LONGSTREET ATTACKS

A GAME OF THE SECOND DAY AT GETTYSBURG

Contents

When asked why there was no memorial to him at Gettysburg, Daniel Sickles replied, "The entire battlefield is a memorial to Dan Sickles."

1.0 Introduction

On the afternoon of July 2nd, 1863 at the Battle of Gettysburg, Union General Daniel Sickles, commanding III Corps of the Army of the Potomac, made a decision that historians have vehemently debated to this day. He elected to advance his entire corps to what he deemed to be "that higher ground" around the Peach Orchard crossroads on Emmitsburg Road. By doing so, Sickles' judgment set in motion events that would directly lead to some of the most iconic engagements of the American Civil War – the Peach Orchard, the Wheatfield, Devil's Den, the Slaughter Pen and, of course, Little Round Top. During the subsequent vicious fighting, Sickles' Corps not only received a battlefield "hammering" from Hood's and McLaws' Confederate Divisions, but long after the battle ended Sickles himself had to endure a political "hammering" from various critics regarding his conduct.

 Longstreet Attacks is a game simulating the fighting on July 2nd, 1863 during the second day of the Battle of Gettysburg and focuses on the southern portion of the battlefield. The game features the **Blind Swords** chit-pull system, which 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. It allows the players the immersive experience of tactical combat without the heavy rules overhead normally found in such games, while also delivering a comprehensive experience of limited intelligence and unexpected events. This yields an environment of tense action and constant surprises – an environment that will challenge each player.

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 140 yards across. Infantry units represent regiments or battalions and artillery units represent individual batteries or sections. One Strength Point equals about 50 men or a single gun. Each Game Turn represents roughly 20 minutes.

3.2 Map Terrain Features: Various types of terrain are depicted on the game map. **Buildings, bridges, and dry streams are for reference only and have no game effects.** 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. A couple of trees does not make it a woods hex.
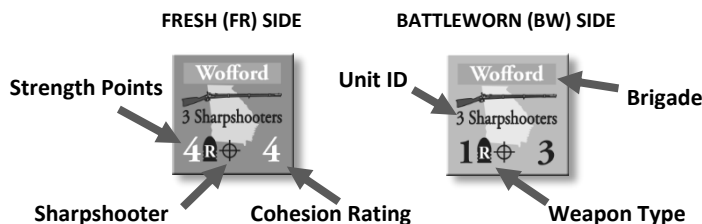
a. **Terrain Levels:** Every hex is at one level, from 1 to 13. (note there are no hexes at level 10 or 11 on this map) Each level is approximately 35 feet. A hex's Level is important for Line of Sight purposes (see 12.1a). Hexes are color-coded to indicate their level, with the darkest green being the 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 1 to 13, 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. A hex's Level is important for Line of Sight purposes (12.1a).

b. **Roads:** There are two types of Road hexes: **Lanes** and **Main Roads**. Units traveling from one Lane/Main Road hex to an adjacent Lane/Main Road hex with a *connecting* "Road" graphic pay only **1 Movement Point,** regardless of the other terrain in the hex or the hexside crossed. **Exceptions**: Artillery units moving along Main Road hexes (ex: *Emmitsburg Road* and *Taneytown Road*) pay only **½ Movement Point** per hex. Infantry units under **Maneuver** Orders (only), moving along Main Roads may use the **March Column** movement rate (13.5a) and thus

pay only **½ Movement Point** per hex. Infantry using a *Brigade Reserve Move* Event Chit also pay **½ Movement Point** per hex along a main road.

c. **Angled Terrain:** Hexes that contain an **Angled** terrain graphic are severely steep and difficult to traverse (in all directions). Artillery units must pay a movement penalty to *enter* an Angled terrain hex and they also *may not* issue Fire Combat from such hexes.

d. **Slope Hexsides:** These *hexsides* represent a discernible **one-Level** change in elevation from one hex to the adjacent hex). One of the hexes bordering the relevant Slope hexside is on a higher Level than the adjacent hex. Moving/Attacking from the lower Level hex through a Slope hexside to a higher-Level hex is deemed going "upslope" and vice-versa is going "downslope". Slope hexsides have movement and combat affects when the relevant unit is going Upslope. Note that some hexsides change Level elevation but *do not* have a Slope hexside (these are very gentle slopes) and have no effects.

e. **Steep Slope Hexsides:** These *hexsides* are the same as Slope hexsides except that they represent a discernible **two-Level** change in elevation from one hex to the adjacent hex. Also, Steep Slope hexsides have movement effects going both upslope (for all units) and downslope (for Artillery units), but combat affects only when going upslope.

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 or green-colored units are the Union player's forces. At the top of each infantry 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. If the unit is a sharpshooter that symbol is adjacent to the weapon type.

FRESH (FR) SIDE   BATTLEWORN (BW) SIDE

Strength Points — Unit ID — Brigade — Sharpshooter — Cohesion Rating — Weapon Type

Note that there is no Movement Allowance listed on the counter – a unit's Movement Allowance is determined by its Brigade Order selection (see 11.0), or if artillery, is always 5 MP (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).

* **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 (shown on the counter) 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 reduce the unit's usable SPs. A unit's SP can never be modified below 0.

* **Weapon Type** informs the players as to what 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. "S" represents an Infantry unit armed with smoothbore muskets or an Artillery battery equipped with Napoleon guns (or an equivalent type of smoothbore piece). "R" represents an infantry unit armed with rifled muskets or a battery equipped with Parrot and/or 3-inch rifled canon. "Sr" represents Sharps rifles and is found with the *U.S. Sharpshooter* units. Units with a gunsight symbol next to the weapon type are "**Sharpshooters**" and get a Fire Combat bonus.

> Important Note! Infantry units armed with smoothbore-muskets ("S") are treated specially in these rules. Such units do not have a "Long" Fire Combat range and go directly from "Effective" to "Extreme" (see the Range Table). This is due to their exceptionally short reach at this scale. By the same token, smoothbores were deadly at close quarters (and especially when loaded with "buck n' ball" shot) and are thus given a bonus 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**".

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. A "Game Turn" marker is provided to mark the current turn.

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 by Division 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 10.7).

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** (*Longstreet* for the Confederates and *Sickles or Hancock* for the Union), **Event** (displaying an Event on each side) and **Wild** (the *Fog of War, Fortunes of War, or Lull in the battle* 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 **Replacement** chits are substituted for the regular chits when the corresponding general becomes a casualty due to the **Fog of War** *Wild Event* chit (see 10.5c).

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. (The back of which is the cover art for the ziplock version of the game.)

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 complete, any remaining fraction is *dropped* (i.e., rounded down).

5.0 Unit ID & Organization

Every infantry unit belongs to a **Brigade** and each Brigade belongs to a **Division**. 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, 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 **10 SPs**. However, Artillery units, Woods terrain, Rocky Woods terrain, Road terrain and Large units each affect stacking limits, as follows:

a. **Artillery Units:** Artillery **SP** count as .75 of a **SP** for stacking purposes. See the artillery stacking table on player aids.

b. **Woods and Rocky Woods Hexes:** Artillery units may only occupy a **Woods** or **Rocky Woods** hex *if they are also on a Road hex*.

c. **Devil's Den** (hex #2719) = only **4 SPs** in this hex can be made up of **Artillery** units. This is total printed SPs – not modified Artillery stacking SPs (see "a" above).

d. **Road Hexes:** If any moving unit wishes to use any **Road** or **March Column** movement cost (see 13.5), the 10 SP stacking limit is in effect always*, **not just the end of the turn***.

7.0 Sequence of Play

Longstreet Attacks 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 many of them divided into Steps. Each Step or Phase must be completed in its entirety before proceeding to the next step or Phase.

1) **COMMAND DECISION PHASE**
2) **Both players choose event chits and setup draw cup**
3) **ARTILLERY PHASE**
    a. **Union Artillery Step**
    b. **Confederate Artillery Step**
    c. **Both sides alternate steps "a" and "b" until both sides have activated all units or passed**
    d.   **Artillery Rally/ Rebuild Step**
4) **CHIT DRAW PHASE**
    a. **Held Event Chit Step**
    b. **Draw Chit Step**
5) **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.**
6) **END TURN PHASE**
    a. **Held Chit Play Step**
    b. **Victory Point Awards Step**
    c. **Broken Track Adjustment Step**
    d. **Brigade Activation Markers Reset Step**
    e. **CSA Attack Coordination, USA AOP Reinforcements**

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** (Union) or **two** (Rebel) of his eligible Event chits and places this Key Chit(s) directly into the draw cup. The **Union** player chooses **one** Key Chit each phase and the **Confederate** player chooses **two** Key Chits each phase.

This is an important step as it guarantees that at least one Event chit 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 (10.5) or the Lull in the Battle Chit (10.5) and thus cancelled.

8.2 Included & Excluded Chits: After placing his Key Chit(s) into the cup, **e**ach player then flips his remaining Event chits over to their "Command Event" side. 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 **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.

 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 the **Wild chits** into the draw cup. The Lull in the Battle chit is added on specific turns per scenario instructions.

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 all Artillery units is **5 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 chosen 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 Artillery Rebuild.

9.4 Artillery Rebuild: After both players have finished this turn's Artillery Steps, each player then (Union player first) may choose a single Artillery unit that did not move, fire, retreat, or take a step loss 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 17.0). Note that this is the only time during the turn that an Artillery unit may Rebuild (17.2b).

Old Hands Note: This is a different procedure than used in *Stonewall's Sword* and *Thunder in the Ozarks*.

9.5 Special Artillery Movement and Fire Considerations:

a. Artillery units may only enter or exit a **Woods** or **Rocky Woods** hex via any *connected* **Road** hex.

b. Artillery units wishing to move **up a Steep Slope** (from lower elevation to a higher elevation) must **start** the move already adjacent to the Steep Slope hex side, spend their **entire Movement Allowance** to do move into an adjacent hex through that hex side and also receive **one Morale Hit**, applied normally (15.6).

c. 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.

d. An Artillery unit moving along a Road in a **Woods** or **Rocky 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).

e. Artillery units located in an **Angled** hex, **Woods,** or **Rocky Woods** hex (even on a Road) **may not issue Fire Combat.**

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

g. Artillery units are subject to "**Low Ammo**" effects as soon as the **Lull in the Battle** Wild Chit (10.5) enters the game (not just when it is drawn from the cup).

10.0 Chit Draw Phase

The central mechanic that drives the action in *Longstreet Attacks* 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 Command Event (see 10.4.b). The chit-puller then draws a new chit.

b. **Wild Chit:** If one of the **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. **Division Activation Chit:** If a **Division Activation** chit (see 10.7) 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 ten 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 **Command 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 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.

