

Army of the Heartland Rules Summary

2004-10-05

1 INTRODUCTION

All half points are always rounded up.

2 THE PLAYING PIECES

Leaders: Ratings are Admin-Battle-Movement (AR-BR-MR)

Combat units: Combat-Morale (CF-ML). Four brigades always count as one division.

Supply units: Combat-Morale-Supply Capacity

Naval: Combat-Ground support (CF-ML)

The term "Engineer" refers to both Union Engineer Brigades (which are also Combat Units) and Confederate Engineer Supervisors (which are not).

3 IMPORTANT CONCEPTS

3.1 The Army Org Display (AOD)

Units are stacked on the leader's display. If their morale is *higher* than the leader's morale marker on his track, they are **broken** and are placed in the right side of the box, otherwise they are **effective**.

Things marked on the leader track: Admin Pts, Morale, Ammo, and Guns.

Leaders can hold **Field Commands** (FC) or **Senior Commands** (SC, always army commands). A leader can have any type of units in his command. Leaders are always stacked on top of a marker showing the number of their box.

An FC leader can be *subordinated* to another FC, in which case he is stacked below the other leader on the map, or to a SC, in which case he is placed on the SC's AOD.

An SC leader can be *subordinated* to another SC, in which case he is stacked below the other leader on the map.

Leaders that have no combat units to command go immediately into the pool. At most one division (or four brigades) can stack in a hex without a leader.

There can be two **Cavalry Corps** per side: FC's that have only cavalry assigned and no more than two Guns.

Boxes may need to be doubled up because too many leaders start on the map in some scenarios. In general, there can never be more leaders than twice the number at the start.

3.2 Leaders

Face on the front, name on the back ("inactive"). Rank is given by # of stars (same on both sides).

If there is more than one leader in a hex, the highest-ranked takes command (called the Overall Commander, or **OC**). All others become Subordinate Leaders (**SL**).

Highest ranked means having the most stars *as printed on the counter* (breveting is ignored), **or** holding an Army level SC (supersedes the stars).

Each leader can command as many divisions as his **star rating +1**. In addition, an SC can have arbitrarily many FCs on his AOD and their divisions don't count. Non-combat units don't count.

Each leader's AR gives the number of Admin Points he has. Each Order always costs 1 AP and a leader can only spend his own. (There is no reason to count orders separately it seems)

SCs can spend APs for orders out to their MR in hexes, other leaders must spend in the same hex.

Orders are issued during your own Reorg Seg or Impulse. Possibly for Battle Dev or Extended Combat.

A leader can issue an Order to substitute his AR or MR for a SL's.

Orders during own impulse: Add/detach leaders; Create detachments; Declare an attack; Capture WEPs by naval.

Orders during Reorg seg: Create detachment; Replace; Replenish ammo; Devastate; Forage; Begin entrenching; Go into training.

Combat: Add OC BR to dieroll. Higher OC morale gives one shift.

Movement: Use the OC MR to determine speed on the IWC.

3.3 Army Commanders

Army Commanders (army level SCs) are marked by a HQ in the Status box. Can only be done for 3- or 4-star leaders (breveting allowed).

Army SCs (Army Commanders) can issue orders to the distance of their MR in hexes (the Command Range or CR), and to substitute their AR or MR for that of a subordinate within CR.

Additional order types for ACs: Activate an Inactive SL; Replace or change a SL (but if a SC it requires a War Dept Order as well); Activate an Engineer; Add new guns to a SC or FC (requires two APs).

Chiefs of Staff (COS) are assigned to an AC by the scenario or by a War Dept Order costing 1 AP. Must have at least 2 stars, can be in force pool or in play before that. Adds the AR to that of the AC (subtract 1 in 1861 and 1862).

The COS takes over until the end of the turn if the AC is killed or wounded. 14.61 applies immediately if both die within the turn.

3.4 War Dept Orders

Only one per turn, costs 10 War Effort Points. Can be used to

- Activate a currently Inactive Leader at the start of an Impulse

- Appoint a new Leader to a Command during an Impulse (normally it happens during the Admin Sequence). This *must* be done if a Leader is killed with several impulses to go (in which case there may be more than 1 per turn)
- Appoint a SC or COS
- Replace an Out of Comm Leader during the Admin Sequence

3.5 Morale

Leader Morale Level (0-9) is shown on the AOD track. OC Morale Level (ML) supersedes that of any SLs.

Combat units are broken when their morale is higher than that of their OC.

Combat units on the map without a leader use their inverse ML (6-ML) for Morale Superiority, to Declare an Attack, and to make Morale Checks (MCs).

Combat unit MLs are fixed.

Every Leader in a Force (OC and SLs) has ML raised by 1 if causes more losses in combat than the Force suffered.

Training can raise MLs (14.51).

OC (only) MLs are reduced by 1 if:

- OC fails to sustain Declaration of Attack
- OC retreats before combat, as a result of combat, or through a ZOC
- OC fails a MC required as a combat result

All leaders in force lose MLs in certain weather conditions

By reducing ML by 1, a leader can reduce his movement die roll by 1 (both normal and Forced March).

The OC can reduce ML by 1 and thereby reduce retreat distance by 1 (possibly to 0).

3.6 ZOCs

Units have to stop when entering a ZOC and may not directly move from one ZOC to another. All units except Scouting units that enter a ZOC have to Declare an Attack against ≥ 1 ZOC-projecting stack.

Inactive OC forces may not enter ZOCs. Major River hexsides (even with bridges and fords) block ZOCs. LOS cannot be traced through ZOC except if occupied by a friendly Combat Unit.

3.7 Limited Intel

OC must be top counter (and not even that if Screened by Cav or Entrenchment [8.62]), stacks/AODs cannot be examined.

