

AGE OF RIFLES

American Civil War Branch

Rules

Release 0.1.0 (relative to NLC 1.2.0)

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1. Introduction

This ruleset serves both as a set of variant rules for *Blue and Gray* and other related games, and as the base rules for a projected series of games on the major battles of the mid-19th Century. The variant was born primarily from the observation that orders systems significantly improve the historical accuracy of tactical games, the more so the longer the time covered by the game. Yet most games that have detailed order systems are so slow that you only get to play the long scenarios once. This ruleset is different.

Note: If rounding occurs, always round normally (i.e., 0.5 and more rounds up) unless specified otherwise.

2. General Course of Play

Movement within one turn is determined by chitpull. Combat is by both sides firing at the enemy. Cavalry ignores ZOCs, and can charge and countercharge. Leaders need orders to attack or move, take time to enact them, and may even misunderstand them. Alternately, they can act under their own initiative, but that is risky as they don't know the overall situation.

2.1 Terminology. Formations are usually corps or divisions whose leaders (commanders) are rated for their ability. A formation has a chit that, when pulled from a cup, determines that the formation is activated.

2.2 Morale. The morale (or quality, initiative, élan...) value is 4 for all infantry and cavalry units and 5 for artillery, with certain exceptions that will be listed in the individual game descriptions. A unit that has lost a step has its morale reduced by 1. A demoralized formation has morale reduced by 1 for all units. In assault, units fired at by artillery have their morale reduced by 1, and a flank attack reduces morale by 2. (All modifiers are cumulative but morale can never drop below 1 or increase above 5.)

The *base morale* is the unmodified full strength morale value of a unit. The base morale is used for determining combat modifiers (7.6 and 7.10).

2.3 Morale check. The morale of a group of units is the highest morale in the group (of infantry if any is present; if not, of cavalry if any is present; otherwise artillery). To check morale, roll a single six-sided die. The check succeeds if the roll is less or equal to the morale value.

3. Game Equipment

As in the original, plus:

3.2 Chits. Each corps or other major formation possesses a chit that determines when it will move. Also, each side has a Coordinated Action chit.

3.3 HQ counters. One per Overall Commander. The normal movement rating of a HQ is 5.

3.4 Additional markers. "Disrupted" markers, "Check Confidence" markers. Hidden Force markers (some games only).

3.5 Order system. This version of the rules use the standard written orders. If you prefer not to have written orders, please download the version of the rules that uses order markers. In that case you will need additional aide, order type, and target markers.

4. Sequence of Play

A turn of *AOR* consists of the following phases, always executed in the same sequence:

1. Command and Reorganization Phase. Both players can decide to assign new orders (14.0). Orders which are handed to their recipient leader are tested for compliance. Units can attempt to reorganize (21.0)

2. Chit Preparation Phase. Both sides' commanders roll dice to determine if a side gets to put a Coordinated Action chit into the cup (see 5.1), and if one side gets to choose an Initial Action Chit. Except for the Initial Action Chit, both players put all of their formations' chits into the cup that do not have Reserve orders.

3. Initial Action Stage. If one side received an Initial Action, that formation executes a Formation Action according to 4.4.

4. Formation Selection Phase. Until the cup is empty, do the following:

4a. Chitpull Stage: Pull a chit from the cup.

4b. Formation Action Stage. All units governed by the selected chit are activated and perform activities according to the Formation Action Subsequence (see 4.4).

5. Turn End Phase and Reserve Action Stage. Both sides activate all their Reserve units. Both players roll a die, the high roller moves his first. **All disrupted units check morale and become undisrupted if they pass the check.** Advance the turn marker.

4.1 Coordinated Action Chits. A Coordinated Action chit means that two formations will be able to activate together when the chit is drawn. They move and fight in

parallel as if they were the same formation. To indicate this, the two formations' normal Activation chits are placed on the game map.

To determine whether a player receives a Coordinated Action Chit in a turn, the player rolls a die. If the die roll is at least 2 lower than the overall commander's leader rating, the player receives the chit.

