At Leetown the USA needs to preserve forces in first few turns and try to hold 2309 to get some VP. After that a fall back to a line in front of Leetown is usually a good idea as the CSA will be trying to turn both your flanks if they can. When Davis enters with his troops you can begin to consider offensive operations and counterpunching BW and Shaken and Disrupted troops can lead to nice results. Rebels Whipped is your best chit pick at this battle.

At Elkhorn Tavern the Union must hold the tavern in the early going at all costs. Do not send too many troops against CSA flanking efforts or you risk losing the victory location. At the same time, you cannot give up the Clemens field VP location or allow enemy troops all the way to Pratt’s store. Study the reinforcement list to see when troops arrive. It is generally a good idea to use Curtis to push troops along to the front with his activation. Rebels Whipped chit is again the best chit pick.

In the combined game both sides can move troops from one front to the other. Rebel forces sent from Leetown down the Ford road to hit Elkhorn Tavern from the side is just the most obvious of these and lots of fun. ☺