4 SEQUENCE OF PLAY

4.1 Decision Segment

Both players bid part or all of their Operations Effort (OE) to determine who gets the first Impulse.

4.2 Impulses

Players alternate Impulses until both have expended all their OE.

1. 1st Supply Sequence: Determine Supply status; CSA player can bring on reinforcements
2. Movement: Forces are moved individually and Declare Attacks. Ships move and can embark or disembark Naval Assault Missions.
3. Battle Development Sequence: Non-phasing player can attempt to retreat before combat or reinforce.
4. Combat Sequence: Battles are resolved in order chosen by Phasing player. Each Force attacks separately one adjacent Force. Losses/retreats are only executed after all attacks against a hex have been played out.
5. War Effort Sequence: Phasing player spends 1 WEP for each Active Leader on the map or AOD.

4.3 Reorg Segment

Both players execute this simultaneously.

1. 2nd Supply Sequence: Perform Devastation; roll for Foraging/Special Recruiting depending on Scenario. Add WEPs (from friendly Major Cities and Foraging). Roll for Strategic Attrition for Forces that are Out of Comm or have 3+ Leaders in them.
2. Admin Sequence: Build units and equipment by spending WEPs, inrop. replacement steps, train or promote Leaders, replace and appoint new Leaders to FCs and SCs. Activate Engineers.
3. Naval Sequence: Union player reinforcements, Union Naval Transport Missions, advance Union Naval Assault Missions.

At the end, reset all Leaders' AP's to their AR, and start a new turn.

5 DECISION SEGMENT

Both players bid part or all of their Operations Effort (OE). The winner gets the first Impulse and pays 5 WEP. If they are tied three times the player with more WEP gets the first impulse and pays 10 WEP.

If one player bids "pass" (zero) and the other one half or less his available OE (round up), there are no Impulses and play proceeds to the Reorg Segment. If the other player bid more than half, expends half his OE (round up) in the first Impulse, regardless of bid, and then all the rest in an immediately following Impulse. There is no passing after the first bid.

If one player bids all of his OE and wins (thereby having only the first Impulse), then the other player gets the second and third Impulse. On the second, he must spend what he bid, on the third the rest.

During later Impulses a player must state at the start of the Impulse how much OE he will spend.

Battle Extension (Adv): 1 OE may be spent to extend a battle if forces remain in contact after resolution. See 10.7

6 IMPULSES

CSA Reinforcements enter on the first CSA Impulse on any Railroad hex on a friendly mapedge. HQs simply appear on the Leader's AOD.

7 1st SUPPLY SEQUENCE

7.1 Checking Supply Status

Valid Supply Sources are 1. Mapboard edges on which raillines enter the map, 2. Major city hexes connected to a friendly board edge via open raillines, 3. Major Cities that are ports, 4. Hexes that contain Naval landings created by the Union player.

All forces within 20 MP of a Valid Supply source are in Full Supply. Multiple Intermediate Supply links (Depots or Wagons) can chain to a Supply Source (see below).

Supply links are blocked by ZOCs unless occupied by a Friendly combat unit, unbridged or unforded Major River hexsides, and Impassable terrain.

MPs are affected by Weather (Adv) but not Entrenchments.

Railroad Supply: A Depot on a Town hex on a friendly uncut railline that connects to a Supply Source is considered a Supply Source itself regardless of the distance across which it is connected.

7.2 Wagons and Depots

Depots and Wagons can supply as many different hexes as the Supply Capacity Rating in the upper right corner. They can be voluntarily destroyed to prevent capture. The counter is a restriction.

Wagons have a LOS link range of 10 MP, and move at max. 8 MP per Impulse unless moving with a FC. A Wagon can be captured (8.64) if alone. It can be accompanied by a Detachment (which then moves at the same speed for free).

Depots must be in Towns or Major Cities, have a LOS link range of 20 MP, and are immobile once placed. A Depot has a combat factor equal to its Supply Capacity. A Depot is Captured (8.64) if a Force stacked with it is forced to retreat and the enemy player occupies the hex.

Forces led by an Inactive Leader and Individual Combat units on the map do not count against the Supply Capacity of a Wagon or Depot (but still have to trace a LOS).

7.3 Supply Status

Checked at start of Impulse.

Full Supply and In Communication: Within 20MP of a Supply Source or Depot (or 10MP from a Wagon). Only In Comm FS units can incorporate Replacement Steps, new Guns, and new ASPs during the Reorg Segment.

Out of Communication: A force that is more than 20MP from a Supply Source or Depot (or 10MP from a Wagon) is OOC and must roll for Strategic Attrition.

Combat Supply: A Force that is OOC but still has ASPs on the OC track. (Individual combat units on the map are always assumed to have ASPs.) Moves half its MA as generated by the Initiative Movement Chart, Combat Strength is full, and guns can be used if ASPs are spent for them.

Out of Supply: A Force that is OOC and whose OC has no Ammo Supply Points (ASPs) remaining. (Only marked on the map when the status is revealed either in combat or when rolling for attrition.) Moves half its MA as generated by the Initiative Movement Chart, Combat Strength halved, and guns cannot be used. All Fractions rounded up.

Wagons or Depots within range can be expended to allow a Force to assume FS status for one Impulse (but it is still OOC), or to avoid Strategic Attrition during the Reorg Segment. "In range" means as many hexes as the Force's OC's MR. Forces without Leaders must be stacked with the Wagon or Depot.

(Adv) An OOC force that successfully Forages during the Reorg Segment is marked with a "Own Use" marker and if it expends that marker at the start of an Impulse is in FS for that Impulse. (But is still OOC.)

8 MOVEMENT SEQUENCE

8.1 Activate a Leader

Only Active Leaders can Declare Attacks, Force March, enter EZOCs, attempt Reaction Movement, use Rail Movement, Forge, Recruit Special Replacements, Capture, or Devastate.