Note: A side can have several overall commanders (OCs). In that case, one of them must be chosen for the roll, and both formations chosen for coordinated action must be subordinate to that commander.

4.2 Initial Action. Both players roll a die and add the overall Commander's value. If one player's result exceeds the other's by at least 3, he may choose any of his side's formations for the Initial Action. Its chit is not placed in the cup, instead it automatically executes its Formation Action stage as the first one this turn, before any chit is pulled from the cup.

4.3 Leader Activation. The OC can move once per turn, in any friendly Action Stage. A formation leader move when his formation is activated.

4.4 Formation Action Stage Subsequence.

I. Bombardment Segment. Activated artillery can bombard.

Cavalry Charge Segment does not apply in ACW scenarios.

II. Cavalry Charge Segment. Activated Cavalry units can charge a target hex. Cavalry Charges (or simply Charges) can be followed by Cavalry Pursuit and Retreat. Charging cavalry can be Countercharged

II. Formation Movement Segment. The units belonging to the activated formation and its leader may be moved according to the formation's orders.

III. Formation Assault Segment. All units adjacent to enemy units can engage in assault depending on the Formation's orders.

5. Movement

Units pay movement points normally. Units are moved as a stack, dropping and taking up units is allowed. Unless moving into or across prohibited terrain, a minimum move of one hex is always allowed.

5.2 Terrain. Road hexes cost ½ MP, trail and railroad hexes always cost 1 MP, bridge hexsides have no extra cost under road movement and cost +2 otherwise, stream hexsides cost +2 MP to cross.

To use the road/trail/bridge movement rate, units move one by one and must be under March or Fall Back orders. A hex must be entered through a road or trail

hexside, and may not contain units under March or Fall Back orders. If it is a village/town hex, it must be empty. Leaders, command range trace and order transmission pay ½ on roads, trails, and railroads, regardless of stacking, and pay infantry costs elsewhere.

5.3 Stacking. Up to 12 strength points per hex, checked at the end of each Formation Movement Phase. A stack can only be examined by the other player if it is within LOS of a friendly leader or unit. If it is within the LOS of friendly leader or unit, any artillery unit in the stack must be stacked on top.

Moving into a hex containing friendly units using non-road movement costs +1MP per unit.

5.4 ZOCs. Combat units have a ZOC, which extends into the six hexes surrounding the unit. Exception: ZOCs do not extend across impassable hexsides and into Forts. Units that start in EZOCs can only leave by advance and retreat after combat. Exception: Units that enter a ZOC during their move, and units under Fall Back and Reserve orders (see 20) can leave a ZOC hex by paying +1MP. Cavalry and leaders ignore ZOC restrictions on movement for all purposes except assaulting (see 7.3). If a unit moves between two hexes in the ZOC of the same enemy non-cavalry unit, the enemy unit can fire at the moving unit at half strength (see 7.12). Artillery cannot enter a ZOC hex unless a non-artillery unit occupies the hex or accompanies the artillery.

5.5 Night and Rain. Units may not enter ZOCs during such turns. Note: They may leave them.

5.6 Exiting the map. Units exiting the map are not considered eliminated for VP purposes unless they exited as part of a retreat.

6. Unit Status and Step Losses

6.1 Step Losses. Most units are backprinted; this means they have two steps. A hit on a two-step unit means that it is flipped to its reverse side and has one step remaining. A hit on a one-step unit (reversed or not backprinted) means the unit is eliminated.

6.2 Huge units. All units with a front strength of 8 or more have 3 steps. When they receive their second hit, do not remove them. Instead place an inverted disruption marker underneath. They have half the strength printed on their reverse side (round normally). They can be reorganized normally to their reverse side whether on map or eliminated.

