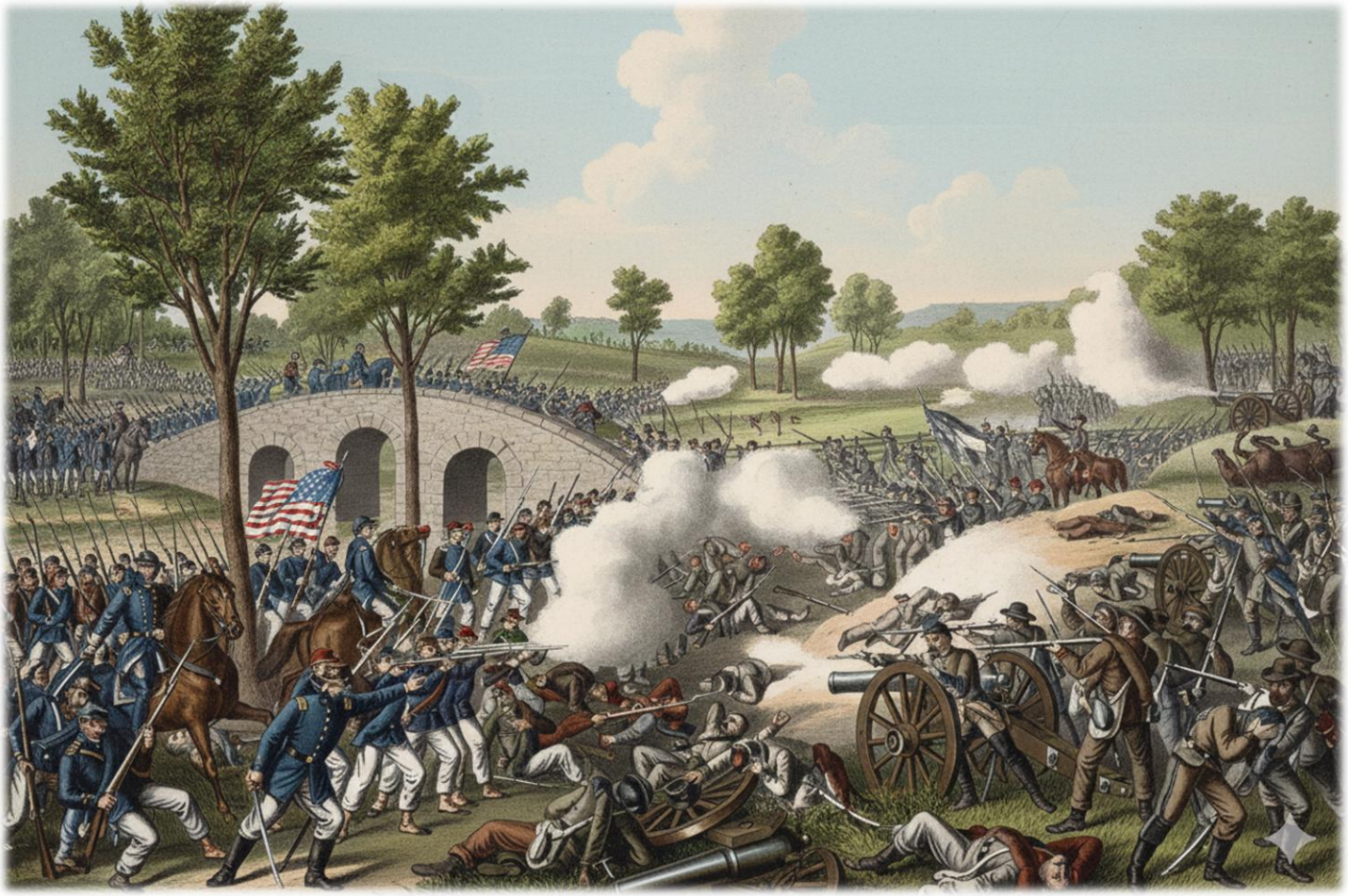
BLIND SWORDS

SERIES RULES

Version 1.5 - 2026

REVOLUTION
GAMES



Revolution Games 2026

Contents

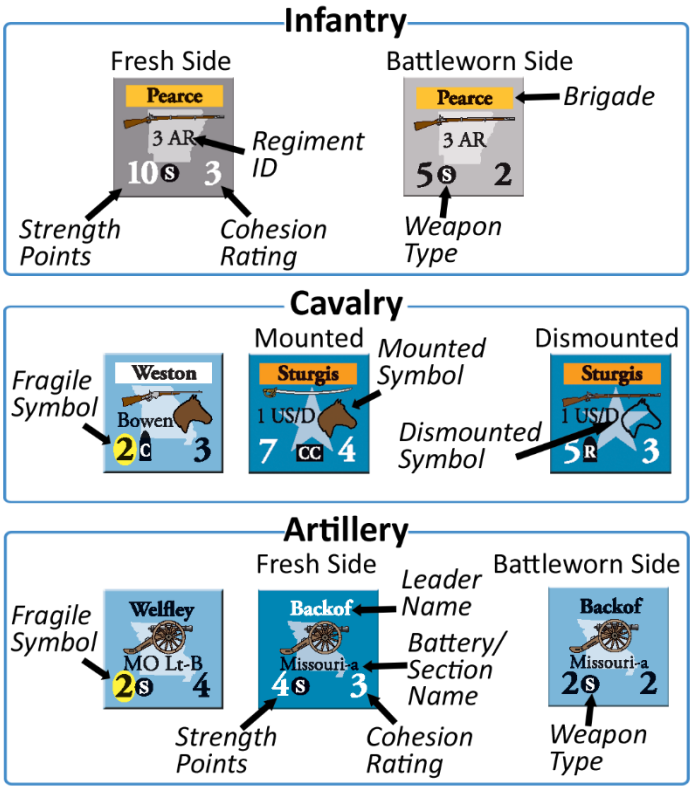
1.0 Introduction 2
2.0 Unit Counters, Markers and Chits 2
3.0 Unit Stacking 3
4.0 Sequence of Play 3
5.0 Command Decision Phase 4
6.0 Artillery Phase 4
7.0 Chit Draw Phase 5
8.0 Brigade Orders 6
9.0 Fire Combat 7
10.0 Movement 8
11.0 Close Combat 9
12.0 Cohesion Tests 10
13.0 Rally 14
14.0 End Turn Phase Procedures 15

1.0 Introduction

This rulebook is used for the series of American Civil War games published by Revolution Games using the **Blind Swords** chit-pull system. The "Blind Swords'" system emphasizes the three "FOW's" of military conflict: *fog-of-war*, *friction-of-war* and *fortunes-of-war*. With each chit pull, players will be challenged to make tough decisions based on their assessment of the situation at that moment. Unlike traditional chit-pull systems, the **Blind Swords** system ensures that no combat units can be counted on, or conversely, counted out. This yields an environment of tense action and constant surprises – an environment that will challenge each player. Each game in the series will include exclusive rules that cover the situations unique to that battle.

2.0 Unit Counters, Markers and Chits

2.1 Unit Counters represent the fighting troops of each side. The gray-colored units are the Confederate player's forces (also called "CSA") and the blue-colored units are the Union player's forces (also called "USA"). 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. Cavalry units have a brown horse head on the counters front. Most cavalry units, not all, have a second counter with a horsehead outline. This represents the unit when dismounted. 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 – a unit's Movement Allowance is determined by the unit's type, and orders, in the exclusive rules of each game.

The front of the 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 12.8).

*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.*

Strength Points (SPs) indicate the relative size of the unit; 1 SP equals 50 men. This number is used 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 men) and counts as **½ SP**. In some cases, reference is made to a unit's ***printed*** SP value (shown on the counter on its *FR* or *BW* side, whichever side is facing up at that moment) and in other cases refer to the ***modified*** SP value, which is the printed SP value adjusted for any applicable markers or game conditions (such as Weapon Range) that modifies the unit's usable SPs but can never be modified below 0.

Weapon Type identifies what kind of weapon the unit is primarily armed with. This is important in Fire Combat Range determination and sometimes in Close Combat.

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**" or above **"6"**.