Leaders go Inactive when an Initiative Movement Chart (IMC) die roll generates 0 movement points or due to some table outcomes. The counter is flipped and the AP value is reduced to the new lower AR rating if necessary.

A Leader can be reactivated at the start of a subsequent Impulse by a die roll \leq his Inactive AR, by an AC Order issued while the Inactive Leader is within Command Range, a War Dept Order, or a die roll using the Inactive MR that generates a successful Movement Allowance on the IMC. (Only one of these attempts can be made.) The counter is flipped to the Active side.

8.2 Movement

The Movement Allowance (MA) for FCs and SCs is generated by a roll on the IMC. All units in the hex must move together except for parts that are Detached. Movement by a force must be finished (and attack declared) before any other force is moved.

Inactive SLs in a force with an Active OC can still be moved with the OC using his MR.

Inf and Eng units without leaders have an MR of 1, cavalry without a leader is 2, Detachments may only

move if stacked with a leader of wagon. A force of pure cavalry adds +1 to the expended OE.

DRMs: +1 if more than one leader. -1 if a Cavalry Corps FC (16.12), -1 if the OCs ML is voluntarily reduced by 1.

Terrain: Mountain hexes and hexsides can only be entered or crossed by road. Major Rivers can only be crossed by bridges, fords, or Pontoon Bridges.

CSA forces can ford Major River hexsides unpatrolled by Union gunboats at +3MP cost (+6 for Thaw) in Alabama, Georgia, Mississippi, and Tennessee if there is a Major City or Town on either side and is free of enemy units or ZOCs.

Merging: If a Leader moves through a hex with a Force that has not moved he may merge with it. If he intends to end the move in such a hex he must be able to merge and must do so.

The resulting OC spends 1 AP to execute the Merge.

Splitting: To split a force the OC must issue an Order. Both forces roll separately on the IMC. If the split-off Force fails to generate a movement it is immediately reabsorbed. When splitting the OC can immediately issue another Order that substitutes his own MR for that of the split-off leader. A SC within command range of the force could also Order a split and Order his MR substitution.

Combat units may move into or through hexes containing enemy Wagons, Trains, naval Landings, and Confederate Eng. supervisors. They are eliminated unless playing with Capture (8.64).

8.3 Declaring an Attack

Requires an Order from the OC of the force (costs 1 AP as usual unless he started in the ZOC and is already at 0 AP). Combat units without leaders do not need to expend 1 AP.

Roll a die and compare to the OC's printed BR (or the inverse ML if it's combat units without a leader). If the DR is \leq the BR/inverse ML, the attack will occur in the Combat Sequence. Place an Attack Marker with the arrow pointing at the Force attacked. If the DR is larger, the declaring Force retreats 1 hex, loses one step, and the OC loses 1 ML.

A SC may not substitute his BR for a SL's BR if the SL is in another hex. Forces moving into a hex which has successfully Declared an attack do not have to check again (but of course the OC has to issue an Order to merge them).

If a Defender remains in the Attacker's ZOC after the battle, the Defender has to Declare an Attack on the Attacker or withdraw from the ZOC as his first movement.

9 BATTLE DEVELOPMENT

9.1 Reaction Movement

A leader may attempt reaction movement if he is with in his printed MR (in hexes) of a friendly force under attack, and (a) both he and the attacked hex are within

range of SC, or (b) he occupies an Entrenchment, or (c) his Command is a Cavalry Corps. No Order is required for Reaction Movement (but will be to merge forces in the hex under attack and if Leader MR values are to be substituted).

The Leader attempting Reaction rolls a die; if it is *leq* his printed MR, he can react by moving up to his printed MR in hexes, and all units in the Reacting force can come along (including Wagons etc). If within range of a SC, the SC can substitute his MR for die roll and movement by issuing an Order.

If the Reacting Leader takes only part of his force, he must issue an Order to detach the rest that stays behind.

Each Reaction attempt (and if successful, subsequent movement) must be resolved before the next is attempted. A force cannot use Reaction Movement if it is being attacked itself or has already used Reaction Movement in this Impulse. If a Leader is Inactive he has to be Activated by an Order issued by a SC (not a War Dept Order) before trying Reaction Movement.

Reaction Movement may not enter impassable terrain, cross Major Rivers except at bridges or fords, and must end when entering a ZOC. Length is counted in hexes and ignores terrain costs. Reacting units must be able to merge with the force under attack and the resulting OC must issue an Order for the merge. If the Reacting force cannot merge or has insufficient MR to enter the hex, it must remain adjacent (and only contributes *Support* just as units that already were adjacent).

Support: A Support Position is any hex adjacent to both the attacked and attacking force. All friendly combat units in a Support Position can provide Support including Depots, Union Engineer Brigades etc. The Support strength is equal to half the Combat Factor and Guns (round up). If separated from the attacked force by an unbridged or unfordable Major River, only the guns can be used. (Adv) Cavalry in Support does not count in the determination of Cavalry Superiority. Supporting Forces never suffer adverse combat results.

9.2 Retreat Before Combat

A Leader under attack can attempt to Retreat before Combat after all Reaction Movement attempts are completed. The Leader must be Active, there must be an adjacent ZOC free hex to retreat to, the retreating OC must have a higher ML or have Cavalry Superiority over the attacking OC. The retreating force must leave a Rearguard (unless it is Cavalry only and the attacker has none) and lose 1 ML.

Retreat before combat is not allowed in 1861. In 1862, Confederate Units can retreat without losing 1 ML. In 1863, Confederate Active Leaders can Retreat without ML loss merely by having an adjacent free hex.

The rearguard must be Detached with an Order and the Attacker attacks the rearguard normally (may overrun at 20:1 per 9.23).