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. **Command Events:** The back side of every Event chit is the "*Command Event*" side. This Command Event side is significant only when using the **Confederate Attack Coordination**, **Confederate Division Availability** and **Union Army of the Potomac Reinforcements** (see 19.0) rules. A Command Event can only be played *at the moment the Event Chit is drawn*. A chit played for its Command 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.

10.5 Wild Chits: There are three **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. **A Lull in the Battle:** This Wild chit is only fed into the game during the *Hammerin' Sickles and Sickles Follows Orders* scenarios. It represents the general battle fatigue and more difficult battlefield conditions of a long day's fight. When it

becomes available per the scenario instructions, it is immediately placed into the cup each turn. Upon the Lull chit being drawn, it is placed on the Game Turn Track in the current turn space and several special effects are now in force for *the remainder of this Game Turn*:

a. **Exhaustion:** No further chits are pulled. All subsequent activations, events, etc. are cancelled for this turn. **Exceptions**: Units advance on the Broken Track normally and Victory Point scoring for the turn still occurs.

b. **Low Artillery Ammo:** All artillery fire (only) conducted after the Lull chit **is added to the cup** has a "<-2" column shift applied. The Lull chit does not actually have to be drawn for this modifier to go into effect.

The *A Lull in the Battle* chit reflects the weariness, fatigue, ammo expenditure and battlefield chaos of a few hours fighting (even for units not actively engaged, as they are still always at the ready and/or marching back and forth). Players will find that they will be hard-pressed to make meaningful decisions as such opportunities become fewer.

c. **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:

• **[Affected Side] Battlefield Chaos:** The *opposing player* to the affected side selects any one enemy-occupied hex and places the *Fog of War* chit directly onto that hex. **All units** in that marked hex have the following restrictions applied to them:

  o They may not voluntarily move or initiate combat of any kind for the remainder of the Game Turn. This includes no Defensive Fire Support, Opportunity Fire or Event Chit action.

  o No *friendly* **Event Chit** can be played by the owning side on this hex (the opponent can).

  o They may not receive Unit Support (15.5) nor do they provide Unit Support.

  o They may issue Defensive Fire (14.3a) but **with only ½ SPs.**

  o The unit and suffers all combat results including retreat and panic normally.

  The chit remains with the unit(s) even if it retreats. Remove the *Fog of War* chit at the end of the turn.

• **Wayward [Affected Side] Move:** The player selects any one enemy unit to affect. He may then move this enemy unit one hex in any direction. The unit may not be moved

into a hex the unit is prohibited from entering, a hex that would then be overstacked, or off the map edge. This move may trigger Opportunity Fire.

• **Possible [Affected Side] General Casualty:** The owning player of the possibly affected General rolls two dice and reads them as the Combat dice roll (12.3a) resulting in a number from **11** to **66**. He then consults the General Casualty Table for his side, located on his player aid.

  o If the Division Activation or the CIC chit for the rolled General is not yet in play, the result is converted to "No Effect". Note that Frozen Generals, and Uncommitted Generals are always considered to be "in play" (see the relevant scenario rules for details).

  o 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 **"Replacement"** version (the one with the "red cross" on it). If the affected Division Activation or CIC chit is still in the cup, place the "Replacement" version of the chit next to the cup, and when the relevant chit is drawn, immediately replace it with the "Replacement" chit (before any Command Rating roll, etc.). *Note that the Sickles CIC Chit is out of the game permanently if it becomes a casualty and is replaced by the Hancock CIC Chit.*

  o If the rolled Division Activation or CIC chit is already a "Replacement" chit, **the original (normal) chit is returned to play** (he has recovered, an able replacement has taken command, etc.)**.** Replace the "Replacement" version of the chit with the corresponding regular chit. This switch back and forth can take place any number of times in a game. See the Leader Casualty Table for the exact die rolls needed to bring a chit back.

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.

10.6 CIC Chit: Each player normally receives one **CIC Chit** to start the game – the Confederate player has *Longstreet* and the Union player has *Sickles* (these chits are identified with each general's portrait). When a CIC chit is drawn, the owning player may then 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 he may hold the chit for later use (at the start of the Chit Draw Phase). However, after the Brigade is identified, the player will usually have to roll to successfully use the chit (depending on the scenario - see below). Only if a successful roll is first made, he may then perform a **Full Activation** (see 10.7) and conduct a **normal Brigade Activation Phase** with that chosen 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.

a. **Sickles:** This CIC Chit is not always active when drawn – each scenario will detail the die roll needed to use the chit. If not activated successfully, it is discarded with no effect. Also, there is no "Replacement" version of the *Sickles* CIC Chit. If Sickles is removed from the game, he is replaced by the *Hancock* CIC Chit instead (see below).

b. **Hancock:** This CIC Chit replaces the *Sickles* CIC Chit if Sickles becomes a Casualty. It is not always active when drawn – each scenario will detail the die roll needed to use the chit. If not activated successfully, it is discarded with no effect. If the *Hancock* CIC Chit becomes a Casualty, there is an assigned "Replacement" Chit that replaces it normally.

c. **Longstreet:** This CIC Chit is not always active when drawn – each scenario will detail the die roll needed to use the chit. If not activated successfully, it is discarded with no effect. This chit has a normal "Replacement" Chit to replace it if it becomes a Casualty.

d. If the "**Replacement**" version of the *Longstreet* or *Hancock* 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**.

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 activation.

10.7 Division Activation Chit: Every Division in the game has a corresponding **Division Activation Chit**. Every infantry 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. (or in other words you cannot use a brigade that has no units to absorb your failed activation roll)

10.8 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: 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 (*Command Confusion)* and holds it for later in the turn. He places the chit face-down 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 *Birney* **Division Activation Chit**. The Union player must then activate one of Birney's brigades without taking any action. He selects Graham's Brigade, flipping its Brigade Activation Status marker over to its "Activated" side (without activating any of Graham's units, due to the *Fortunes of War* chit). He places the *Birney's* **Division Activation Chit** back into the cup as Birney still has more brigades that could be activated. The next chit drawn is the *Sickles* **CIC Chit**. The Union player decides he wants to use *Sickles* right then and rolls to see if he may be used this turn and passes and the Union player selects Ward'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 *Command Confusion* chit that he was holding, and a die is rolled. A roll of "1" means that the Union

player must change Ward's order to **Regroup**. Ward's units cannot move or conduct combat but may conduct Recovery or Rebuilding.

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 unit is **4 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** and may not use the **March Column** movement rate (13.5a).

11.3 Defend: The Movement Allowance for each unit is **2 MPs** but it may not use the March Column move rate. 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).

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

11.4 Maneuver: The Movement Allowance for each unit is **6 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 may use the **March Column** movement rate.

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.e) 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 **Woods, Rocky Woods, Orchard, 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, 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 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 **Woods** or **Rocky Woods** or **Woodline** 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 **Woods** or **Rocky Woods** terrain or any **unit** (friendly or enemy) in the hex. There is an **Obscured** LOS if there is any **Orchard** terrain, or a Woodline hexside.

Example: A unit in hex 1617 can see an enemy in 1714. If the enemy was in 1815, the LOS would be Obscured by the target being in the Orchard. If the target were in 1914, the LOS would be Obscured twice – once for tracing through the Orchard in 1815 and again for the target being in an Orchard. If a unit were in 1612 and attempting to trace to 1812, the LOS is blocked by both 1711 and 1712.

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 **Woods** or **Rocky Woods or Woodline** 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 **Woods** or **Rocky Woods** or **Woodline** 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**.

Example: A unit in 1615 can see a unit in 1714 (units can always see into an adjacent hex). From hex 1615 the LOS to hex 1814 is blocked by 1714. If an artillery unit was trying to fire from 1214 to 1712, the LOS would be Obscured by the Orchard in 1613.

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 **Woods** or **Rocky Woods** or **Woodline** 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 **Woods** or **Rocky Woods** or **Woodline** terrain or **unit** (friendly or enemy) causes an **Obscured** LOS.

> LOS Example: A unit in hex 1617 can see a unit in 1816. The LOS from 1618 to hex 1816 is blocked by 1717. If a unit were in hex 1316, the LOS to 2115 would be Obscured by the Orchard in1416. If the same unit in 1316 were trying to see into hex 2710, the LOS would be Obscured by the Woods in the five lower intervening hexes. Note that only one "Firing Over Woods" Obscured LOS Fire Combat column shift applies, even though there are multiple terrain hexes involved. But if there was also a unit in one of those Woods hexes, then the "Firing Over Units" Obscured LOS shift would additionally be applied to any fire.

A LOS is **always Obscured** if the Target unit is in a **Woods**, **Rocky Woods,** or **Orchard** hex. If a LOS passes **exactly along a hexside**, the LOS is affected by the more 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**.

> Note that the map's terrain levels should be viewed as "wedding cake" hills. This means that units on a higher level must be at the "edge" of the level in order to see down to a lower level. If they are back away from the "cliff side" of that level (reverse slope, as some would call it), then they cannot view any targets on a lower elevation. This also applies in reverse – units on a lower level cannot see higher units unless those higher units are located on the edge of the hill's terrace.

b. **Overhead Fire:** Any unit may fire over **enemy** units at farther targets. However, **only Artillery** units may fire over *friendly units*, but only when not using **Canister Range Fire (they may fire at 100% not using the cannister 150%) and never when the friendly intervening unit is 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**). 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:** 2 or less hexes, is used only by Artillery units, and *increases* their SP strength by 50%.

d. **Other SP Modifiers:** A unit's Fire Combat SPs is modified by 50% for *each* of the following cases: **Opportunity Fire** (13.7) and **Supporting Defensive Fire** (14.3a).

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. 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).

f. **Artillery in Difficult Terrain:** An Artillery unit located in an **Angled**, **Woods** or **Rocky 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 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 issue Fire Combat.**

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 ignored. **Exception**: **Defensive Fire and Close Combat** is resolved on the "C" column even if shifts to the left take it beyond that column. 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 Woods or Rocky Woods = shift two columns to the left if the targeted hex is a Woods or Rocky Woods hex.

- Obscured LOS: Target in Orchard = shift one column to the left if the targeted hex is an Orchard hex.

- Obscured LOS: Firing Over Woodline hexsides, Woods or Rocky Woods = shift one column to the left if the LOS passes over an intervening Woods or Rocky Woods hex or over an intervening Woodline hexside.

- Obscured LOS: Firing Over Any Non-SO Units = shift one column to the left if the LOS passes over any intervening units (friendly or enemy) that are not in Skirmish Order. There is no shift if firing over Skirmish Order units.

- Obscured LOS: Firing Through Any Orchards or Woodline hexside = shift one column to the left if the LOS passes through one or more intervening Orchard hexes or Woodline hexsides on the same level as both units.