Shaken	Disrupted	Victory Point	Game Turn

2.2 Gameplay Markers: The "Shaken/Disrupted" marker is used to indicate the effects of Morale Hit (MH) results (see 12.5). 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. The Game Turn marker is used to mark the current game turn. Additional gameplay markers will be identified in the exclusive rules of each game.

2.3 Brigade Activation Status Markers are used as a player aid to help keep track of which Brigades have been activated during the current turn. Each player should arrange the markers in front of them 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 7.3).

2.4 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 three types of chits:

Activation represents a brigade, division, or Commander in Chief (CIC) each showing the name of a leader and his Command Rating. A second set of Activation chits with a "red cross" graphic added are leader casualty chits. These chits are substituted for the regular chits when the corresponding leader becomes a casualty due to the **Fog of War** Wild Event chit. (See exclusive rules for each game)

Event which is describe in the exclusive rules of each game and

Wild (either the Fog of War or Fortunes of War chits).

2.5 Charts and Tables: Are described in the exclusive rules of each game.

2.6 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.

2.7 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. One should be colored and the other white.

2.8 Universal Rounding Rule: In all cases 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) with the exception that a fraction of ½ SP is retained and may fire on the **C** column of the Fire Combat Table.

3.0 Unit Stacking

3.1 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, i.e., **use the SP *printed* on the counters**. Do not apply any modifiers from Morale Hit markers, etc. 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 defined in the exclusive rules of each game. However other situations effect stacking, as follows:

a. **Artillery Units:** Artillery units do not count their full SPs when figuring stacking. See the Artillery Stacking Table on the Player Aid. Example: 6 SP of guns counts as 4.5 SP for stacking purposes.

b. **Cavalry Units:** Cavalry units may not stack with infantry or artillery units at the end of movement or retreat. They may stack with other cavalry units normally. **(The definition of a cavalry unit is a unit that is mounted. Dismounted cavalry is treated as infantry).**

c. **Road Hexes:** If any moving unit wishes to use any **Road** or **March Column** movement cost (see 10.5), the stacking limit is in effect always***, not just the end of the turn***.

d. **Accidental over-stacking:** If a player is found to have accidentally over-stacked a hex, then just displace the units to the rear in some manner acceptable to both players.