If the Attacker manages 20:1 against the Rearguard the Rearguard is destroyed and its Leaders Captured. If the

Attacker immediately occupies the vacated Hex he may attack the just Retreated Force.

10 COMBAT SEQUENCE

10.1 Combat Mechanics

All attacks against one hex are resolved before another hex is attacked.

Each player adds up his strength, applies all modifiers for each stack involved. The attacker then rolls on the FERT for each attacking stack, the defender rolls against each attacking stack.

10.2 Combat Factor Modifiers:

Inactive Leaders: have their Combat Factors and Guns halved (round up). If a defending OC is Inactive all his SLs are halved. If the Attacking OC is Inactive, there is no attack.

(Adv) Leaders who have **Force Marched** into battle only count half the Strength and guns.

Ammo expenditure: Each Leader involved who has Guns assigned expends one Ammo Supply Point (ASP). The OC expends one additional ASP. The defender only expends ASPs once despite rolling multiple times on the FERT. Leaders may choose not to expend ASPs in which case their Guns do not count. Leaders who have 0 ASPs cannot fire their Guns and their Combat Units' strengths are halved (round up).

10.3 Column Shift Modifiers

Morale: If the ML of one Force is higher than the other's it gets a 1 shift to the right. If there are multiple attacks, the comparison is made individually.

(Opt) *Doctrine:* See 10.32a

Terrain: Both attacking and defending player compute their terrain effects separately based on the terrain occupied by the opposing player.

Multiple attacks: The attacker receives a bonus +1 shift for the second and all later attacks against the same hex. The defender receives a -1 left shift for the second use of the FERT and a further shift left for each further use.

10.4 Dieroll Modifiers

Leader Battle Rating: The OC can add his BR to the dieroll. If the OC is forced to attack without issuing an Order, subtract 2 from the dieroll.

Guns: For each Gun attached to a Leader who expends an ASP, add +1.

Naval Gunfire Support: 10.83

Cavalry Superiority: The side with more Cavalry Combat Factors adds 3 to its dieroll, the side with less Cavalry Combat Factors subtracts the difference from its dieroll unless it has more Cavalry *units* in which case it does not subtract anything. Supporting Cavalry does not

count. The side with Cavalry superiority also determines the direction of Retreat.

Broken Unit Morale Penalty: Each Broken unit in a Force subtracts 1 from the dieroll.

(Adv) Bad Weather: -1 during all Rain and Mud turns, -4 during Blizzard.

Scenario FERT Offset: Simply apply it. (Shows that something is really badly wrong with the FERT.)

10.5 Cumulative Effects

Yep they all are. No joke.

10.6 Final Resolution.

Roll the dice, apply the results. No unit may be eliminated until all Combat Units in a force have taken a step loss.

Subtract the Retreat lengths, and the side with the longer Retreat result is the one that has to retreat the length of the difference.

In Multiple Attack Battles, roll *all* results on the FERT and accumulate all outcomes. If the Attackers must Retreat, *all* attacking stacks must retreat the computed Retreat distance difference.

Step losses: Only Combat units can be used to satisfy step losses. Most Combat Units have two steps, in which case the first step loss means the unit is flipped and the second one eliminates it. A one-step unit is eliminated on the first loss.

The owning player chooses which unit is affected by odd numbered losses (1st, 3rd...), the other player chooses for even numbered losses (2nd, 4th...).

If all Combat units under a Leader are eliminated, then that Leader is Captured. His HQ marker (if any) is removed to the Leader Pool and his Command Box on the AOD is vacated. Any Guns and ASPs are lost.

Morale level: The side that inflicted more losses can raise the ML for all involved Leaders by 1. (Only direct FERT losses count, not losses inflicted through failed Morale Checks.)

Morale Checks: A Morale Check required by the FERT result is compared to the OC's post-battle ML. If the OC rolls higher he must Retreat one hex, reduce his ML, and suffer 1 Step Loss. (The Retreat is mandatory even if that side won the battle.) If the OC was killed his replacement does not have to take a Morale Check.

Gun loss: A player who rolls a 1 on the FERT rolls again, on a 4-6 the force loses 1 Gun. On the 6, the other side gains it. If the other side cannot incorporate the Gun (e.g., the Force is a Depot), the Gun is lost.

Leader loss: A player who rolls a 6 on the FERT rolls again for each Leader in the Force, on a 6 the Leader is killed. On a 5, the Leader is Wounded and the player rolls again to find the wound level. Place a Wound Level marker on his Status Box. The current Wound level is subtracted from all ratings of the Leader. Each turn during the Admin Sequence the Wound Level is reduced by 1. If a Leader is Killed and it is not the last Impulse of

the turn, a War Department Order must be issued immediately (cost 10 WEPs) to replace him. Otherwise he is replaced in the Reorg Segment.

Retreat: The Player with Cav Superiority determines the direction of Retreat (ties go to the Owning Player). Forces must Retreat towards a Friendly Supply Source or LOS supply link, if possible through hexes not covered by enemy ZOCs, and never through impassable terrain or across unbridged or unforded Major Rivers. For each ZOC-covered hex Retreated through, a force takes an extra Step Loss and extends the length of the Retreat by one hex. A Retreat cannot pass through Enemy Combat Units. If a Retreat cannot be executed the Force is Captured and removed from Play. If a Force Retreats the opposing player may occupy the vacated hex.

11 WAR EFFORT SEQUENCE

A player must expend 1 WEP for each Active Leader currently on the map or in a Command box on the AOD, and for those who went involuntarily Inactive during the move (e.g., after Force Marching), but not for Leaders who voluntarily went Inactive, nor for Leaders who are Inactive and unsuccessfully tried to go Active. (Note that this rule means that running out of WEPs for keeping Leaders Active with is catastrophic.)