- Firer in Skirmish Order = shift two columns to the left if the firing unit is in Skirmish Order (see 18.0)

- Target in Skirmish Order = shift two columns to the left if the target unit is in Skirmish Order (see 18.0)

- Half or more of Firing Artillery SPs are "Mx" Weapon Type at Long/Extreme Ranges = shift one column to the left if most of the firing SPs are from "Mixed" weapon type Artillery issuing fire at **Long** or **Extreme** Ranges.

- Half or more of Firing Artillery SPs are "S" Weapon Type firing at Canister Range = shift one column right if most of the firing SPs are from "Smoothbore" weapon type Artillery electing to issue Canister fire.

- Flanking Fire = shift one column to the right if the firing unit(s) qualify for Flanking Fire (see 12.4)

- Half or more of the Firing Infantry SPs are "Sr" Weapon Type firing = shift two columns to the right if most of the firing units are Infantry units with a "Sharps Rifle" weapon type.

- Half or more of the Firing Infantry SPs are Sharpshooter-rated = shift one column to the right if most of the firing units are Sharpshooter Infantry units (marked with a gunsight).

- Targeted Union "Good Ground" 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.

Fire Combat Example: The *5th GA* (10-3) from Anderson's Brigade is in a Clear terrain hex two hexes from the Union *1st MN* (5-5), which occupies a Woods hex. It is the Fire Step of Anderson's Brigade Activation Phase and the Brigade is under **Attack** Orders. The Georgia 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 50% due to the fire being issued at "Long" range (the unit is armed with a "R" weapon). This gives a net total of **5 SPs** and puts the combat on the "**5**" column of the Combat Resolution Table. 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 "**3**" column. The Confederate player rolls two dice and gets a **6** on the colored die and a **2** on the white die. He reads down the "**3**" 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** | **2-4**. The targeted hex has a Lead Unit with a CR of **5** modified to a **4** because the unit is in a woods hex and not supported. The *1st MN* would have to take a **Routine** Fire Combat Cohesion Test.

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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 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.

13.0 Movement

Movement is conducted during the **Artillery Phase** (by Artillery units only) and the **Movement Step** (by activated Infantry 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 5 MPs. The distance Infantry 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, moving under a *Brigade Reserve Move* Event Chit or any **Artillery** unit pays only **½ 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 **10 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 10 SPs. The moving unit or stack must pay the Movement Cost of the *other terrain* in a hex and of the hexside crossed if the stacking limit is exceeded in that hex. Artillery units pay 3MP to enter a road hex in **Woods** or **Rocky Woods** that exceeds the road stacking limit.

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

> Movement Example: The *14th US Regular* unit is in hex 3210 and its Brigade is under Maneuver Orders. This gives the unit a 6 MP Movement Allowance. The unit could move cross-country to 3110 for 4 MP (Rocky Woods is 2 MP and +2 MP for going up a Steep Slope) and then on to 3011 for the final 2 MP. Note however, that because the unit is under a Maneuver Order and therefore cannot Engage, if a Confederate unit were in hex 3012, it could not have moved into 3011. Alternately, since the unit is under Maneuver Orders and can use March Column, the Regulars could move all the way to hex 2514 following the Road for all twelve hexes (note that all hexes along the road are ½ MP, despite the type of terrain in the hexes moved through).
>
> Another Movement Example: Suppose the *6th US Regular* unit (also from Day's Brigade) had already moved earlier this step and stopped in hex 3113. When the *14th US Regulars*, using the March Column movement from the above example, move into hex 3214, they have expended 2 ½ MPs at that point. If they wish to enter hex 3113, they cannot use the March Column rate anymore, as the total SPs in hex 3113 would then exceed the 10 SP stacking limit. The *14th* would have to go "off road" and expend the normal cost of the hex terrain. It would expend 3 MP to enter 3113 (2 MP for the Rocky terrain and +1 MP for the Slope). That would be a total MP expenditure of 5 ½ to that point and the unit could then resume Road March and move another Road hex for the final ½ MP, ending its movement in hex 3014. Note also that the *14th* could not have moved into 3113 and stopped with their brother Regulars, as that would exceed the 10 SP stacking limit at the end of the Movement Step.

13.6 Engagement: An **Infantry** unit becomes **Engaged** when it moves *adjacent* to any **enemy unit** (even if in Skirmish Order) 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** (11.0) do not allow Engagement.

13.7 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 15.8 and Skirmish Screens – see 16.2). 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 a hex adjacent to an enemy the lead unit of the moving units will take fire normally. 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 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. Any retreat results from this fire add to the unit's retreat.

13.8 Reinforcements Arrival: Artillery units are placed in the hex specified at the start of the Artillery phase, even if overstacked. Infantry reinforcements are all placed in the specified hex during the movement step of their order. – 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 unable to avoid an overstacked situation by movement (such as by being forced to operate under a Defend Order or hit by a fatigue 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.

13.12 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) 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*.**

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).

14.1 Close Combat Ineligibility: Artillery units and **Skirmish Order** units (16.0) may never initiate Close Combat.

14.2 Close Combat Declaration: At the start of the **Close Combat Step**, the active player must announce every Close Combat he plans to make 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.

14.3 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:** 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. Defensive fire may be combined with **Supporting Defensive Fire** if the firing units are adjacent to one another. If any **Retreat** result is achieved, or if an attacking unit is **Eliminated** or 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).

b. **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 in the **Assaulting Hex**. All attacking units in the same hex must add their SPs together into one total.

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).

c. **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 (from the Assaulting Hex) is higher than the defending Lead Unit's CR: Shift one column to the right.

- The Defending Lead Unit's CR is higher than the best Attacking unit's CR (from the Assaulting Hex): Shift one column to the left.

- 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.

- 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).

- Defending Union "Good Ground" chit: Shift two columns to the left.

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

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 very important to remember that ALL Close Combat results (even a "-" result) or a result below the defender's cohesion value require reference to the Close Combat Cohesion Test Table! The bottom column, Close Fight, is used in all these situations.

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.

- **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.

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

- **Break Test (B):** 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 (P1):** This result means that, in addition to the normal result to the Lead Unit, one 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 Morale Hit** (M) 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 his 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 attacking player rolls a **colored 5** and a **white 5**, which is a **D2** Depletion Test result and a **M R2 (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 (modified CR is 3) does not have a low enough CR. He must choose the **C SP** unit and that unit becomes "Shaken" 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.

- **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.

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 together.

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

- **Attacker Morale Hit (AM):** 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 (M):** as Fire Combat Cohesion Test

- **Break Test (B):** 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 *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).

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:

- 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 Woods or Rocky Woods hex unless it is following a connected Road.

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. Exception**: Artillery and Fragile units are eliminated if unable to meet the priorities.

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.

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

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

o The unit must decrease the distance from its side of the map with each hex retreated if more than one eligible hex (per all the above conditions) is available. The Union player must try to retreat towards the **North and/or East** map edge and the Confederate player towards the **South and/or West** map edge. 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. 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.

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 Woods or Rocky Woods:** A unit located in a **Woods** or **Rocky Woods** hex (even if it has a Road) *never* receives Support, nor does it provide Support to any other Unit*.* This supersedes all other Support qualifications.

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

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

   iv. **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. It is also extremely critical to remember that regardless of the location of friendly units, **a unit in Woods or Rocky Woods is never supported** and thus always has its CR reduced by one.

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 (B)**" 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. Attacking units are not required to advance and the units in the Assaulting hex do not need to be the ones chosen for the advance, any attacking unit may advance. 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 **Eliminated** or **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 units in *Longstreet Attacks* 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 17.2b). 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 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 *115th PA* (3-2 on its FR side) and *2nd NH* (4-1 on its BW side) are stacked together, under Attack Orders and adjacent to a *Battleworn* Rebel stack consisting of the *13th MS* (5-4 on its BW side) and the *18th MS* (2-3 on its BW side). 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 7 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 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** |. The Rebel Lead Unit is the *13th MS*, which has a CR of **4** (its printed CR of 4 is used because it has Unit Support from the *18th MS*, which is also from Barksdale'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 must Deplete the *2nd NH* (as it is the larger SP unit) and since its already on its BW side, the unit must take a Break Test. The Union player rolls one die against the

unit's printed CR of **1** and rolls a **1**, which means the unit is not eliminated but is given a "Shaken" marker. The Confederate player must also Deplete the *13th MS* (the defending Lead Unit) and it also must then take a Break Test since it's on its BW side. The player rolls a **3**, which keeps the unit in the game, but it also gets a "Shaken" marker.

The **Skedaddle Test** result is "**AM**", which means one of the two attacking Union units must take a Morale Hit. Again, this must affect the larger-SP *2nd NH* (because you use the printed SPs, not the modified SPs), and the Union player flips the "Shaken" marker over to its "Disrupted" side.

16.0 Skirmish Order

Certain units begin some scenarios in 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 so by placing a "Skirmish Order" marker on top of the unit counter. Units may not enter SO during the game, they are assigned that status only at the beginning of a scenario. Units may leave SO during the game.

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 (even an enemy SO unit). They may stack normally with friendly units, SO and non-SO units alike. To leave Skirmish Order, a SO unit pays **2 MP** at the start of its Movement Step and removes the SO marker.

16.2 Skirmish Screen Effects: An enemy unit that moves adjacent to a SO unit forces the SO unit to *immediately* **withdraw one hex away** from the moving enemy unit into a legal hex that is not adjacent to any enemy unit. The SO unit must finish its withdrawal one hex from the moving enemy unit. If it cannot withdraw and meet those conditions, then it must continue to withdraw until it reaches a legal hex that is not adjacent to an enemy unit. If no such hex is available, the unit is placed in the **Broken 1 box**. **Exception:** If the SO unit is a Fragile unit it is eliminated. 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. This procedure also applies to enemy Advance After Combat units that moves adjacent – the SO unit must withdraw one hex normally. Should an enemy conduct Retreat movement adjacent to a SO unit, that retreating unit may pass by normally (and will also receive eligible Opportunity Fire) during the course of its retreat move. If at the end of the retreat it is still adjacent to the SO unit, then the SO unit must subsequently withdraw one hex normally. Skirmish Order units withdrawing from retreated enemy units do not themselves suffer Opportunity Fire.

Old Hands Note: This is a different procedure than used in *Stonewall's Sword* and *Thunder in the Ozarks*.

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.

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, including CSA units that are advancing under a Rebel Yell chit.

Skirmish Order Example: The Union *2nd US Sharpshooter (a)* unit is in Skirmish Order and moves through two Woods hexes to get into position at the edge of the woods, paying only 1 MP per hex (instead of the normal 2 MP per hex) due to being in Skirmish Order. During the subsequent activation of Robertson's Rebel brigade, the *1st TX* unit, as the first move of its Movement Step under Attack Orders, moves into a Clear hex adjacent to the Union skirmishers for 1 MP. Note that this movement is still considered to be Engagement, even though the Union unit is skirmishing. The US Sharpshooters must then move one hex away from the Rebels, in this case further into the Woods. The Texans then continue their move, following the sharpshooters into the Woods, paying 2 MP for that hex. The Union unit would then again have to fall back another hex.