4.0 Sequence of Play

Each game 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**
   a. **Both players choose event chits and setup draw cup**
2. **ARTILLERY PHASE**
   a. **Union Artillery Step (move or fire)**
   b. **Confederate Artillery Step (move or fire)**
   c. **Both sides alternate "a" and "b" above until done**
   d. **Artillery Rally/Rebuild Step**
3. **CHIT DRAW PHASE**
   a. **Held Event Chit Step (play any held events)**
   b. **Draw Chit Step**

- **If Event chit, owning player keeps it or plays it, draw new chit**
- **If Wild chit, resolve immediately, draw new chit**
- **If CIC chit, owning player selects brigade and proceeds to Phase 4 or holds the chit**
- **If Division Activation chit, proceed to Phase 4**
- **If Brigade Activation chit proceed to Phase 4**

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 cup, return to Phase 3.**
   g. **If no chits remain in the cup, go to Phase 5**
5. **END TURN PHASE**
   a. **Final Held Event Chit Step**
   b. **Victory Point Awards Step**
   c. **Flip over all "Activated" brigade markers to their "Available" side.**
   d. **Broken Track Adjustment step**
   e. **Each player gathers all their Event chits together, none are saved for following turns, and then advance the Game Turn marker**

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

5.0 Command Decision Phase

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

5.1 The Key Chit: Each player first secretly chooses a number of their eligible Event chits determined by the exclusive rules of each game and places the Key Chit(s) directly into the draw cup.

This is an important step as it guarantees that at least one or more Event chits of your choice will be in the cup. Note, however, that it does not guarantee that it will be enacted this turn – the chit could still be drawn after the Fortunes of War Chit and thus cancelled.

5.2 Included & Excluded Chits: After placing their Key Chit(s) into the cup, each player then flips their remaining Event chits over to their back side. Then, depending on the exclusive rules of the game, 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 **excluded chits** and placed off to the side out of play – **these chits are not used this turn!** Players **may not** look at the Unique Event side of the excluded chits.

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

6.0 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 all Artillery units is defined in the exclusive rules of each game.

6.1 Union Artillery Step: The USA player selects one hex containing one or more USA Artillery units and conducts Fire Combat (see 9.0) **or** Movement (see 10.0) 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.

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

6.3 Alternating Artillery 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 their step, they may elect to "pass" and do nothing. By the same token, if a player runs out of eligible hexes to activate, they must "pass". If both players "pass", then the step ends, and game play moves on to the Artillery Rally step. A player who passed and has artillery that has not yet been activated may then activate a stack of artillery at a later point in the sequence. The risk of passing is that your opponent may then pass and end the Alternating Steps and artillery that could have been activated will not get to be activated this turn.

6.4 Artillery Rally Step: After both players have finished this turn's Artillery Steps, each player then (USA player first) may choose a single Artillery unit that did not move, fire, retreat, or was flipped to Battleworn in the preceding Artillery Steps and that is stacked with or adjacent to any friendly Infantry unit. That chosen Artillery unit may then execute a Rally action (Recovery or Rebuild – see 13.1) if it is 3 hexes or more from an enemy unit. Note that this is the only time during the turn that an Artillery unit may Rebuild.

6.5 Artillery Movement and Fire Considerations:

a. Artillery units **may not Engage** (voluntarily move within **two hexes** of an enemy unit, see 10.6.

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.

b. If an Artillery unit that has not yet activated this phase is forced to conduct **Retreat** (only) due to enemy Artillery fire, the retreat is considered to be its activation. Mark it as being activated accordingly.

7.0 Chit Draw Phase

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

7.1 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 USA player announces whether they will play a chit and if so, resolve the actions of that chit. If the CSA player, then wants to play a chit they may do so. Then back to the USA player to play a chit and so on till both players have played any held chits they wish to play.

7.2 The Designated Chit Puller: It is suggested that the CSA player draw the chits on odd Game Turns and the USA 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.

7.3 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:

- **Event Chit:** If an **Event** chit is drawn, hand it to the owning player (USA for a blue chit; CSA for a gray chit). The player may look at it and may play it immediately (if applicable). Otherwise, the player keeps the chit in front of them (face down so the opponent cannot see it) and saves it for later use or plays it on the Player Aid Card as a Unique Event. 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 chits 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. The back of the Event Chit in some games has the wording "Command Event". The effects of the Command Event will be included in the Exclusive Rules of each game.

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.

- **Wild Chit:** If either of the two **Wild** chits 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.

a. **The Fortunes of War:** This chit means that the **next chit pulled will be negated**. If this chit is the last chit drawn, it does not affect the next chit pulled for the next Turn. When the *Fortunes of War* chit is pulled, discard it immediately. Then draw the next chit normally. If the chit is an **Event**, **CIC,** Brigade Activation **Chit** 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 unactivated 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 Chit Table on the player aid (The Fog of War effects are different in each game in the series). After all effects are resolved, the *Fog of War* chit is discarded (unless deployed onto the map) 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.