6.3 Disruption. Disrupted units have their combat strength halved as described in 7.6 and 7.10. To recover from disruption, a unit checks morale in the Turn End Phase. If it passes, the unit recovers. There are two modifiers that apply to this check (only) in addition to

the standard ones: -1 if the unit is adjacent to an enemy and +1 if it is in terrain that reduces the attacker.

7. Combat

7.1 Basic procedure. All forms of combat (assault, charge, bombardment) are conducted by each side adding the strength of its firing units to find a row on the Fire Table, rolling 2d6 and finding the number of hits. The units initiating the combat (activated units in assault and bombardment, charging cavalry in cavalry charge resolution) are called “attacking”, the opposing ones are called “defending”. The order in which hits are applied depends on the type of combat. If there are multiple target units, the owner chooses which ones take the hits except the first hit must always come from an infantry unit if possible. Also, hits must be allocated to damaged units if any are present. In certain cases modifiers may apply to the die roll and fire strengths may be reduced by a certain percentage. Always add reduced strengths, then round. If the firing strength is greater than 24, look up twice, for 24 and for the remainder, with the same die roll.

Note: Elimination in this game never means death to the last man, but always a temporary loss of cohesion. A unit that has already been bloodied will not return to a fresh state.

7.2 Losses. A unit that suffers a hit is flipped to its reverse side. If already on that side, it is eliminated.

7.3 Assault. After activated units have moved, they can engage in one round of combat with adjacent enemy units. Assault cannot occur across unbridged major river hexsides.

Design note: Given the scale of the game, assault combat is assumed to cover both small arms fire and melee.

Losses are applied simultaneously, unless an attacking stack moved adjacent out of a nonadjacent hex that was in LOS of the defending stack. Then, the defender can choose to fire at this stack first, which means that losses are applied sequentially: attacker losses are applied, then attacker strength is determined and the attacker fires. Note: If the defender chooses to instead fire at a stack that includes units that were already adjacent, apply losses simultaneously.

All infantry or cavalry units with Attack/Probe orders that are in the ZOC of enemy units must assault; assault is voluntary for all other units.

Multiple stacks can assault one defending stack. In this case the defending units are assumed to fire at all attacking stacks at once, and morale is determined over all attacking stacks.

One stack can only assault one defending stack. A stack cannot assault a stack that is already being assaulted if

another enemy stack is adjacent that will not be assaulted this *segment*. If multiple unassaulted stacks are adjacent, a stack containing infantry must assault Forts over infantry over cavalry over artillery over HQs.

Cavalry involved in assault is halved in strength (sum, then halve and round normally).

7.4 Retreats. After a round of assault, each side that suffered at least one hit makes a morale check to see whether its units involved in that particular combat will retreat by one hex.

If only one side had no artillery, that side checks first. If both or none had artillery, the attacker checks first. The second side does not check if the first side retreats. Note: elimination does not count as retreat!

Retreating units are disrupted. Foot Artillery cannot retreat and is destroyed instead. If an enemy unit advances into the hex as a result of the combat, the artillery is permanently eliminated.

Design note: Unlike the Napoleonic rules, there is no option here for voluntary retreat. I think that increased infantry firepower and range simply prevented most maneuvers once in range. Likewise, artillery in an adjacent hex will become an immediate target if you try to manhandle it away. Therefore the Napoleonic era restriction against retreat of defending artillery now applies to the attacker as well.

If a stack retreats into a hex where it violates stacking, all units in that hex are disrupted. A stack that retreats into an enemy ZOC suffers passing fire.

7.5 Advancing. If the target hex of an assault is vacated and the attackers did not retreat, one attacking unit can advance into the hex. ZOCs are ignored. If a leader is in an attacking hex with a stack, the whole stack and the leader can advance. Stacked units of the same division can advance without a leader. Artillery cannot advance unless a non-artillery unit advances with it.