17.0 Rally

To get Battleworn, Shaken, and Disrupted units back into the fight, players must attempt to Rally those units.

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

- If an **Infantry**, 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 (17.2a) 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 (17.2b) in the Rally Step – it may only do so in the Artillery Step (se 9.4).

- 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. The Rally chit has slightly different distance to enemy restrictions.

- **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**). 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 and **Artillery** units cannot be Rebuilt once eliminated and out of the game. Note also that Artillery units may only attempt a Rebuild during the Artillery Step.

Infantry unit 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 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: Vincent's Brigade has been taking heavy casualties and the Union player decides it's time to get those units rallied. The Disrupted *44th NY* is on its BW side and adjacent to an enemy unit. The fresh but Shaken *20th ME* is immediately behind it. The *16th MI* 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 *44th NY* back two hexes (subjecting it to Opportunity Fire) and move the *20th ME* up one hex to relieve them. During the Rally Step, since the boys from New York are now three hexes from any enemy unit, he can perform a Recovery action on the *44th NY* and flip the "Disrupted" marker to its "Shaken" side.

If the player had instead chosen a **Regroup** Order, none of his units could move and he would only have been able to Rebuild the *16th MI* (because it's in the "Available" Box of the Broken Track) since both the *44th NY* and *20th ME* are too close to the enemy. If he had rolled a "**1**" on the die, this would be less than the *16th MI*'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 Union 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., any chits that were being held, such as CIC, Firefight and Rebel Yell chits). First the Union player announces and plays a chit, followed by the Confederate player and so on until all the eligible chits are played. A player may not pass. If he declines to play he is done for the turn.

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 depending on the scenario being played.

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 Army of the Potomac Reinforcements and Confederate Division Availability: If the Union player has committed any Command Event Chits to the **Army of the Potomac Reinforcements Table** during the turn, he may roll a die, possibly modified, and consult the table for any effect on the selected Division Activation Chit.(19.3) Then if the Confederate player has committed any Command Event Chits to the **Confederate Division Availability Table** during the turn, he may roll a die, possibly modified, and consult the table for any effect on the selected Division Activation Chit.(19.2)

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 Command Events to the Optional Rules 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 and determine the game's winner.

19.0 Command Event Tracks

These three procedures are used only in the **Grand Battle** scenarios (21.4 and 21.5) to add some historical flavor and "what if" possibilities to the game. The back side of every Event chit has a **Command Event**. If the owning player chooses to use the Command Event, he must elect to do so at the moment the Event Chit is drawn. He *cannot* later decide to use a Command Event Chit as a Unique Event Chit or vice versa. Those that are used for the Command Event are placed in the appropriate boxes located on the Record Tracks. These chits so placed are then out of play until the End Turn Phase. The Rebel player may immediately place a Command Event chit on either of the two Confederate Command Event Tracks, either **Confederate Command & Control** or **Confederate Attack Coordination**. The Union player has only the **Army of the Potomac Reinforcements** Command Event Track to place one or more chits on.

19.1 Confederate Command & Control: The performance of the Confederate division generals during Longstreet's assault was inconsistent. Players use the lower of the two command ratings on the divisional leader chits unless the Confederate player spends a Command Event to improve their leadership ability for the current turn (only). During the course of play, the Confederate player may opt to use any Event chit, when it's drawn, for its **Command Event** side. The first Track is the **Confederate Command & Control Track** and it contains a **Command Rating Box** for each of the three Confederate Division Generals. By placing the chit in the box on any one general's track, the player increases the corresponding Confederate General's Division Action Chit's **Command Rating** to the **indicated Command Rating number** for *the remainder of the current Game Turn* (only). A *maximum of one chit* can be placed on each box. If a Division leader becomes a casualty (10.5b), this track is used in the same manner for the

"Replacement" Chits and improves the command value of them by one.

19.2 Confederate Attack Coordination: The three Confederate commanders that launched the attack on the afternoon of July 2nd were to have assaulted so as to mutually support one another in an echelon style attack. This option allows the Confederate player to attempt to move up the activation of the two "Frozen Divisions" (*McLaws* and *Anderson*) sooner if he believes that their earlier arrival would benefit his attack plans. The player may therefore place one or more Command Event chits on the **Confederate Attack Coordination Track**. During the End Turn Phase, the Confederate player chooses one **Confederate Division Activation** chit located on the Game Turn Track (i.e., it is not in the game yet) and rolls the die, modifying it if applicable. For each chit placed, the player increases that die roll by "**+1**". If the result is a modified die roll of **9 or more**, "*Advance Division Chit One Turn*", the Division Activation Chit is moved to the **next lower-numbered Game Turn box**. A result of "*No Effect*" has no effect on the chit. (Note this means that you must commit at least 3 chits to have any chance)

19.3 Union Army of the Potomac Reinforcements: The entire Union position hinges on the ability of the Army of the Potomac to react to Longstreet's attack and pull Sickles' "butt out of the fire" with the commitment of local supporting formations. The Union player may opt to try to activate the "Uncommitted Divisions" faster or call up the scheduled Reinforcements sooner than they were historically available with this optional rule. The player may commit one or more Command Event chits to the **Army of the Potomac Reinforcements Box.** During the **End Turn Phase**, starting in the 4:00PM turn, the Union player chooses **one Division Activation chit** that is not yet in the game, (i.e. it is Uncommitted), or one located on the Game Turn Track (i.e., it is scheduled Reinforcement) and rolls the die, modifying it if applicable. For each chit placed, the player increases that die roll by "+1". If the result is a modified die roll of **9 or more**, "*Advanced Reinforcement One Turn –OR- Add One Extra Division Chit to the Cup*", a Reinforcement Division Activation Chit is moved to the next lower-numbered Game Turn box and all troops of that division are advanced one turn in terms of entry or an additional Uncommitted Division Activation chit can freely be added to the cup next turn (along with the normally allowed one chit per the "Staggered Union Response" procedure for that scenario (21.4) which starts on turn 2.

20.0 Designer's Notes

Thank you for purchasing and playing this third installment in the Revolution Games' ACW Series. The first and second games, *Stonewall's Sword,* and *Thunder in the Ozarks*, were great successes for Revolution Games. Fred and I want to thank all of you who supported those efforts. 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 straight-forward 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. 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.

The biggest difference in Longstreet Attacks over its two predecessors is the sheer size and density of this battle compared to Cedar Mountain and Pea Ridge. This game will give you a unique feel for commanding massive, packed-together formations maneuvering in the immediate vicinity of equally dense and intimidating enemy forces. Expect a great degree of command "anxiety" when the game gets underway!

We hope that you enjoy *Longstreet Attacks* 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

Battle Tactics of the Civil War - Paddy Griffith

A Field Guide to Gettysburg – Reardon & Vossler

The Maps of Gettysburg – Bradley Gottfried

Brigades of Gettysburg – Bradley Gottfried

Gettysburg's Bloody Wheatfield – Jay Jorgensen

Gettysburg: The Second Day – Harry Pfanz

Order of Battle: Gettysburg July 2 1863 – James Arnold and Roberta Wiener

Gettysburg: The Story of the Battle with Maps – Editors of Stackpole Books

Stand to It and Give Them Hell! - John Michael Priest

Credits

Game Research and Design: Hermann Luttmann
Game Map: Richard Barber
Game Counters: Charlie Kibler
Box art: Mark Mahaffey
Game Development: Fred Manzo and Roger Miller
Chief Playtesters: Stephen Poitinger, Claude Whalen
Play Testing: Rick Barber, Dave Powell, Paul Fish, Don Allen, Mark Brownell, Kirk Allton, Kevin Miller, Michael Wilding, Bob Demaio, Thomas Thornsen

21.0 Scenarios

As Sickles' III Corps troops marched on their way to the Peach Orchard and past the left flank of II Corps, General Hancock observed: "Gentlemen that is a splendid advance. But, those troops will be coming back very soon".

Developers note: The scenarios contain a fair number of special rules. These are needed to show the slowness of the Union response and the limitations of leadership on both sides. We tested the game without many of these rules and it was a poor simulation and played like day 3 at Gettysburg, no fun at all**.**

21.1 THE ROUND TOPS
The Battle for Big and Little Round Top

Scenario Length: **6** Game Turns (**4:20** – **6:00**)

Special Scenario Rules:

a. **Area of Play:** Only a limited area of the map is in bounds for this scenario. The perimeter of the scenario area is a border of hexes representing the "map edge" and traced as follows: **#2724** -> **#3524** (all "xx24" hexes are in bounds) **-> #3513 -> #2813** (all "xx13" hexes are in bounds) **-> #2820 -> 2720 -> 2724**. The perimeter hexes are **in play** and hexes outside the perimeter are treated as off-map. No units may *voluntarily* move outside the designated play area. If a unit is forced to retreat outside the scenario perimeter, treat this in the same way as a unit retreating off the game map.

b. **Eligible Chits:** A limited number of chits are used in this scenario. Each player has only **five Event** chits available for use, as follows:

   - **Confederate:** *Rebel Yell!, Confident*, *ANV Veterans, Brigade Reserve Move* and *Firefight*

   - **Union:** *Firefight*, *Confident, Rebel Fatigue, Stand to It!* and *Rally!*

In addition, only the *Fog of War* **Wild** chit is used. The relevant **Division Activation Chits** are also available (per the normal rules and as detailed in the Scenario Setup and Reinforcement Schedule). No other chits are used in this scenario.

c. **Command Decision Phase**: Each player still selects one (Union) or two (Confederate) Key Chits normally. Players will randomly *exclude* one or two Event chits and then place the remaining **one (Confederate) or two (Union) non-excluded Event chits** into the cup (for a total of **three** Event Chits in the cup from each side).

d. **No Command Rating Die Roll:** Whenever a Division Activation Chit is drawn there is no die roll needed against the Command Rating. The chosen Brigade is considered to *automatically* have a **Full Activation**.

e. **No Command Events:** No Command Events are used in this scenario. Only the Unique Event of each Event Chit can be utilized.

f. **Reinforcement Placement:** Units brought into the scenario during the course of the game are placed in the indicated hexes. If the assigned hex is occupied by an enemy unit or is adjacent to an enemy unit, the reinforcing unit is placed in the closest available hex to the assigned hex. This "closest available hex" must also be closer to the owner's side of the Area of Play (west and south for the Confederates and north and east for the Union).

g. **Victory Conditions**: There are three Victory Hexes: the summit of **Big Round Top** (hex #3223) Top and the summit of **Little Round Top** (hex #'s 3116 and 3117). The side that controls the most number of these hexes wins the scenario. "Control" of a hex belongs to the side which currently occupies the hex or was the last to occupy the hex. All such hexes begin the scenario in control of the Union player.