12 REORG SEGMENT

2nd Supply, Admin, and Naval sequence are performed in order, each simultaneously by both players.

13 2ND SUPPLY SEQUENCE

13.1 War Effort Step

A player receives 2 WEPs for each Major city he was the last to occupy or pass through and which is connected to a friendly board edge by an open rail line, or which is a port.

(Adv) Capture or Foraging can provide WEPs.

13.2 Supply Status Step

Check Supply status for all forces. A force that is Out of Communication (see 7.3) or Overconcentrated must check for Strategic Attrition.

Overconcentrated: A Force that contains at least 2 SLs with assigned Combat Units.

For Strategic Attrition, calculate the total Combat Factors of Combat Units and Guns in a hex. Find the column on the Strategic Attrition Table. Add the dieroll modifiers and roll. The steps lost are chosen by the owning player. No Combat Unit may suffer a second Step Loss until every Combat Unit has suffered at least one. Eliminated units are eligible to be brought back as replacements. If a Field Command loses all Units due to

Strategic Attrition, the Leader is placed in the Pool and his Guns and ASPs are lost.

Dieroll Modifiers:

+1 for every 5MPs separating the Force from the nearest valid Supply Source or LOS supply link, even if it is in Full Supply due to expending an Own Supply marker. If the Force cannot trace any LOS at all, add 4 instead. (Confederate pure Cavalry Forces subtract 4.)

+2 if the Force is in Combat Supply, or +4 if the Force is Out of Supply. (Expending Depots, Wagons, or Own Use Markers avoids this penalty.)

(Adv) +1 to +4 depending on Weather

-1 if the player voluntarily reduces the OC's ML by 1.

-AR value of OC (-1 if there is no OC)

14 ADMIN SEQUENCE

14.1 Building New Units

Engineers, Wagons, Pontoon Bridges, Railroad Trains, Shore Batteries can be built solely expending WEPs. They appear at a Supply Source or Railroad Depot by expending the WEP cost given in the WEP Table. (New Combat Units can only appear as Reinforcements or through Replacements.)

A new Shore Battery (at most one per turn) is built in the Reorg Segment and placed in "At Work" state (15.2). If it is not completed for any reason the counter is removed and the WEPs lost.

14.2 Building Equipment

New Guns: Adding a Gun to a command requires an AC to issue an Order (cost 2 instead of the normal 1) per Gun. (AotH) The command needs to be located at Louisville or Chattanooga, at a Naval Landing, or a Rail Depot that is both within the AC's Command Range and connected to Louisville or Chattanooga by an open rail line. Only one gun per side per turn at one location. The maximum number of guns that can be assigned to a leader is his current AR value showing.

Replenishing ASPs: Any number of ASPs can be assigned to a leader (who must be in Full Supply) at a cost of 1AP per ASP. A SC can reassign his own ASPs freely among his stacked SLs at no cost.

14.3 Unit Conversions

Building Detachments: Same as during Impulses (8.5). However it is not permissible to build a Detachment and rebuild the originating unit to full strength in the same Admin Sequence.

Converting Wagons: Wagons can be converted to a number of ASPs equal to their Supply Capacity. The can be allocated to a Force the Wagon is stacked with or a Force within a # of hexes equal to its OCs printed MR, distributed among the Leaders present as the player chooses.

Creating Depots: A Wagon located at a Town hex within range of an existing LOS link (or Supply Source) and stacked with a Detachment may be converted into a Depot by expending the requisite WEP points. The Depot has the same Supply Capacity as the Wagon. (This rule in AotH shows one of the most infuriating habits in Clash of Arms rules: it says "Note that the Depot has the same supply capacity as the Wagon." Hey, rules writers: There is no bloody way to "note" this if the rule doesn't say it!!)

An existing Depot can be upgraded by expending a further Wagon and Detachment.

Naval Landings and Naval Supply: A Naval Landing can be created on any Village, Town, or Major City located on a Major River hex that can be reached by Naval Units carrying a Wagon with 4 Supply Capacity. (The Wagon cannot have been built during the same Admin Sequence.) 10 WEP are expended, the Wagon is removed, and a Naval Landing Marker plus a Detachment are placed on the hex. The Naval Landing serves as a Supply Source that can supply any number of Forces within range.

A Naval Landing can be voluntarily removed by the owning player during the Admin Sequence.

14.4 Replacements

Every Admin Sequence Replacement points are received. Leaders in Full Supply can use them to upgrade units or rebuild them from the dead pile at a friendly Rail Depot, Major City, or Naval Landing. Each Replacement step requires an Order issued from the Leader of the Force. One Repl step creates a weak side (or one step) Combat Unit from the dead pile or flips a weak side unit back to the full side.

One Leader cannot add more Repl Steps per Admin Sequence to his units than his AR. Each unit can only get one Step per Admin Sequence. Replacement steps can be accumulated over multiple turns.

Raising Recruits (AotH): Active SC or FC Leaders who begin the Admin Segment in certain Major City or Town hexes may also issue an Order to attract a Replacement Step worth of recruits. The CSA player can recruit in this fashion in Tennessee west of the E44xx hexrow, in Georgia, Alabama, or Mississippi. The Union player can only raise Recruits in Tennessee east of the E73xx hexrow. For both sides, a step is recruited in on a roll of 4-6 in 1861, on 5-6 in 1862, on 6 in 1863.

14.5 Breveting and Training Leaders

Breveting: A Leader can be Breveted when in Full Supply and not in the Pool. See WEP Table for costs. A leader may be breveted only one rank per turn. Any Leader breveted more than one rank above his natural printed rank on the counter must subtract 1 from his printed ratings when using any of his values.

Demoting: Leaders can be demoted at the same rate and cost as promoted.