- **CIC Chits:** When a CIC chit is drawn, the owning player may have to first roll to activate the chit (some CIC chits have an activation number, some are automatic) and if successful, may then select any one of that sides Brigades in the game to activate – **even if it has already been activated this turn by a Division Activation Chit or Brigade Activation Chit** – or hold the chit for later use (at the start of the Chit Draw Phase). The player may then perform a **Full Activation** 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. Unlike a Division Activation chit (see below), there is no **Limited Activation** for a brigade when the CIC fails to activate.

Important: note that this means that a Brigade can be activated twice in a Game Turn – once by being selected with a Division Activation or Brigade Activation (see below) and once with a CIC activation.

- **Division Activation Chit:** If a **Division Activation** 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.

- **Brigade Activation Chit:** If a **Brigade Activation** 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, the Brigade may perform a *Full Activation*.
  - If the roll is **greater than** the Command Rating, 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.

7.4 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 (see 14.0), all unplayed chits have an opportunity to be played or discarded and then all these chits will be gathered up and used again next turn.

Example: It is Game Turn 6 and the USA player is the chit puller. The USA player reaches into the Draw Cup and pulls out a USA Event chit and keeps it. They can't use the Unique Event just yet (Command Confusion) so holds it for later use in the turn. The USA player draws the next chit, and it's the *Fortunes of War* chit and discards it, noting that the next chit drawn is to be discarded as well. The USA player then draws the McCulloch Division Activation Chit. The CSA player must then activate one of McCulloch's brigades without taking any action. The CSA player selects Pike's Brigade, flipping its Brigade Activation Status marker over to its "Activated" side (without activating any of Pike's units, due to the *Fortunes of War* chit). The CSA player places the *McCulloch's* Division Activation Chit back into the cup as McCulloch still has more brigades that could be activated. The next chit drawn is the *Van Dorn* CIC Chit and the CSA player decides to use it immediately rather than saving it for later in the turn (Note that Van Dorn has no command rating, he automatically activates a brigade; in some games the CIC may have a command rating). The CSA player selects McIntosh's Brigade to activate (even though it's already been activated earlier this turn) and gives it an **Attack** Order. The USA player then plays the *Command Confusion* chit that was previously held, and a die is rolled. A roll of "1" means that the CSA player must change McIntosh's order to **Regroup**. McIntosh's units cannot move or conduct combat but may conduct Recovery or Rebuilding.

8.0 Brigade Orders

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

8.1 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 they are assigning to it.

8.2 Attack: The Movement Allowance for each infantry or cavalry unit is found on the game player aid in the section labeled Brigade Order Details. The Brigade's units may **Engage** enemy units (see 10.6) and conduct Fire Combat and/or Close Combat. However, the units may not conduct a **Rally** (13.0) and may not use the **March Column** movement rate (10.5).

8.3 Defend: The Movement Allowance for each infantry or cavalry unit is found on the game player aid in the section labeled Brigade Order Details. 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 13.2).

Gameplay Note: Be aware that the Fire Combat Step takes place **before** the Movement Step and that firing **does not** preclude movement in the same Activation nor Close Combat (under an Attack Order). This is important when planning tactics under Attack and Defend Orders.

8.4 Maneuver: The Movement Allowance for each infantry or cavalry unit is found on the game player aid in the section labeled Brigade Order Details. The Brigade's units cannot **Engage** the enemy nor conduct any kind of combat, but they may start

Engaged. In addition, these units *may not* **Rally**. This is the only Order under which infantry and cavalry units may use the **March Column** movement rate.

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

9.0 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 in any order desired by the owning player. Artillery units do **not** fire when a Brigade is activated but do use this procedure when they are allowed to fire.

9.1 Firing Eligibility: Units fire individually or by eligible group of units, and each fire is resolved completely before moving to the next one. Each unit can fire only 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 (LOS)** and that are within **Range** of their weapons.

a. Line of Sight (LOS): For a unit to fire 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), **Obscured** (reducing the effectiveness of fire) by intervening terrain (as defined in the exclusive rules), elevation changes**,** or unit-occupied hexes that the LOS touches, or **Clear** (meaning a clear LOS that is not Obscured or Blocked). *Note that the terrain covering the majority of a hex is considered to span the entire hex – thus, a 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 hexes that have terrain that blocks LOS.*

b. Overhead Fire: Any unit may fire over **enemy** units at farther targets. Infantry and cavalry units may not fire over friendly units. Artillery units may fire over friendly units if they are not using Canister Range Fire and the friendly unit is not adjacent to the targeted unit.

c. Weapon Ranges: Every unit has a **Weapon Type** listed, and each Weapon Type has assigned Ranges (see the **Weapon Ranges Table**) *Exception: type **CC** weapons have no lines listed and may only fire during the Defensive Fire step of the Close Combat procedure 11.0a*. Range is measured in hexes from the firing unit (excluded) to the target unit (included). 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%.

d. Other SP Modifiers: A unit's SPs are modified by 50% for *each* of the following cases: **Opportunity Fire** (see 10.7) and **Supporting Defensive Fire** (see 11.3a).

e. 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. Cavalry units always fire individually regardless of stacking with or being adjacent to other units. For the infantry 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 2.8). 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, or Supporting Defensive Fire at the same attacker, add their eligible SPs together (and modify the two units separately as well).

9.2 Target Eligibility and the Lead Unit: When conducting Fire Combat or Close 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.