UNION SETUP
Ward's Brigade
4 ME – 2820; **2 USSS (a)** – 3122 (Skirmish Order)

Vincent's Brigade
20 ME – 3217; **83 PA** – 3216; **16 MI** – 3215; **44 NY** – 3214

Division Activation Chits - *Birney* and *Barnes*

CONFEDERATE SETUP
Law's Brigade
47 AL – 2924; **15 AL** – 3024; **4 AL** – 2922

Robertson's Brigade
4 TX – 2721; **5 TX** – 2822

Division Activation Chits – *Hood*

UNION REINFORCEMENT SCHEDULE
5:00 - Hazlett (Enter in hex 3214)

5:20 - Weed's Brigade (140 NY) (Enter in hex 3214)

5:20 - Division Activation Chits – *Ayres*

CONFEDERATE REINFORCEMENT SCHEDULE

5:20 - <u>Law's Brigade</u> **(48 AL) (Enter in hex 2819)**

21.2 THE WHIRLPOOL

The Battle for the Wheatfield, Devil's Den and Houck's Ridge

Scenario Length: **10** Game Turns (**4:20 – 7:20**)

Special Rules:

a. **Area of Play:** Only a limited area of the map is in bounds for this scenario. The perimeter of the scenario area is a border of hexes representing the "map edge" and traced as follows: **#1822 -> #2822 (all "xx22" hexes are in bounds), #2822 -> #2811, #2811 -> #1811 (all "xx11" hexes are in bounds), #1811 -> #1822**. The perimeter hexes are **in play** and hexes outside the perimeter are treated as off-map. No units may *voluntarily* move outside the designated play area. If a unit is forced to retreat outside the scenario perimeter, treat this in the same way as a unit retreating off the game map.

b. **Eligible Chits:** A limited number of chits are used in this scenario. Each player has only **six Event** chits available for use as follows:

- **Confederate:** *Rebel Yell!*, *Confident*, *ANV Veterans, Rally!, Command Momentum* and *Firefight*

- **Union:** *Good Ground*, *Command Momentum, Confident*, *Firefight*, *Stand To It!* and *Rally 'Round the Flag*

In addition, the *Fortunes of War* and *Fog of War* **Wild** chits are used. The relevant **Division Activation Chits** are also available (per the normal rules and as detailed in the Scenario Setup and Reinforcement Schedule). The *Lull in the Battle* chit is not used, and the **CIC Chits** may be used (see below).

c. **CIC Chits:** Whenever a player attempts to use his CIC chit on a chosen Brigade, he must first roll a die to see if the CIC is successful in his activation attempt. Apply as follows:

Longstreet: **1 - 4** = the CIC chit is successful this turn and may activate the brigade; **5 - 6** = the CIC Chit is discarded with no effect this turn.

Sickles: **1 - 3** = the CIC chit is successful this turn; **4 - 6** = the CIC Chit is discarded with no effect this turn.

Hancock (if Sickles is a Casualty): **1 - 4** = the CIC chit is successful this turn; **5 - 6** = the CIC Chit is discarded with no effect this turn.

d. **Command Decision Phase**: Each player still selects one (Union) or two (Confederate) Key Chits normally. Players will randomly *exclude* one or two Event chits and then place the remaining **two (Confederate) or three (Union) non-excluded Event chits** into the cup (for a total of **four** Event Chits in the cup from each side).

e. **No Command Events:** No Command Events are used in this scenario. Only the Unique Event of each Event Chit can be utilized.

f. **Reinforcement Placement:** Units brought into the scenario during the course of the game are placed in the indicated hexes. If the assigned hex is occupied by an enemy unit or is adjacent to an enemy unit, the reinforcing unit is placed in the closest available hex to the assigned hex. This "closest available hex" must also be closer to the owner's side of the Area of Play (west and south for the Confederates and north and east for the Union).

g. **Confederate Withdrawal:** Historically, some Rebel units remained in this area for only a portion of the engagement, moving on to fight in the Slaughter Pen area just outside the scenario boundaries. In order to reflect that reality, the **44 AL**, **48 AL** and **2 GA** units may be withdrawn from the game beginning with the **5:40** Game Turn and thereafter. If any of the listed units are not currently Engaged with a Union unit at the start of its movement Step during any activation (by Division or CIC Chit), the Confederate player simply picks up the unit and removes it from the game. If it is Engaged at the time, check again each subsequent turn until all three are withdrawn. Note this means that a CSA unit on a Defend or Attack order could fire causing Union units to retreat or be eliminated and then the CSA unit would be withdrawn as it is no longer engaged at the start of its movement step.

h. **First Turn Artillery Phase and Confederate Preliminary Bombardment:** During the first Game Turn's Artillery Phase (only), *Union Artillery units may not be activated*. Instead, the Confederate player rolls for the abstracted effects of the Rebel artillery preliminary bombardment against the Union guns. He rolls *one die for each* of the three hexes of the **Wheatfield Road Union Gun Line** (1914, 2014 and 2114). Each die roll is applied to that hex as follows:

> **1** = no effect;
> **2 - 3** = apply one Morale Hit to any unit (Confederate player's choice);
> **4 - 5** = apply two Morale Hits total to any unit(s);
> **6** = flip one unit over to its BW side.

After applying any effects, the Artillery Phase is finished, and players proceed with the normal sequence of play.

i. **Hood is Wounded:** General Hood was shot down right before this part of the battle began. To reflect this, the Confederate player must begin the game with the *Hood* "**Replacement**" Division Activation Chit in the cup.

j. **Confederate Division Command Ratings**: all Rebel **Division Activation Chits** use their *higher* **Command Ratings** ("4" for *Anderson* and *Hood* "Replacement"; "5" for *McLaws*) at all times in this scenario.

k. **Victory Conditions**: Each side scores **Victory Points** hexes it controls at the end of the scenario, as follows: (These locations are marked with colored circles with stars and the number of VP)

1 VP for each of the following hexes: **Stony Hill** (2216, 2315 and 2316), **Houck's Ridge** (2715, 2717 and 2718) and **Devil's Den** (2719) **Peach Orchard** (1815 and 1914)

3 VPs for each of the following hexes: **J. Weichert** (2613) and **Trostle Farms** (2211).

Total VPs available = **15**

"Control" of a hex belongs to the side which currently occupies the hex or was the last to occupy the hex. All Victory Point hexes begin under Union control at the start of the scenario. Add each side's VPs at the conclusion of the **7:20** Game Turn and take the difference. The side with higher total wins the game, by the following levels based on the VP differential:

0 VP = **Draw**
+1 to **+3 VP** = **Minor Victory**
+4 to **+6 VP** = **Major Victory**
+7 and more = **Decisive Victory**

UNION SETUP
Artillery Units
Hart & Clark - 1914; **Phillips** - 2014; **Bigelow** - 2114; **Winslow** – 2515; **Smith (a)** - 2719

Graham's Brigade
68 PA – 1913

Burling's Brigade
7 NJ – 2013; **8 NJ** – 2317; **115 PA** – 2317

De Trobriand's Brigade
110 PA - 2016; **5 MI** - 2217; **17 ME** - 2417; **3 MI** - 1915

Ward's Brigade

99 PA – 2715; **20 IN** – 2716; **86 NY** – 2717; **124 NY** - 2719

Sweitzer's Brigade
32 MA – 2314; **62 PA** – 2414; **4 MI** – 2514

Tilton's Brigade
22 MA – 2614; **1 MI** – 2614; **118 PA** – 2614; **18 MA** – 2714

Division Activation Chits - *Birney, Humphreys,* and *Barnes*

CONFEDERATE SETUP
Anderson's Brigade
9 GA – 2119; **8 GA** – 2219; **11 GA** – 2319; **59 GA** – 2419

Robertson's Brigade
3 AR – 2518; **1 TX** - 2519

Division Activation Chits - *Hood* "Replacement" *Chit*

UNION REINFORCEMENT SCHEDULE
5:20 Kelly's (Irish) Brigade - 63/69/88 NY; 28 MA; 116 PA (Enter in hex 2411)

5:20 Cross' Brigade - 5 NH; 148 PA; 81 PA; 61 PA (Enter in hex 2511)

5:20 Division Activation Chits – *Caldwell*

5:40 - Zook's Brigade - 66 NY; 52 NY; 140 PA; 57 NY (Enter in hex 2411)

5:40 - Brooke's Brigade - 2 DE; 64 NY; 53 PA; 27 CT; 145 PA (Enter in hex 2511)

6:00 - Burbank's Brigade - 17 US; 11 US; 10 US; 7 US; 2 US (Enter in hex 2711)

6:00 - Division Activation Chits – *Ayres*

6:20 - Day's Brigade - 14 US; 12 US; 6 US; 4 US; 3 US (Enter in hex 2814)

CONFEDERATE REINFORCEMENT SCHEDULE
4:20 - Benning's Brigade - 15 GA; 20 GA (Enter in hex 2222)

4:20 - Law's Brigade * - 44 AL; 48 AL (Enter in hex 2722)

***** - *for this scenario, treat both of Law's units as belonging to Benning's Brigade for all game purposes.*

4:40 - Kershaw's Brigade - 8 SC; 3 SC Bn; 2 SC; 3 SC; 7 SC (Enter in hex 1922)

4:40 - Benning's Brigade - 2 GA; 17 GA (Enter in hex 2522)

4:40 - Division Activation Chits – *McLaws*

5:20 - Kershaw's Brigade - 15 SC (**Enter in hex 2222**)

5:40 - *Check for withdrawal of* **44 AL, 48 AL** *and* **2 GA** *for remainder of scenario.*

6:00 - Barksdale's Brigade ** - 21 MS (Enter in hex 1815)

* *- *for this scenario, treat Barksdale's unit as belonging to Wofford's Brigade for all game purposes.*

6:20 - Semmes Brigade - 50 GA; **10 GA**; **51 GA**; **53 GA (Enter in hex 2022)**

6:20 - Wofford's Brigade - Phillips Legion; Cobbs Legion; 3 GA Sharp.; **24 GA**; **16 GA**; **18 GA (Enter in hex 1816)**

6:20 - Wilcox's Brigade - 8 AL (Enter in hex 1812)

6:20 - Division Activation Chits – *Anderson*

21.3 ASSAULT ON EMMITSBURG ROAD

The Battle for the Peach Orchard & Cemetery Ridge

Scenario Length: **9** Game Turns **(5:40 – 8:20)**
Special Rules:

a. **Area of Play:** Only a limited area of the map is in bounds for this scenario. The perimeter of the scenario area is a border of hexes representing the "map edge" and traced as follows: **#2600 -> #2613 -> #1021**. The perimeter hexes are **in play** and hexes outside the perimeter are treated as off-map. The perimeter hexes are **in play** and hexes outside the perimeter are treated as off-map. No units may *voluntarily* move outside the designated play area. If a unit is forced to retreat outside the scenario perimeter, treat this in the same way as a unit retreating off the game map.

b. **Eligible Chits:** A limited number of chits are used in this scenario. The Rebel player has only **seven** Event chits available for use and the Union player has only **six** Event chits available for use as follows:

- **Confederate:** *Rebel Yell!*, *Double Time*, *Confident*, *ANV Veterans, Command Confusion, Rally!* and *Firefight*

- **Union:** *Good Ground*, *Confident*, *Command Confusion*, *Firefight*, *Stand to It!* and *Rally!*

- In addition, the *Fortunes of War* and *Fog of War* **Wild** chits are used. The relevant **Division Activation Chits** are also available (per the normal rules and as detailed in the Scenario Setup and Reinforcement Schedule). The *Lull in the Battle* chit is not used, and the **CIC Chits** may be used (see below).