7.6 Modifiers for Assault.

- Armament: Units armed with rifled muskets (the default) use their normal combat value. Units armed with repeating weapons (underlined combat value) increase their combat value by 50% when firing at a stack that contains units with rifled muskets or artillery, and when firing in a situation where enemy losses are applied first (see 7.3).
- Disruption: if a unit starts the assault segment with a disrupted marker, its fire strength is halved.
- Flanking: Attacker strength is increased by 50% and Defender morale is reduced by 2 if there are two attacking units that are attacking through hexsides that have at least one hexside between them. Defenders in towns and forts cannot be flanked.

- **Terrain:** See terrain effects table. Add all strengths with the same percentage reduction, then round normally (e.g., 4.5 is 5, 4.25 is 4).
- **Morale die-roll modifier:** Compare the *base morale* (see 2.2) of both sides. Subtract defender base morale from attacker base morale. The attacker adds the result to his die-roll, the defender subtracts it. **There is no morale DRM to a fire die-roll where one side has only artillery.**

Design note: The armament modifiers above are specific to the American Civil War. The European nations experimented with a variety of tactical (lower level) doctrines in the 1848-71 period that lead to different modifiers being used depending on who is fighting whom in what period.

Note: Rules 7.7 to 7.10 do not apply in ACW scenarios.

7.7 Cavalry Charges. Activated cavalry within two hexes of enemy units may charge those units. If they are two hexes away the intervening hex must be empty. Only clear and crest terrain can be crossed by charges.

Charging cavalry moves into the defending hex. **Artillery defends at half strength, cavalry and infantry at full strength. Both sides have one round of fire. Attacker losses are applied before the attackers fire.** The side that loses more steps (defender wins ties) loses the charge combat and retreats (to its starting hex in case of a charging unit). If the cavalry wins, it can stay, retreat to its starting hex, or pursue. Win or lose, a retreat after a charge never reduces losses. If the target units cannot retreat (charging units do not exert a ZOC for this purpose), they lose an extra step and the cavalry can pursue in-hex.

All (non-reaction) cavalry charges in the same Charge Segment occur in parallel - all move, then all attack.

A cavalry unit can only charge once per turn and cannot move or attack if it has charged this turn.

7.8. Cavalry pursuit. Victorious charging cavalry can pursue, i.e., attack the units that just retreated (which may not fire back) or any other adjacent enemy unit (in which case normal charge resolution happens). If the player does not choose to pursue, he still has to do a test against the pursuit rating for each unit – if he rolls more, the unit pursues anyway. After one round of pursuit a unit stops or retreats to its original starting hex.

7.9 Reaction charges. Cavalry within two hexes of a hex that enemy units move or charge (including reaction charge) or retreat into or through can reaction charge by standing a morale test (+1 to morale if stacked with a leader). If the enemy units win they can continue to move after the charge. Each cavalry unit checks for a reaction charge individually and can only check once per

moving unit. If multiple units reaction charge the same unit in the same hex, all of them attack together.

7.10 Modifiers for cavalry charges. Use all that apply.

- **Armament:** target infantry with repeating weapons (underlined combat value) is not halved against a charge.
- **Form square:** if there is infantry in the target hex and all of it is undisrupted, the defenders check morale. If it succeeds, the charging strength is halved.
- **Flank charge:** double charge strength if defender is already adjacent to units friendly to the charging units and is charged from a different hex. Defenders in towns cannot be flanked.
- **Backhand blow:** double charge strength if the defender against a *reaction* charge is pursuing or retreating cavalry.
- **Die-roll:** Subtract the defender base morale from the attacker base morale. The attacker adds the result to his die-roll, the defender subtracts it. There is no morale DRM in a combat that involves artillery defending alone or bombarding.

7.11 Cavalry retreat. Cavalry or horse artillery being assaulted may retreat one hex if it did not start the turn in an enemy ZOC and there is no cavalry among the attackers. **If one side in an assault only consists of cavalry and takes hits, that player may also decide to retreat voluntarily before checking morale, in which the losses of both sides are halved (1 reduced to 0).**

7.12 Passing fire. If a unit or stack moves from the ZOC of an enemy stack into another ZOC hex of the same stack, all units in the stack can fire at it at half strength. **If a hit is scored, the moving unit or stack has to check for retreat as in 7.4.**

7.13 Screening. Passing fire does *not* occur if the first ZOC hex contains a friendly unit that remains there throughout the movement segment and the moving unit only passes through.