9.3 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 modified SPs firing at the target hex. **If the firing unit does not have at least ½ SP ("C") firing** after any initial SP adjustments for Morale Hits, Weapon Range, Opportunity Fire, and Supporting Defensive Fire, then it **cannot Fire.**

CRT Column Shifts: The player then consults the list of possible **Fire Combat Column Shifts,** found in the exclusive rules and below the CRT, 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 ignored. **Exception: Defensive Fire** is resolved on

the "C" column even if shifts take it beyond that column. Fire with column shifts beyond the right of column "**23+**" are resolved on column "**23+**." The column shifts for each game will be listed in the exclusive rules and the Combat Results Table.

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.

b. **Cohesion Test Determination**: Check the modified Cohesion Rating of the **Lead Unit** (see 9.2) 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.

Fire Combat Example: The *2nd MO Infantry* (3-3) from Sturgis' Brigade is located in a Clear terrain hex adjacent to the CSA 3rd AR Infantry Battalion (4-4), which occupies a Woods hex. It is the Fire Step of Sturgis' Brigade Activation Phase and the Brigade is under **Attack** Orders. The USA unit decides to issue Fire Combat at the CSA unit. The unit would normally fire with **3 SPs**, this is shifted two columns to the left for an **Obscured LOS** (firing into a Woods hex). That means the fire is resolved on the "**1**" column. The USA player rolls two dice and gets a **6** on the colored die and a **2** on the white die. The player reads down the "**1**" column to the range of results that includes "**62**" (this would be the "**61-62**" line) to get the result of the fire. This gives a result of **- | 0 | 1-3**. The targeted hex has a Lead Unit with a CR of **4** and thus the fire has no effect. If the AR Infantry was **Shaken**, its CR would be modified to **3**, and it would have to take a **Routine** Fire Combat Cohesion Test. (Note that these values are for example purposes only.)

c. **Flanking Fire:** If a hex is targeted by Fire Combat (for any reason) from **two or more** different enemy units whose 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 Ratings.

10.0 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.

10.1 Movement Procedure: Units are moved one at a time (or one stack at a time, each completing its move before another unit or stack moves and cannot end their move in an over-stacked situation. (See stacking limit in exclusive rules) 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.

10.2 Movement Allowance: The distance an Artillery unit can move is listed on the player aid for each game. The distance Infantry or cavalry units can move in a step is based on the **Order** that was issued (see Player Aid for the movement allowances for each type of unit under each type of order) for the Brigade during the preceding Orders Step. Some Event chits can change a unit's Movement Allowance.

10.3 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** of each game 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 over-stack or enter prohibited terrain.

10.4 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.

10.5 Roads: include Roads, Lanes, Trails, Pikes, etc. Their effects are described in each game's exclusive rules. *For Series games volume 7 & 8, please refer to series rules version 1.1 for rules on roads.*

10.6 Engagement: An **Infantry or Cavalry** unit becomes **Engaged** when it moves ***adjacent*** to any **enemy unit** during movement. An **Artillery** unit becomes **Engaged** when it is ***within two hexes*** of any 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. Note that some **Brigade Orders** (see 8.0) do not allow Engagement.

10.7 Opportunity Fire: If a unit 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 12.7). This movement must first be

announced, and the enemy player may then issue Fire Combat from all adjacent enemy units before the unit moves. If a stack of units wishes to leave from adjacent to an enemy, **each unit is moved individually and undergoes Opportunity Fire individually**. 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 12.1). 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 unit conducting a **Retreat** move (see 12.3) 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.

10.8 Cavalry Withdrawal: When an enemy infantry or artillery unit moves within one or two hexes of a friendly mounted cavalry unit, the non-moving player may immediately retreat the cavalry unit one hex away from the moving enemy. (*A cavalry unit gets two chances to withdraw, at two hexes and at one hex.)* The hex the cavalry retreats to must be one that the cavalry unit may enter while mounted and may not be one that would create an over-stacking situation. There is no limit to the number of times a cavalry unit may 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. The Cavalry unit does **NOT** suffer Opportunity Fire when withdrawing. The moving enemy unit may continue to move after the cavalry unit has withdrawn.

10.9 Cavalry Mounting and Dismounting: Cavalry units are either mounted or dismounted. They may change from one state to the other at any time during their movement by paying 3MP to change modes. Cavalry cannot mount up in terrain that would be prohibited to mounted units. The movement allowance of the unit remains the one that it began the movement with, minus the 3MP. If they do not have enough movement points left to pay the full cost, they may not mount or dismount this move. Mounting or dismounting adjacent to an enemy unit triggers Opportunity Fire (see 10.7). When mounting or dismounting, find the replacement counter that matches the desired state of the unit. Not all cavalry have a dismounted and mounted counter. Dismounted cavalry units are treated as an infantry unit for all purposes.

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

a). it may not be Shaken or Disrupted (see 12.5);

b). It must be in Clear terrain at the start of the movement step;

c). it may only enter Clear hexes;

d). it may not enter a hex so as to create an over-stacked situation at any time during its move;

e). it must end its Charge Move adjacent to an enemy unit;

f). the targeted enemy hex must contain only infantry and/or Artillery units in Clear hexes;

g). in all cases, the Charge Move may not cross a Slope or Steep Slope hexside nor can the targeted enemy unit 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.