Training: A Leader can be placed in Training (marked with a Training Marker) by issuing an Order

while being in a Town or Major City in Full Supply. He is still Active and needs WEPs to maintain. He cannot move, attempt Reaction Movement, or Attack. If attacked while in Training he can only use half his Combat Factors and Guns. During each subsequent Admin Sequence his ML is increased by 1. He can be taken out of Training in any later Admin Sequence.

Healing: Each Wounded Leader has his Wound level reduced by 1.

14.6 Replacing Leaders and Commands

Replacing is possible if the Leader is killed or has a Wound Level >2 or has lost at least 2 MLs over a single game turn, or an AC replaces a SL(max. one per turn) by issuing an Order. Also, two FCs may exchange Forces.

Leaders who are OOC can only be replaced via a War Dept Order.

Leaders killed in not-last Impulses are replaced immediately by War Dept Order at a cost of 10 WEPs. In this case if an AC was killed he is replaced by his COS, otherwise, an eligible leader is drawn randomly from those in his hex. If there is none eligible one is drawn from the Leader Pool (at 5 WEP cost). Eligible Leaders are those with appropriate rank to take command in the hex or with a rank sufficient after a brevet promotion (at 1 WEP cost).

Leaders killed in the last Impulse are replaced without a War Dept Order, and the player chooses the method and the leader.

A *non-wounded* FC is replaced by an Order from his SC and must be within range of the SC. A SC can make only one such replacement per turn.

A *Wounded or Demoralized* FC Leader can be replaced either by an Order from his SC (if he is In Comm and within the SC's range) or a War Dept Order (10 WEP). A Wounded or Demoralized SC Leader needs a War Dept Order *plus* an Order from an AC.

A Replacement Leader needs to be taken out of the Leader Pool (at a cost of 5 WEP) and appears in the same location as the original Leader; the replaced Leader goes into the Leader pool. If an Inactive Leader is replaced, the new Leader is automatically Active.

To *Exchange Combat Units* (including Union Engineer Brigades or Conf Engineer Supervisors) between the commands of Leader A and B, both Leaders have to be stacked in the same hex. One order must be issued to Detach the troops, one to Attach them. If the Leaders do not have sufficient APs, War Dept Orders can be used instead (at 10 WEPs each). The same process is used to move all of a SL's units to another, higher ranked Leader in the hex. The SL is removed to the Leader pool.

Leader Pool: Taking a Leader out of the Pool takes 5 WEPs. They begin with the starting ML prescribed by the scenario. If the Leader is taken out because of a normal Order issued by an SC, the owning player gets to choose a Leader whose combined AR+BR+MR ratings are not more than 2 (Union) or 3 (Confederate) higher than the replaced Leader's. When a War Dept order is

used, the Leader is picked at random from those that have the required rank or the required rank if Breveted one level.

Replacing Senior Commands: Only if one was lost, by paying the requisite cost from the WEP table. The HQ marker is taken from the dead pile and placed with a Leader who is eligible to receive it (can take a 1 Level Breveting at this time) and is in a hex containing a Major City, Rail Dpot, or a Naval Landing. A Leader can be chosen from the Leader Pool at 5 WEP.

Creating and Replacing Field Commands: Captured FCs can be reactivated and new ones created. A new FC may be created over leaderless Combat units on the map or be formed from Replacement steps. Command, new Units and Leader can only be brought into play at a Major City, Rail depot, or Naval Landing. (Leaderless units have to move there first.) The Leader must be selected from the Leader pool (for 5 WEP) without spending APs. A one rank Brevet promotion (if necessary) requires 1 WEP in addition.

Remember no Leader may appear on the map without at least a Detachment sized Combat Unit.

14.7 Engineering Activities

Union Eng Brig Activation: By having an AC issue an Order for any Engineering activity. The Brigade is flipped to the At Work side and defends at half strength when attacked (round up).

Confederate Engineer Supervisors are Leaders with AR and BR 0 and MR 1. They are not regular Leaders and cannot hold FCs but command any Combat Units with which they are stacked. There must be at least one (possibly reduced) Brigade stacked with him. To use the Supervisor, an AC must issue the order and flip the Supervisor. Any attached units defend at half strength while the supervisor is At Work.

Rail Line/Bridge Repair: An Engineer as above who is on a Cut Rail Hex or a Destroyed Bridge hex takes one turn to repair it; on the next Admin Sequence he is flipped back to his front side.

(AotH) Mine Work: Can be performed from 1863. A mine is dug in a hex containing an AC, into an adjacent hex. Only one mine can be dug from one hex, and it costs 2 WEP per level of Entrenchment dug under. Mine work cannot be Screened by Cavalry or Entrenchments.

The mine can be exploded in any Combat Sequence before an attack on the mined hex (upon which the Engineer is flipped back to the front side). Roll on the Mine Detonation Results Table to determine the level of Entrenchments reduced. Any attacking units must reduce their die roll by 2.

14.8 Entrenchments

Entrenchments are built by Active Leaders holding Field Commands. At least one Engineer and one Combat Unit (possibly reduced strength) must be in the hex. A turn of Entrenchment either builds a Level 1 Entrenchment or

raises the level by one (to a maximum of 3). One Leader in the hex must issue an Order. Also, WEPs equal to the new level of the Entrenchment must be spent. The Leader is marked with an Entrenching marker (no Engineers are flipped to the At Work side) and in the next Admin Sequence the new Entrenchment (or higher Entrenchment level) is marked in the hex. All units in a hex profit from the Entrenchment.

The Combat Units constructing an E. cannot conduct any other activities during the next turn, but do not have to Declare Attacks on enemy units in whose ZOC they are; nor do any units stacked with them. If attacked, the Constructing units defend with half their Combat Strength and Guns (round up).