  CIC Chits: Whenever a player attempts to use his CIC chit on a chosen Brigade, he must first roll a die to see if the CIC is successful in his activation attempt. Apply as follows:

  Longstreet: **1 - 4** = the CIC chit is successful this turn and may activate the brigade; **5 - 6** = the CIC Chit is discarded with no effect this turn.

  Sickles: **1 -2** = the CIC chit is successful this turn; 4 - **6** = the CIC Chit is discarded with no effect this turn.

  Hancock

  (if Sickles is a Casualty): **1 - 4** = the CIC chit is successful this turn; **5 - 6** = the CIC Chit is discarded with no effect this turn.

c. **Command Decision Phase**: Each player still selects one (Union) or two (Confederate) Key Chits normally. The Rebel player will randomly *exclude* **three Event chits** and then place the remaining **two into the cup**. The Union player will randomly *exclude* **two Event chits** and then place the remaining **three into the cup.** This will provide a total of **four** Event Chits in the cup from each side.

d. **No Command Events:** No Command Events are used in this scenario. Only the Unique Event of each Event Chit can be utilized.

e. **Preliminary Bombardment:** During the **Artillery Phase** of the first game turn, the Artillery Steps are reversed. The Confederate Artillery Step occurs first and then the Union Artillery Step. In addition, the Confederate player may conduct *three such Artillery Steps* to start this phase before the Union player may conduct his first step. Normal alternating Artillery Steps begin at that point. Starting with the **6:00** Game Turn the sequence returns to normal.

f. **Barksdale's Assault**: At the start of the **Chit Draw Phase** of the first Game Turn (only), the **"McLaws" Division Activation** chit is automatically the first chit drawn from the cup and does not need to make a die roll against its Command Rating – *the chit is automatically successful during this draw.* Thereafter, replace it into the cup and normal rules apply.

g. **Frozen Units**: *Anderson's* Confederate Division is **frozen** in place until **Game Turn #8** (**6:20**). *Gibbon's* and *Hays'* Union Divisions are **frozen** in place until **Game Turn #8** (**6:40**). This includes **all Union Artillery units** *adjacent to or stacked with* units of either frozen Union Division and Weir and Brown.

Frozen units may not be activated normally but may only be activated by CIC Chit and may not choose Attack or Defend orders. Frozen units **cannot** be selected for use with an **Event Chit.** Should any of these Frozen Divisions units be **attacked** by Fire or Close Combat, the Division to which the attacked unit(s) belongs has its **Division Activation Chit** *immediately* placed into the cup. That Division is no longer frozen and will function normally for the rest of this turn and thereafter. Note that frozen Generals are still considered to be "in play" and subject to Leader Casualty effects.

h. **Confederate Division Command Ratings**: Both Rebel **Division Activation Chits** (*McLaws* and *Anderson*) use their *higher* **Command Ratings** at all times in this scenario ("5" and "4", respectively).

i. **Victory Conditions**: Victory is determined at the conclusion of Game Turn 11 (8:20). The Confederate player (only) scores **Victory Points** based on the hexes his units control at the end of the scenario, as follows: (These hexes are marked with colored circles. For this scenario the color of the circle does not matter.)

1 VP for each of the following hexes: **Rogers Farm** (1706), **Klingel Farm** (1709), **Emmitsburg Road Exit** (1800) and **N. Cordori** (1803)

1 VP for each **Peach Orchard** hex (1815 and 1914)

2 VPs for the **Trostle Thicket** (2207).

3 VPs for **Trostle Farm** hex (2211)

Note that the hex 2613 is worth no VP in this scenario.

1 VP for every **full 5 SPs** of Confederate Infantry units (as modified by their current condition) that exit the scenario perimeter from hexes **#2600** to **#2613 to #2215** (inclusive). These units may not return to the game. *The maximum VP that can be awarded to the Confederate player for this condition is a total of 2 VP.*

Should the Confederate player control either the **Mrs. Brown** (2401) or **J. Hummerbach** (2504) hex at the *end* of any Game Turn the game ends and it is a **Decisive Victory for the Confederates.**

"Control" of a hex belongs to the side which currently occupies the hex or was the last to occupy the hex. All Victory Point hexes begin under Union control at the start of the scenario. Total the number of VPs scored by the Confederate player (only) and determine the result as follows:

4 or less VPs = Decisive Union Victory
5 VP = Major Union Victory
6 VP = Minor Union Victory
7 - 8 VP = Draw
9 VP = Minor Confederate Victory

10+ VP = Major Confederate Victory
Automatic = Decisive Confederate Victory

UNION SETUP
Artillery Units
Clark – 1914; **Ames & Bucklyn** – 1714; **Seely** – 1610; **Turnbull** – 1608; **Woodruff** – 2000; **Brown** – 1902; **Cushing** – 2202; **Arnold** – 2101; **Thomas** – 2506; **Weir** – 2105; **Sheldon** – 2405

Ward's Brigade
3 ME (Skirmish Order) – 1716; **1st USSS (a)** (Skirmish Order) – 1509; **1st USSS (b)** (Skirmish Order) – 1507

Graham's Brigade
68 PA – 1913; **141 PA** – 2214; **114 PA** – 1713; **57 PA** – 1711; **105 PA** – 1712; **63 PA** (Skirmish Order) – 1513

Brewster's Brigade
71 NY – 1911; **72 NY** – 1912; **73 NY** – 1813; **120 NY** – 1910; **70 NY** – 2012; **74 NY** – 1908

Carr's Brigade
11 MA – 1707; **12 NH** – 1809; **16 MA** – 1708; **11 NJ** – 1810; **26 PA** – 1907; **1 MA** (Skirmish Order) – 1605

Burling's Brigade
2 NH – 1814; **7 NJ** – 2013; **5 NJ** (Skirmish Order) - 1511

Harrow's Brigade
19 ME – 2302; **15 MA** – 2403; **1 MN** – 2502; **82 NY** – 2603

Webb's Brigade
69 PA – 2102; **71 PA** – 2301; **72 PA** – 2402; **106 PA** – 2202

Hall's Brigade
19 MA – 2204; **20 MA** – 2103; **7 MI** – 2103; **59 NY** – 2102; **42 NY** – 2203

Smyth's Brigade
14 CT – 2200; **12 NJ** – 2100; **108 NY** – 2000; **1 DE** (Skirmish Order) – 1500

UNION REINFORCEMENT SCHEDULE
6:40 - Frozen Division Activation Chits - *Gibbons, Hays*

7:40 - Willard's Brigade - **39 NY**; **125 NY**; **111 NY**; **126 NY (Enter in hex 2609)**

CONFEDERATE SETUP
Artillery Units
Carlton & Manly – 1518; **Taylor & Parker** – 1417; **Moody & Gilbert** – 1315; **Patterson** – 1212; **Woolfolk & Jordan** - 1416

Barksdale's Brigade
21 MS – 1418; **17 MS** – 1317; **13 MS** – 1217; **18 MS** – 1316

Wofford's Brigade
16 GA – 1218; **18 GA** – 1117; **24 GA** – 1116; **Phillip's Legion** & **3 GA SS** – 1115; **Cobb's Legion** – 1015

Wilcox's Brigade
8 AL – 1313; **10 AL** – 1211; **11 AL** – 1210; **14 AL** – 1209; **9 AL** – 1208

Lang's Brigade
5 FL – 1107; **8 FL** – 1106; **2 FL** – 1105

Wright's Brigade
22 GA – 1004; **3 GA** – 1003; **48 GA** – 1002; **2 GA** (Skirmish Order) – 1203

Posey's Brigade
48 MS – 1001; **19 MS** (Skirmish Order) – 1101; **16 MS** (Skirmish Order) – 1100; **12 MS** – 1000

CONFEDERATE REINFORCEMENT SCHEDULE

6:20 - Frozen Division Activation Chit - *Anderson*

21.4 HAMMERIN' SICKLES (Grand Battle Scenario)

Longstreet Attacks the Sickles Salient

Scenario Length: **14** Game Turns (**4:00** – 8:20)

Special Rules:

a. **CIC Chits:** Whenever the Union player attempts to use the *Sickles* CIC chit on a chosen Brigade, he rolls a die and applies as follows:

Sickles: **1 - 4** = the CIC chit is successful this turn; **5 - 6** = the CIC Chit is discarded with no effect this turn.