10.11 Reinforcements Arrival: Artillery units are placed in the hex specified at the start of the Artillery phase, even if over-stacked. Infantry and cavalry reinforcements are all placed in the specified hex, even over-stacked 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 over-stacked, must observe Stacking Limits at the end of that first move. Should the reinforcing units be frozen into an over-stacked situation (such as by being forced to operate under a Regroup Order by a Command Confusion event chit), 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.

10.12 Off-Map Withdrawals: A unit may *voluntarily* move off the game map by paying **1 MP** to move from any map edge hex (regardless of the terrain in the hex or hexside) off the map. The unit is removed from the map and is permanently out of the game. It may not return at any time.

11.0 Close Combat

Close Combat represents short-range firefights, 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 resulting from Defensive Fire are resolved on the **Fire Combat Cohesion Test Table**. Cohesion Tests resulting from the Attacker's Close Combat are resolved on the **Close Combat Cohesion Test Table**.

- A **Close Combat Cohesion Test** is ***always required after a Close Combat attack***, regardless of the result achieved on the Combat Results Table, Exception (11.3d). 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).

11.1 Close Combat Ineligibility: Artillery units may never initiate Close Combat.

11.2 Close Combat Declaration: At the start of the **Close Combat Step**, the active player must announce every Close Combat they plan to make in the current Step and must designate all attacking units and which hexes they are attacking. Attacking is voluntary and there is no requirement to attack adjacent enemy units. Multiple attacking units that are adjacent to the same enemy hex may all attack that hex if they wish and it will be resolved in a single **Close Combat**. Once an attacking unit is announced, it is committed to attacking the designated hex in the current Step.

11.3 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:

a. **Defensive Fire:** Defending units in the targeted hex may issue **Defensive Fire at the attacking units**. Attacking Units that are not part of the Close Combat are not affected by Defensive Fire *(exception Panic 12.2c).* This fire uses the Fire Combat rules and modifiers. 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. Defensive fire may be combined with **Supporting Defensive Fire** if the firing units are adjacent to one another and adjacent to the target attacking unit. 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). *Note: Defending Infantry units armed with "CC" weapons MAY ISSUE DEFENSIVE FIRE (treated as effective range). Defending mounted cavalry units armed with "CC" weapons MAY NOT ISSUE DEFENSIVE FIRE and all Defending mounted Cavalry units (regardless of weapon) attacked by other cavalry units MAY NOT ISSUE DEFENSIVE FIRE.*

b. **Cavalry Withdrawal:** In lieu of issuing Defensive Fire, an attacked mounted cavalry unit may instead immediately withdraw one hex away from an attacking enemy INFANTRY unit (only). The hex withdrawn to must be one that the mounted Cavalry can legally enter. The enemy unit may then Advance After Close Combat (see 12.7). The unit can only advance if the hex is emptied by the withdrawal. There is no limit to the number of times a mounted Cavalry unit can withdraw from various enemy Infantry attacks in a turn. The Cavalry unit does **NOT** suffer Opportunity Fire when withdrawing.

c. **Initial 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)**.** If there is a single attacking hex the attacking player finds the column on the Combat Results Table (CRT) that includes the total number of SPs of the attacking units in that hex.

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**. This is done after defensive fire; **do not** announce an Assaulting Hex before that fire as the results of that fire could totally change the situation. 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 Out Numbering modifier. Close Combat modifiers are cumulative. For purposes of the Out Numbering 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 column shift (only). Flanking Hex units **may** still participate in an eligible Advance After Close Combat (see 12.7).

d. **Resolving Close Combat Attacks:** The method used to resolve Close Combat Attacks is identical to the method for resolving Fire Combat. If modifiers shift the Attacker's CRT column to the left beyond the lowest column of the CRT, then no close combat occurs.

e. **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.

It is especially important to remember that ALL Close Combat results (even a "-" result) require reference to the Close Combat Cohesion Test Table!

12.0 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.

12.1 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.

- **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** (se 12.6).
- **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.

b. **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 12.5). 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 12.6).
- **Retreat (R#):** The Lead Unit **Retreats** (see 12.3) the number of hexes indicated.
- **Panic Result (P1):** 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 any adjacent hex, that has a ***modified* CR of 2 or less**. This selected **Panicked** unit then suffers **one MH** and must **Retreat three hexes** (R3). No Panic occurs if there are no eligible units with a low enough CR. If there is more than one eligible unit to select, the unit with the **lowest modified CR** of those eligible *must* be selected. If again there is more than one unit qualified, the firing player can select the eligible unit of the players choice.

Important Note: Only the **Lead Unit** is affected by Fire Combat Skedaddle results unless there is Panic. 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 defending player rolls a **colored 5** and a **white 5**, which is a **D2** Depletion Test result and a **MH RA2 (P1)** 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 one qualified enemy unit. Only the **C SP** unit can be selected as the **1 SP** unit (CR 2) was the Lead Unit and cannot be chosen and the adjacent Shaken **6 SP** unit (CR is 3) does not have a low enough CR. So, the player must choose the **C SP** unit and that unit becomes "Shaken" and then retreats two hexes.*

12.2 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.