Entrenchments provide benefits on the defense (a left FERT shift equal to their level, combat strength equal to their level, and canceling of Retreat results up to their level, no Cavalry Superiority when attacking Forces in Entrenchments), but only if "Manned" (i.e., stacked with a Combat Unit or its ZOC). Level 2 or 3 Entrenchments or Level 1 Entrenchments that have Shore Batteries in the hex remain on the map even if not Manned, but Level 1 Entrenchments that do not have Shore Batteries in them are removed if not Manned.

An unManned Entrenchment can be passed through by enemy units. A Manned but empty Entrenchment has to be attacked and is destroyed on a Retreat or Step Loss result.

When occupied by a Shore Battery, any step losses from attacking the Battery are first taken by the Entrenchment.

Moving into or through a friendly E. costs 3 MP, this is negated by Roads and rail lines. Leaders in E. may attempt Reaction Movement without being in range of a SC. Enemy ZOCs do not extend into E.

15 NAVAL SEQUENCE

The Naval Sequence includes Union Naval Transport, Shore Battery placement, Union gunboat reinf., and Union land reinf, in that order. For simplicity all other naval activities are also discussed here.

15.1 Naval Transport

Only the Union can conduct Naval Transport. A full strength Gunboat can transport all Combat Units of one Union FC plus a Wagon. A Gunboat with Step Loss can transport one Combat Unit or Wagon. Leaders always travel for free.

To conduct Naval Transport, a Gunboat must begin the Naval Sequence in a Major City Port or on a Naval Landing together with the Units to be transported. All units involved are placed on the next turn's space on the Turn Record Chart. In the next turn's Naval Sequence, the force can be placed at another Major City Port or Naval Landing. The force cannot be placed in a location that would require it to pass a Shore Battery. If enemy forces

block all routes to the destination, Naval combat must occur during the Naval Sequence. The transporting ships may continue to the target hex if they win the battle, even if that means stacking in the target hex with enemy naval units.

15.2 (AotH) Shore Battery Emplacement

Only the Confederates can build Shore Batteries. An Active Leader must be stacked with an Engineer Supervisor and at least one Combat Unit. The leader issues an order, pays 10 WEP, and a one-step Shore Battery can be placed in an adjacent hex (or a one-step Battery flipped to full strength). Only one Shore Battery can be built per turn, there can be at most two per hex, the counterlimit is a limit. The Eng Supervisor is flipped to the At Work side. During the next turn, neither he nor the Leader nor the Combat Unit can move or be otherwise active (they defend at half strength and if forced to retreat the Battery is removed). In the next Naval Sequence the Battery becomes operational.

15.3 (AotH) Union Gunboat Arrival

(AotH) Gunboats always arrive at Cairo, Illinois (W2316).

15.4 Union Ground Troop Reinforcements

See scenario specs. Union reinforcement HQs can be placed on any Leader who is not OOC and otherwise eligible to receive it.

8.9 Naval Activities

Naval Units can perform five missions: **Naval Assault** (Union only), **Riverine Patrol**, **Gunfire Support**, **Naval Combat**, **Naval Transport** (Union only, and in Reorg Sequence/Naval Sequence).

Naval Movement: Unlimited movement to any *Major River* hexside to which it can trace a path of River hexsides unblocked by enemy Naval Units or Shore Batteries. May pass bridges but not Fords or Shoals. (Exception: Thaw - see advanced Weather)

Facing and ZOCs: Naval Units are located on hexsides (indicated by the arrow). The ZOC of a NU is the four adjacent hexsides to its occupied hexside. When entering an enemy ZOC a NU must stop and attack the projecting NU or Shore Battery.

Naval Assault: Village, Town, and Major City hexes located on Major River hexsides (and that are not in enemy ZOCs) may be assaulted by troops transported on Union Gunboats during an Impulse. One gunboat carries one unit; one Wagon per Assault and all Leaders are free. Additional Wagons need one Gunboat each.

The Combat Units must start in a Major City hex with a Port symbol or a Naval Landing. The Gunboats must be at full strength (no step loss) and are taken off and placed in the T-0 box of the Naval Assault Display. In

subsequent Reorg Segments they are moved on the Display; when they are in the T-2 box the player announces that he has readied forces for a Naval Assault. The actual Assault can happen in any friendly Impulse after this. The Force expends all its movement in Disembarkation. Unmanned entrenchments cannot be Assaulted, and the Assault cannot happen in a location where the Gunboats would have had to pass through Shore Battery ZOCs.

Naval Patrol: Placing a Gunboat on a Major River hexside prevents a crossing by Confederate Forging or a Union Pontoon Bridge within Patrol Range (10 hexsides downstream, 6 hexsides upstream). Use of printed Bridges is not affected.

10.8 Naval Combat.

Naval Combat also takes place during the Combat Sequence of an Impulse.

Combat vs Ships: Sum the Naval Combat Factors on both sides and subtract Defender from Attacker (round up). The attacker rolls one die and Attacker and Defender step losses are applied. If both remain adjacent at the end of the Impulse, the Defender must attack in his Impulse or withdraw.

Naval units attacking Shore Batteries: -1 DRM. Shore Batteries attacking Naval Units: +1 DRM.

Union Naval Units can run past Shore Batteries but must stop first and exchange fire before moving on in the next Impulse. Naval Transport and Assault missions cannot go past Shore Batteries. Shore Batteries can be Entrenched and in that case Step Losses can be taken off the Entrenchment instead off the Battery. Shore Batteries have no land Combat Strength and if land units successfully Declare an attack against a Battery not stacked with a Confederate Combat Unit it is destroyed.

Gunfire Support: Can be provided by Naval Units regardless of facing in any hex that is adjacent to the attacked Force when defending and to the attacked and attacking force when providing attack support.

16 SPECIAL UNITS

16.1 Cavalry

Movement: A pure Cavalry force may use an Operations Effort Level of 1 higher when checking on the IMC.