The *Longstreet* and *Hancock* CIC Chits are automatically successful each turn – no roll is necessary.

b. **Confederate Division Command Ratings**: Rebel **Division Activation Chits** (*McLaws, Hood* and *Anderson*) use their lower **Command Ratings** in this scenario unless raised by playing command event chits. See (19.1)

b. **Preliminary Bombardment:** During the **Artillery Phase** of **Game Turn 1**, the Artillery Steps are *reversed*. The Confederate Artillery Step occurs first and then the Union Artillery Step. The Rebel player conducts *three such Artillery Steps* to start this phase *before the Union player may conduct his first step*. Normal alternating Artillery Steps begin at that point. Starting with Game Turn 2, the sequence returns to normal.

c. **Command Decision Phase**: Each player selects **one** (Union) or **two** (Confederate) Key Chits normally. The Union and Confederate player will each then *randomly* **add four more Event chits into the cup**. The remaining chits for each side are *excluded* for this Game Turn and placed aside.

d. **Hood's Assault:** during the entire first Game Turn (only), the *Hood* Division Activation chit does not need to make a die roll against its Command Rating – *the chit is automatically successful each time it is drawn* during the first Game Turn. Thereafter, normal rules apply.

e. **The Sickles Salient:** The position of III Corps at the start of the Rebel attack was so exposed and erratically deployed that unit cooperation and coordination was severely hampered. To simulate this early disadvantage, the units of the Union Divisions *Birney*, *Humphreys*, *Barnes*, *Caldwell*, *Gibbon,* and *Hays* all start deployed on the map but **do not yet have their respective Division Activation chits placed into the cup**. The Brigades of these 6 **Uncommitted Divisions** cannot be activated (*except by CIC Chit*) until their respective Division Activation chits enter the game. The Division Activation Chits for *Hays* and *Gibbon* are added to the draw cup **the turn after** *Anderson* is added to the cup by the CSA. *Hays* and *Gibbon* **may not be advanced** by the Union player playing Command Event chits to do so. Beginning with the **second turn's Command Decision Phase** (4:20pm) and with the next three turn's Command Decision Phase, the Union player **selects any one of** *Barnes*, *Birney*, *Humphreys***, or** *Caldwell* **to place into the cup** (and thus makes that Division available for normal activation this turn). Reinforcements (for example, *Ayres'* Division which arrives on the second Game Turn) still have their Division Activation Chits added to the cup normally when they arrive. Brigades of Uncommitted Divisions can still be activated by a Union **CIC Chit** and function normally while so activated. Units of Uncommitted Divisions **can** be selected for use with an **Event Chit.** Note that Uncommitted Generals are still considered to be "in play" and subject to Leader Casualty effects. Also note that units of these Divisions can still defend themselves normally, including issuing eligible Defensive Fire and Defensive Support Fire, but that does not commit them.

f. **Union Artillery:** Much of the Union artillery was held back and not committed until later in the battle. At the start of the game **Thompson**, **Phillips**, **Hart**, **Bigelow**, **Turnbull**, **Thomas**, **Walcott**, **Watson**, **Sheldon**, **Weir**, **Cushing**, **Arnold**, **Brown**, and **Woodruff** are on the map but may not move or fire until they are released. In addition, **Barnes** and **Gibbs** are reinforcements and may not enter at hex 3600 until they are released. In the Artillery Phase of the **4:40** turn the US player **may release four artillery units**. In each subsequent turn he **may release two more** until all Union artillery units have been released. If the CSA player fires at a Union artillery unit that has not been released, *it is released immediately*. The Union player may use any method he prefers to show which

Union artillery units may not yet move. Turn them sideways, mark with some other marker not included in this game, write them down, etc.

g. **Confederate Division Coordination:** The units of the Rebel Divisions of *McLaws* and *Anderson* start deployed on the map but do not have their respective Division Activation chits placed into the cup until later in the scenario (as indicated in the Confederate Reinforcement Schedule). These two Divisions are **Frozen Divisions** and cannot be activated (*except by CIC Chit*) until their respective Division Activation Chits are placed into the cup. Brigades of Frozen Divisions can still be activated by the *Longstreet* CIC Chit **but cannot select Attack or Defend orders for the activated brigade.** Frozen units **cannot** be selected for use with an **Event Chit.** Should any of these Frozen Divisions units be **attacked** by Union Fire or Close Combat, the Division to which the attacked unit(s) belongs has its **Division Activation Chit** *immediately* placed into the cup. That Division is no longer frozen and will function normally for the rest of this turn and thereafter.

> Note that the differences between rules e) and g) are significant:
> * Union Uncommitted formations come in at the player's whim but are never released by Rebel action (reflecting their surprise and Sickles' stumbling around).
> * Rebel Frozen formations come in on a pre-set historical schedule but can be unfrozen if attacked by Union troops (so that prevents the Union from attacking them unrealistically)

h. **Confederate Flank Guard**: The *7th Georgia* regiment (from *Anderson's* Brigade of *Hood's* Division) was assigned to flank guard duty to protect the army's right flank from Union cavalry raids and wandering patrols. It is set up in hex #2132 and **may not move** from that hex for the entire game unless a Union unit moves within **9 hexes** of it. At that point, it may be included in the normal activation of Anderson's Brigade.

i. **Union Movement Restriction:** The Union player may not enter hex rows 1000 to 1300, inclusive.

j. **Union Brigade Reserve Movement:** The Union *Brigade Reserve Movement* Event chit is only available to be placed in the cup on the Game Turn that the *McLaws* Division Activation Chit is placed in the cup. Before then, this Event chit cannot be used by the Union player. This represents the Union Command speeding up their response to the increasing tempo of battle.

k. **Lull:** The *A Lull in the Battle* Wild Chit (10.8) is placed onto the Game Turn Track in the **Game Turn #12 (7:40)** space. At the start of that turn, and each Game Turn thereafter until a successful roll is made, either player rolls a die. On a die roll of **1 – 3**, place the chit into the cup each Game Turn for the rest of the game.

l. **Victory Determination:** At the conclusion of **Game Turn #14** (8:20), figure out the total net Victory Points using the following 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.

a. **Casualties VPs:** Players will each earn **½ 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 **½ VP** for each **SP** of eliminated enemy **Artillery** and **Fragile** units.

b. **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.* These VP hexes are marked on the map with circles with stars in them and a number. A blue circle is Union only. A red circle is Confederate only. A circle that is red and blue means either side can collect VP for the hex.

Union Hex Control
1 VP for *each* **Peach Orchard** hex (1815 and 1914)
1 VP for *each* **Stony Hill** hex (2216, 2315 and 2316)
1 VP for *each* **Houck's Ridge** hex (2715, 2717 and 2718)
1 VP for *each* **Little Round Top** hex (3116 and 3117)
1 VP for **N. Cordori** (1803)

Confederate Hex Control
1 VP for *each* **Peach Orchard** hex (1815 and 1914)
1 VP for *each* **Stony Hill** hex (2216, 2315 and 2316)
1 VP for *each* **Houck's Ridge** hex (2715, 2717 and 2718)
1 VP for **Devil's Den** (2719)
1 VP for **Big Round Top** (3223)
1 VP for *each* **Little Round Top** hex (3116 and 3117)
1 VP for **Emmitsburg Road Exit** (1800)
1 VP for **Klingel Farm** (1709)
1 VP for **Rogers Farm** (1706)
2 VPs for **Trostle Thicket** (2207)
3 VPs for **J. Weickert** (2613)
3 VPs for **G. Weickert** (2708)
3 VPs for **Trostle Farm** (2211)
4 VPs for **J. Munschower** (3113)
4 VPs for *each* **Union LOC hex** (4009, 4015)

Should the Confederate player control any of the following hexes at the *end* of any Game Turn - **Mrs. Brown** (2401), **J. Hummerbach** (2504) or **Powers Hill** (3402) – the game ends and it is a **Decisive Victory for the Confederates.**

c. **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. The player with the most net VPs wins the game. An exact tie in the VP total is a Draw. The level of Victory is determined as follows, based on the net VP total for the winner:

1 through 15 VPs = **Minimal** Victory
16 through 30 VPs = **Minor** Victory
31 through 45 VPs = **Major** Victory
46+ VPs = **Decisive** Victory

UNION SETUP

Artillery Units
Smith (a) – 2719; **Smith (b)** – 2817; **Winslow** – 2515; **Clark** – 1914; **Ames** – 1714; **Bucklyn** – 1714; **Seely** – 1610; **Turnbull** – 2507; **Walcott & Watson**– 2907; **Hazlett** – 2613; **Phillips & Thompson** – 2510; **Hart & Bigelow** – 2509; **Woodruff** – 2000; **Brown** – 1902; **Cushing** – 2202; **Arnold** – 2101; **Thomas** – 2506; **Weir** – 2304; **Sheldon** – 2405

Ward's Brigade
3 ME (Skirmish Order) – 1716; **1st USSS (a)** (Skirmish Order) – 1509; **1st USSS (b)** (Skirmish Order) – 1507; **2nd USSS (a)** (Skirmish Order) – 2524; **2nd USSS (b)** (Skirmish Order) – 2121; **4 ME** – 2719; **86 NY** & **124 NY** – 2718; **20 IN** – 2717; **99 PA** – 2716

De Trobriand's Brigade
110 PA - 2317; **40 NY** – 2316; **17 ME** - 2416; **5 MI** – 2216; **3 MI** (Skirmish Order) - 1918

Graham's Brigade
68 PA – 1913; **141 PA** – 1815; **114 PA** – 1713; **57 PA** – 1711; **105 PA** – 1712; **63 PA** (Skirmish Order) – 1513

Burling's Brigade
6 NJ & **8 NJ** & **115 PA** – 2214; **7 NJ** – 2013; **2 NH** – 1814; **5 NJ** (Skirmish Order) - 1511

Brewster's Brigade
71 NY – 1911; **72 NY** – 1912; **73 NY** – 1813; **120 NY** – 1910; **70 NY** – 2012; **74 NY** – 1908

Carr's Brigade
11 MA – 1707; **12 NH** – 1809; **16 MA** – 1708; **11 NJ** – 1810; **26 PA** – 1907; **1 MA** (Skirmish Order) – 1605

Vincent's Brigade
44 NY – 2713; **16 MI** - 2712; **20 ME** – 2711; **83 PA** – 2710

Tilton's Brigade
22 MA & **1 MI** – 2808; **118 PA** & **18 MA** – 2708

Sweitzer's Brigade
4 MI – 2611; **32 MA** – 2609; **62 PA** - 2610

Cross' Brigade
81 PA & **5 NH** – 2407; **61 NY** & **148 PA** - 2307

Zook's Brigade
52 NY & **57 NY** & **66 NY** – 2406; **140 PA** – 2505

Kelly's (Irish) Brigade
63 NY/69 NY/88 NY – 2306; **116 PA** & **28 MA** – 2207

Brooke's Brigade
2 DE & **64 NY** & **27 CT** – 2206; **53 PA** & **145 PA** – 2305

Harrow's Brigade
19 ME – 2302; **15 MA** – 2403; **1 MN** – 2502; **82 NY** – 2603

Webb's Brigade
69 PA – 2102; **71 PA** – 2301; **72 PA** – 2402; **106 PA** – 2202

Hall's Brigade
19 MA – 2204; **20 MA** – 2103; **7 MI** – 2103; **59 NY** – 2102; **42 NY** - 2203

Smyth's Brigade
14 CT – 2200; **12 NJ** – 2100; **108 NY** – 2000; **1 DE** (Skirmish Order) – 1500

Willard's Brigade
39 NY – 2101; **125 NY** – 2201; **111 NY** – 2401; **126 NY** – 2300

UNION REINFORCEMENT SCHEDULE

4:20 - Weed's Brigade - 140 NY; 146 NY; 91 PA; 155 PA (Enter in hex 3600)

4:20 - Burbank's Brigade - 2 US; 7 US; 10 US; 11 US; 17 US (Enter in hex 3600)

4:20 - Day's Brigade - 3 US; 4 US; 6 US; 12 US; 14 US (Enter in hex 3600)
4:20 - Division Activation Chit - *Ayres*