- **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 12.6).
- **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.

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. The results of the Skedaddle Test in a Close Combat are slightly different than in a Fire Combat. If multiple results are listed, all are applied in the order listed.

- **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 12.5).
- **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 12.3) 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 12.3) the number of hexes indicated.
- **Panic Result (P#):** as Fire Combat Cohesion Test *except* that if the result is "**P2**" or "**P3**", the enemy player selects **two** or **three** eligible units (respectively) to effect. If there are multiple eligible units, they must be chosen starting with the **lowest modified CR** unit first.

Important Note: When conducting **Close Combat Panic**, do so in the following order: Apply the normal combat result to the **Lead Unit** first; then determine who will Panic (which can include units that were stacked with the Lead Unit and may be affected by an "RA" result); then apply the Panic result to the chosen units; and finally, retreat any units that were stacked with the Lead Unit the maximum distance that would apply, either from the original "RA" result or from the Panic effect, whichever is greater (but not both).

12.3 Retreat: If the Cohesion test result dictates a **Retreat**, the affected unit must be immediately retreated. Retreat 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:

- 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.

If the retreating unit cannot retreat without meeting **all** three of these initial requirements, it is placed in **Broken Box 3** on the **Broken Track. Exceptions:** A unit retreating off the map is placed in the Broken Box 1 instead. Artillery and Fragile units are eliminated.

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

- The retreat path must follow hexes not adjacent to the enemy unit(s) that caused the retreat.
- The retreating unit must avoid moving adjacent to other enemy unit(s) that did not cause the retreat.

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 **Opportunity Fire** (see 10.7). 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. 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.

12.4 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. **Infantry and Cavalry:** An Infantry or Cavalry unit is Supported if there is at least one non-Shaken and non-Disrupted unit from the same Brigade stacked with it or in an adjacent hex. Note that the unit providing support can be Battleworn.

   ii. **Artillery**: An **Artillery** unit is **Supported** only when stacked with or adjacent to any *non-Shaken* and *non-Disrupted* **Infantry or Cavalry** unit.

   iii. **Unit on the Broken Track**: Units in the "Available" box on the Broken Track that are attempting to Rebuild *are automatically **Supported**.*

b. **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)**.

Note: It is important to note that Unit Support (or the lack thereof) is **always** considered when a unit's modified CR needs to be referenced.

12.5 Morale Hits: If the Cohesion Test result indicates a **Morale Hit** (**MH**), 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 marked 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 12.6). If the unit receives two Morale Hits, it must take two separate Break Tests.

12.6 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. **Fragile** units only have a *BW side.*
- A unit with a "Disrupted" marker receiving a "**Morale Hit (MH)**" 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 (see 2.1), 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.

12.7 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 by both attacking and defending units**.** Advancing units are not subject to Opportunity Fire (see 10.7) 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 or broken unit(s). The second hex can be any legal hex adjacent to that hex. Again, no Opportunity Fire is allowed against advancing units.

12.8 The Broken Track: Most infantry and cavalry units 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.

Artillery units and **Fragile** units are never placed on the Broken Track. Instead, they are permanently eliminated from play.

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.

a. **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 13.2b). To prevent confusion, move units in the "1" Box first, then the "2" Box, then the "3" Box.

b. **Rally Eligibility:** Units located in the "Available" Box are eligible to use a **Rebuild** action (see 13.2b). 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: USA units 1st WV (3-2 on its FR side) and 4*th WV* (4-1 on its BW side) are stacked together, under Attack Orders and adjacent to a *Battleworn* CSA stack consisting of the *36th VA* (5-4 on its BW side) and the *69th NC* (2-3 on its BW side). The USA stack is situated on Level-4 Clear terrain, while the CSA stack is on Level-5 Clear terrain with a Slope hexside between the two stacks. The USA player decides to declare a Close Combat attack. The CSA units issue Defensive Fire and get a "No Result." The USA 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 the defending units have a better CR. That's three shifts to the left and therefore puts the final Close Combat CRT column at "**3**". The USA player rolls two 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**. The CSA Lead Unit is the *36th VA,* which has a CR of **4** (its printed CR of 4 is used because it has Unit Support from the *69th NC*, which is also from Smith's

Brigade*).* The result is "–", which during a Close Combat is a **Close Fight** result. The USA player rolls 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 USA player must Deplete the *4th WV* (as it is the larger SP unit) and since its already on its BW side, the unit must take a Break Test. The USA player rolls one die against the unit's printed CR of **1** and rolls a **1**, which means the unit is not Broken but is given a "Shaken" marker. The CSA player must also Deplete the *36th VA* (the defending Lead Unit) and it also must then take a Break Test since it's on its BW side. The player rolls a 4, which means the unit is placed on the Broken track in the Broken Box 1 as the die roll was one above its CR.

The **Skedaddle Test** result is "**AM**", which means one of the two attacking USA units must take a Morale Hit. Again, this must affect the larger-SP *4th WV* (because you use the printed SPs, not the modified SPs), and the USA player flips the "Shaken" marker over to its "Disrupted" side (Note that these values are examples only).

13.0 Rally

To get Battleworn, 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.