Cavalry Corps: A FC entirely composed entirely of Cav can be declared a Cavalry Corps, it gets a Cav Corps Marker instead of a Troops # Marke on the map. There can be at most two Cav corps per side. A Cav Corps can have at most two Guns. In addition to the +1 OE shift, a Cav Corps can reduce its IMC die roll by 1. A Cav Corps can attempt Reaction Movement without being in the Command Range of a SC Leader. (Adv) There are special Scouting and Screening Benefits to a Cav Corps. A Conf Raiding Force that is composed entirely of Cavalry (plus Guns) that is OOC gets a -4 modifier when undergoing Strategic Attrition. The LOS range penalty (+1 per 5 hexes outside LOS) is still applied.

16.2 Guns

Provide a combat DRM as specified in Combat rules and require ASP usage to be used. When a Leader is Captured and his Command is eliminated the Guns are lost. When a player rolls a raw 1, and then a 4-6, a Gun is lost. On the 6, it is actually Captured by the other player who can add it to Leader of his choice in the Engagement.

8.5 (AotH) Creating Detachments

D. are used as Wagon guards, to convert Wagons into Depots, as Rearguards, or as small garrisons.

They are created by a Leader issuing an Order, applying one or more step losses to a Combat Unit. The Detachment chart shows the number created. Detachments cannot be reabsorbed.

Detachments may only move with a Leader. They possess one step, have no ZOC but may not be passed through (as they are considered Combat Units). They may move in the Impulse of creation.

8.8 (AotH) Union Pontoon Bridge

The Pontoon Bridge moves like a Wagon (8MP) and can cross two hexes over a major river when deployed. When deployed it cannot move.

To assemble, it must be stacked with an Engineer, and an AC must issue an Order to flip the Engineer to the "At Work" side (and move it to the top of the stack). On the next Impulse, the bridge is placed with the arrow pointing to the crossed hexside. The hexside may not lie within the Patrol Radius of an opposing Naval Gunboat, in the ZOC of an opposing Combat Unit, or a Shore Battery. To disassemble, the exact same procedure as above is followed with all restrictions.

The assembled Pontoon Bridge is treated as a Ford. If forced to retreat while assembled it is destroyed.

14.6 (CoREL) Militia

The Union player can attempt to raise Militia units in any Town or Major city within 5 hexes of Confederate Combat units north of the Potomac and east of Harper's Ferry with a roll of 1 (one roll per Town/City). The Confederate player can only create Militia in Petersburg or Richmond on a roll of 1 (a reroll is permitted in Richmond). Chose a brigade/division from the dead pile or countermix at random.

Militia cannot move from the hex of creation except with a Leader and cannot create Detachments. A Militia unit takes an automatic Step Loss every Admin Phase (i.e., it is eliminated after at most two turns).

14.7 (CoREL) Partisans

The Confederate player can roll during the Admin Sequence for each Active Leader on a Town or Major City hex south of the Potomac and east of the Shenandoah, but only once per Town (regardless of # of Leaders in

the Town). On a roll of 1, a Partisan unit is created, normally a Rebel Sympathizer unit, except on every fourth roll a Partisan Leader. The first Leader created in every scenario must be Mosby.

Rebel Sympathizers: Sympathizers can be moved for free with any Confederate Leader (including Partisan Leaders) but cannot move on their own. They have no Combat value but cannot be captured or eliminated. They impose a +1 MP cost on any Union force entering the hex.

Partisan Leaders: A Partisan Leader and any Sympathizers stacked with him can automatically move 12 MP every Impulse, and can move freely through Union units and their ZOCs. Partisans may Scout one hex for every attached Sympathizer and every Sympathizer adds +1 to the Scouting die roll *and* the Scouting range. Every Partisan Leader may Screen one regular Leader on the map. Partisans can make raids to tear up Railroads, but must roll 1-3 to be successful if the next station in either direction contains a Union Combat Unit or Detachment.

Every Sympathizer stacked with a Partisan Leader the Force means one Combat Factor and one Step. The right-hand # on the Partisan counter is his BR (combat modifier) and ML. Partisans that are not in the same hex as regular combat units count towards Cavalry Superiority.

14.8 (CoREL) Pinkertons

The Union player can buy Pinkerton spy units for 20 WEPS. A Pinkerton has an automatic Movement Allowance of 12MP and may Scout one hex he is in. Union cavalry and a Pinkerton can scout the same hex in which case their modifiers are combined. Pinkertons have no Combat Factors but cannot be captured or eliminated and may freely move through Confederate units and ZOCs.

16.23 (CoREL) Army Reserve Guns

Army Reserve Guns are always attached to the AC directly.

16.24 (CoREL) Confederate Artillery Battalions

...are scenario specific and can be assigned up to 2 Guns (which they are placed on the marker track to count; normally the count is set at the start of the scenario). However they are otherwise treated as normal units.

16.25 (CoREL) Washington Garrison Guns

The Washington Garrison Guns are treated as an immobile FC, tracking ASPs and ML as usual. The WGG marker is placed on the track of whatever Union Leader occupies Washington at the beginning of the game. The Guns stay in Washington even if the Leader leaves.

17 VICTORY CONDITIONS

See individual game rules.

18 ADVANCED

5.6 Weather

8.3 Force March

8.6 Movement Related Activities

8.7 Rail Movement

10.7 Extended Battle

13.1 Devastation

13.2 Foraging

19 OPTIONAL

3.72 Better Limited Intel

Tell only the FERT column in combat, not the strength. Do not reveal Strat Attrition die rolls, but show Wound and Brevet markers on the map. Announce building Pontoons or Union Engineers, prepare Naval Assault or Transport mission.

8.17 Leaders and Illness

When a Leader rolls an unmodified 1 on the IMC he must check for loss or illness. See 8.17.