6:40 - Fisher's Brigade - 5 PA Res; 9 PA Res; 10 PA Res; 11 PA Res; 12 PA Res (Enter in hex 3600)

6:40 - McCandless' Brigade - 1 PA Res; 2 PA Res; 6 PA Res; 13 PA Res (Enter in hex 3600)

6:40 - Division Activation Chit – *Crawford*

7:00 - Nevin's Brigade - 13 PA; **93 PA**; **62 NY**; **98 PA (Enter in hex 3600)**

7:00 - Division Activation Chit – *Wheaton*

7:20 - Bartlett's Brigade - 121 NY; **95 PA**; **96 PA**; **5 ME (Enter in hex 3600)**

7:20 - Division Activation Chits – *Wright*

CONFEDERATE SETUP
Artillery Units
Reilly – 2326; **Latham** – 2024; **Fraser** & **McCarthy** – 1620; **Carlton** & **Manly** – 1519; **Taylor & Parker** – 1417; **Moody** & **Gilbert** – 1315; **Patterson** - 1212

Law's Brigade
48 AL – 2430; **44 AL** – 2329; **15 AL** – 2328; **47 AL** – 2228 **4 AL** - 2227

Robertson's Brigade
5 TX – 2126; **4 TX** – 2026; **1 TX** – 2025; **3 AR** – 1924

Benning's Brigade
2 GA – 2129; **17 GA** – 2029; **20 GA** – 2028; **15 GA** - 2027

Anderson's Brigade
59 GA – 1926; **11 GA** – 1826; **8 GA** – 1825; **9 GA** – 1724; **7 GA** - 2132

Kershaw's Brigade
15 SC – 1623; **7 SC** – 1622; **3 SC** – 1521; **2 SC** – 1520; **8 SC** – 1420; **3 SC Bn** - 1519

Semmes' Brigade
53 GA – 1523; **51 GA** – 1522; **50 GA** – 1421; **10 GA** - 1422

Wofford's Brigade
16 GA – 1218; **18 GA** – 1117; **24 GA** – 1116; **Phillip's Legion** & **3 GA SS** – 1115; **Cobb's Legion** - 1015

Barksdale's Brigade
21 MS – 1418; **17 MS** – 1317; **13 MS** – 1217; **18 MS** – 1316

Wilcox's Brigade
8 AL – 1313; **10 AL** – 1211; **11 AL** – 1210; **14 AL** – 1209; **9 AL** - 1208

Lang's Brigade
5 FL – 1107; **8 FL** – 1106; **2 FL** – 1105

Wright's Brigade
22 GA – 1004; **3 GA** – 1003; **48 GA** – 1002; **2 GA** (Skirmish Order) – 1203

Posey's Brigade
48 MS – 1001; **19 MS** (Skirmish Order) – 1101; **16 MS** (Skirmish Order) – 1100; **12 MS** – 1000

CONFEDERATE REINFORCEMENT SCHEDULE
4:00 - Artillery Units - Woolfolk, Jordan (Enter in hex 1020)

5:00 - Frozen Division Activation Chit - *McLaws*

6:20 - Frozen Division Activation Chit - *Anderson*

21.5 SICKLES FOLLOWS ORDERS

This scenario is a realistic "what if" possibility and simulates what may have happened if Sickles' III Corps had remained close to its assigned spot in the Union battle line. It presumes that Sickles would still be "leaning" toward "that higher ground" and sending forward strong recon forces, but that he does not commit to the decision to move his entire Corps forward (as he did historically). Note that the CSA might want to study the rule about Union Hesitant response and think about "what if "plans as well.

Special Rules:

This scenario is played exactly like the *Hammerin' Sickles* scenario with the following changes:

a. **Alter the Union Setup and Reinforcement** instructions to the following:

Artillery Units
Smith (a) – 2615; **Smith (b)** – 2615; **Winslow** – 2515; **Clark** – 2213; **Ames** – 2211; **Bucklyn** – 2213; **Seely** – 2609; **Phillips** – 3305**; Bigelow –** 3305**; Thompson** – 3405; **Hart** – 3405

Ward's Brigade
3 ME (Skirmish Order) – 1714; **1ˢᵗ USSS (a)** (Skirmish Order) – 1712; **1ˢᵗ USSS (b)** (Skirmish Order) – 1807; **2ⁿᵈ USSS (a)** (Skirmish Order) – 1917; **2ⁿᵈ USSS (b)** (Skirmish Order) – 2220; **4 ME** – 2714; **124 NY** – 2714; **86 NY** – 2713**; 20 IN** – 2712; **99 PA** – 2216

De Trobriand's Brigade
5 MI – 2811; **110 PA** - 2911; **17 ME** - 2911; **40 NY** – 3011; **3 MI** - 3111

Graham's Brigade
57 PA – 2411; **105 PA** – 2411; **114 PA** – 2511; **68 PA** – 2612; **141 PA** – 2612; **63 PA** (Skirmish Order) – 1709

Burling's Brigade

2 NH – 2707; **7 NJ** – 2807; **5 NJ** – 2807; **6 NJ** & **8 NJ** & **115 PA** – 2906

Brewster's Brigade

70 NY – 2709; **71 NY** –2809; **72 NY** – 2908; **73 NY** – 2909; **74 NY** – 3009; **120 NY** – 3010

Carr's Brigade

1 MA – 2708; **26 PA** – 2808; **11 MA** – 2907; **16 MA** – 2907; **12 NH** – 3008; **11 NJ** – 3008

UNION REINFORCEMENT SCHEDULE

4:00 - Vincent's Brigade - 44 NY; **16 MI**; **20 ME**; **83 PA (Enter in hex 3600)**

4:00 - Tilton's Brigade - 22 MA; **1 MI**; **118 PA**; **18 MA (Enter in hex 3600)**

4:00 - Sweitzer's Brigade - 4 MI; **32 MA**; **62 PA (Enter in hex 3600)**

4:00 - Artillery Units - Watson, Walcott, Hazlett (Enter in hex 3600)

b. All other on-map units not mentioned above set up in their normal locations. Reinforcements beginning with the **4:20** PM reinforcement arrive normally as well. The Union player may place units into Skirmish Order up to the limits of the available Skirmish Order markers.

c. **CIC Chits:** Whenever a player attempts to use his CIC chit on a chosen Brigade, he must first roll a die to see if the CIC is successful in his activation attempt. Apply as follows:

   Sickles: **1 - 3** = the CIC chit is successful this turn; **4 - 6** = the CIC Chit is discarded with no effect this turn.

   The *Longstreet* and *Hancock* CIC Chits are automatically successful each turn – no roll is necessary.

d. **Confederate Division Command Ratings**: Rebel **Division Activation Chits** (*McLaws, Hood* and *Anderson*) use their lower **Command Ratings** in this scenario unless raised by playing command event chits. See (19.1)

e. **Confederate Artillery Bombardment:** During the **Artillery Phase** of **Game Turn 1**, the Confederate Artillery Step occurs first and then the Union Artillery Step. The Rebel player conducts *three such Artillery Steps* to start this phase *before the Union player may conduct his first step*. Normal alternating Artillery Steps begin at that point. For the remainder of the game, the

normal sequence is reversed …. **the Confederate Artillery Step is first** each Artillery Phase and **the Union Artillery Step is second**, alternating thereafter.

f. **The *Sickles Salient* rule in not used** – The following Division Activation chits are placed in the cup starting turn 1: Barnes, Birney, Caldwell, Humphrey, and Hood.

g. **The Union Brigade Reserve Movement restriction is not used** – the chit is available with all the other Union Event chits from the beginning of the game.

h. **Frozen Union Right Flank Units:** *Gibbon's* and *Hays'* Union Divisions are **frozen** in place until the Game Turn after the *Anderson* Division Activation Chit is placed into the cup. Place their Division Activation Chits into the cup at the start of the turn after *Anderson* enters the game. Frozen formation's units may not be activated normally but may only be activated by CIC Chit and may not be given an Attack or Defend order. Frozen units **cannot** be selected for use with an **Event Chit.** Should any unit of these Frozen Divisions be *attacked* by Fire or Close Combat, the Division to which the attacked unit(s) belongs *has its Division Activation Chit automatically placed into the cup at the start of the following Game Turn.* That Division is no longer frozen and will function normally from the next turn forward. Note that frozen Generals are still considered to be "in play" and subject to Leader Casualty effects.

i. **Hesitant Response:** Until any Confederate infantry unit attacks (with Fire or Close Combat) any Union unit that is **not in Skirmish Order**, the Union player may only activate **Non-Frozen** Union formations using a **CIC Chit** or his *Brigade Reserve Movement* Event Chit, ignore any other drawn Division Activation or Event Chits. As soon as a Union unit not in skirmish order is attacked by a rebel infantry all future chit draws are resolved normally. Note that Union artillery is free to move and fire within the restrictions of the Union artillery rules listed in the Hammerin Sickles scenario.

j. **Victory Determination:** If at the end of any **Game Turn** the Confederate player controls any one of the following hexes: **Mrs. Brown** (2401), **J. Hummerbach** (2504) or **Powers Hill** (3402) the game ends and it is a **Decisive Victory for the Confederates.** This is the only way for the CSA to win the game. Anything else is a Union victory.

(4.1) Unit Counters

Infantry

Fresh Side — Regiment, Strength Points, Sharpshooter, Cohesion Rating, Brigade

Wofford — 3 Sharpshooters — 4 R ⊕ 4

Battleworn Side — Brigade, Weapon Type

Wofford — 3 Sharpshooters — 1 R ⊕ 3

Artillery

Fresh Side — Battery Commander, Strength Points, Cohesion Rating

Patterson — B. Sumter — 6 S 3

Battleworn Side — Battery Name, Weapon Type

Patterson — B. Sumter — 3 S 2

(4.2) Gameplay Markers

Skirmish Order | Shaken −1 SP −1 CR | Game Turn | Union VP x1

(4.3) Brigade Activation Status Markers

Gibbon / Hall | McLaws / Barksdale | Hood / Law | Barnes / Vincent

(4.4) Chits

| CIC | Division Act | Union Event | Wild |
| Longstreet | Gibbon 3 | Command Confusion | Fortunes of War |

| CIC Casualty | Division Act. Replacement | Conf. Event | Wild |
| Longstreet 4 | Gibbon Replacement 2 | Rally! | Fog of War |

A Lull in the Battle

Stonewall's Sword
The Battle of Cedar Mountain

Designer Hermann Luttmann — Developer Fred Manzo — Graphics Rick Barber Charles Kibler

REVOLUTION GAMES

THUNDER IN THE OZARKS
Battle of Pea Ridge, March 1862

DEVELOPER FRED MANZO — DESIGNER HERMANN LUTTMANN — GRAPHICS RICK BARBER CHARLES KIBLER

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