13.1 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 only conduct a Recovery action (see 13.2a) but may do so multiple times in a single turn if it meets this requirement more than once. Artillery *may not* conduct a Rebuilding procedure (see 13.2b) in the Rally Step – it may only do so in the Artillery Rally Step (see 6.4).
- 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.

13.2 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**). 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-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 and **Artillery** units cannot be Rebuilt once eliminated. Also note that a *BW* Artillery unit still on the map can be Rebuilt to its *FR* side. In addition, an Artillery unit may only attempt a Rebuild during the Artillery Step.

Rebuilding can only be conducted with units under a **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. Units under any other Order may not Rebuild.

If a successful unit is re-entering the map from the "Available" Box, it is placed on its *BW* side in any hex that is at least three hexes from any enemy unit. It must also be within three hexes of another 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: Tyler's Brigade has been taking heavy casualties and the USA player decides it's time to get those units rallied. The Disrupted 7th IN-a is on its BW side and adjacent to an enemy unit. The fresh but Shaken *7th IN-b* is immediately behind it. The *110th PA-a* is in the "Available" Box on the Broken Track.

If the USA player wants to do some rallying but also keep fighting, they could give **Defend** Orders to the Brigade. This will allow the Brigade to conduct Fire Combat, withdraw the *7th IN-a* back two hexes (subjecting it to Opportunity Fire) and move the *7th IN-b* up one hex to relieve them. During the Rally Step, since the boys from Indiana are now three hexes from any enemy unit,

they can perform a Recovery action on the 7th IN-a and flip the "Disrupted" marker to its "Shaken" side.

If the player had instead chosen a **Regroup** Order, none of the units could move and they would only have been able to Rebuild the *110th PA-a* (because it's in the "Available" Box of the Broken Track) since both the *7th IN-a* and *7th IN-b* are too close to the enemy. If they had rolled a "**1**" on the die, this would be less than the *7th IN-b*'s CR of **2** 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 of the other two USA units.

REBUILD OPTION: To more accurately reflect the fact that once a unit broke in combat it rarely returned to 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.

14.0 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.

14.1 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., any chits that were being held, such as CIC, Firefight and Rebel Yell chits). First the USA player announces and plays a chit, followed by the CSA player and so on until all the eligible chits are played.

14.2 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 depending on the scenario being played. This step is skipped in some games that do not collect VP every turn.

14.3 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.

14.4 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.

14.5 Prepare for Next Turn: Both players gather all their Event chits together to get ready for next turn's Command Decision Phase. 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 the scenario rules) and determine the game's winner.

Credits

"Blind Swords" System Designer: Hermann Luttmann

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INDEX

Activation Chit 2.4, 7.3

Advance After Combat 12.7, 11.3b, 11.3c

Artillery Step 6.1, 6.2, 6.3

Artillery Rally Step 6.4

Artillery Units 2.0, 3.1a, 12.3, 12.4a, 12.6, 12.8, 13.1, 13.2b, 6.5

Battleworn 2.1, 6.4, 12.1, 12.2, 12.4a, 12.6, 13.2

Break Test, 12.6, 12.1, 12.2. 12.5

Brigade Activation Chit 7.3

Broken Track 12.8, 11.3, 12.4, 12.6, 7.3, 14.4, 13.1

Canister 9.1

Cavalry Units 2.1, 3.1b, 9.1e

Cavalry Charge 10.10

Cavalry Mounting and Dismounting 10.9

Cavalry Withdrawal 10.8, 11.3b

CIC Chit 7.3, 2.4, 7.1, 7.3a, 14.1

Cohesion Rating 2.1, 9.2, 9.3b, 12.1, 12.2, 12.4, 12.6, 12.7, 13.2

Command Rating 7.3, 2.4

Defensive Fire 11.3a, 9.1, 9.3

Division Activation Chit 7.3, 2.3,

Engagement 10.6, 8.4

Event Chit 7.3,2.4, 5.1, 5.2, 9.4, 9.2, 14.1

Flanking Fire 9.3c

Fog of War 2.4, 7.3b

Fortunes of War 7.3a, 5.1

Fragile 2.1, 12.3, 12.6, 12.8, 13.2

Fresh 2.1

Held Chit 7.1, 7.3, 14.1

Key Chit 5.1

Lead Unit 9.2, 9.3, 10.7, 10.10, 12.1, 12.2

Limited Activation 7.3, 10.11

Line of Sight 9.1a

Morale Hit 12.1, 12.2, 12.5, 12.6, 13.2, 3.1, 9.3

Multiple Firing Units 9.1e

Off Map Moves 10.12

Opportunity Fire 10.7, 10.8, 10.9, 11.3b,12.7

Overhead Fire 9.1b

Panic 12.1b, 12.2, 10.7,

Rebuilding 13.2b, 6.4

Recovery 13.2a, 13.1, 6.4

Reinforcements 10.11

Retreat 12.3,12.7, 3.1, 6.4, 6.5, 10.7, 10.8

Roads 10.5

Strength Points (SP) 2.1, 2.8, 3.1, 9.1, 9.2, 9.3,

Supporting Defensive Fire 9.1, 9.3, 11.3

Universal Rounding Rule 2.8, 9.1e

Weapon Ranges 9.1c

Weapon Type 2.1

Wild Chit 2.4, 7.3