In other words, if your side has reserves to bring on in a later turn, you will be able to infiltrate units into gaps in the enemy line.

7.13 Large units. All units with a front strength of 8 or more have 3 steps. When they receive their second hit, do not remove them. Instead place an inverted disruption marker underneath. They have half the strength printed on their reverse side (round normally). They can be reorganized normally to their reverse side whether on-map or eliminated.

Speed of Play note. *Except in combats that involve the cavalry retreat option (7.11), it is possible to roll all the dice in combat at once: Two dice to determine the hits scored by each side, and a differently colored die in case a morale check*

is required. Thus, when conducting passing fire, three dice would be rolled, and in an assault, six dice would be rolled.

8. Artillery

8.1 Bombardment Attacks. During the bombardment phase, artillery can fire at a target hex as far away as its range. It needs a line of sight to the target to bombard. The target does not fire back. Foot artillery that bombards cannot move in the Formation Movement Segment. The default range of artillery is three hexes. Other values may be printed on counters or specified by scenario instructions.

The first hit caused by bombardment is always a disruption (the target stack is disrupted). Further hits apply normally. It is not possible to retreat to reduce bombardment hits. Multiple disruptions are ignored.

8.2 Adjacent combat. Artillery can assault adjacent units if it did not bombard that turn. It can fire on the defense (including passing fire) regardless of whether it bombards during the turn. *There is no morale to a fire die roll that involves artillery defending alone or bombarding. Artillery participating in assault decreases the opposing side's morale by 1. Defending artillery increases the owning side's morale by 1.*

8.3 Line of Sight. Only blocked by Forest, Fort and Town hexes, units, and Crest hexsides (even when it is a hexside of the hex the unit is in and including its endpoints). Blocked if running along a Crest with blocking terrain to the right and left of Crest. Blocked if running between a Crest and other blocking terrain. LOS typically has a maximum range that varies with the map scale, by default it is five hexes.

8.4 Facing. Artillery that is adjacent to an enemy at the start of the current *Stage* cannot fire in defense against an enemy unit that moves into a different adjacent hex and attacks.

9. Reinforcements

Enter at entry hexes, potentially stacked (but only to legal maximum). Each following stack pays the entrance cost of the previous stack plus the entry cost of the hex. If entry hex is blocked or in ZOC, enter in closest non-ZOC neighboring hexes. By default, arriving reinforcements have March orders for their HQ. By default, HQs, or units whose HQ is not yet on the map, stop at the first town on the road of entry. When entering the map on a road/trail hex, reinforcements can start using road/trail movement (5.2).

It is possible to try and change a leader's order by Initiative (12.11) on the turn of arrival.

10. Forts and Entrenchments

10.1 Forts. Forts are permanent structures such as major redoubts, fortified farmsteads, or small castles.

Single infantry units in Forts are not affected by enemy ZOCs and cannot be bombarded, charged, or flanked. They are never required to attack, but have normal ZOCs and must be attacked. They do not retreat. Attacker strengths against units in Forts are halved, and the defender always fires first. If a unit could attack a Fort or another stack, it must attack the Fort unless that is already being attacked by another unit. If an infantry unit in a Fort takes step losses, any adjacent friendly infantry unit can take them instead.

There are no retreats into occupied forts. If a player puts two units into a Fort, that negates its effects and turns it into clear terrain until one of them is removed.

10.2 Fortified hexsides. Fortified hexsides (such as city walls) work like forts except they are not subject to the same stacking restrictions. They have an effect regardless of the number of units behind them. Units can retreat across fortified hexsides.

10.2. Entrenchments. Entrenchments are temporarily dug fortifications that are constructed on the fly. They have the same effect as fortified hexsides. Entrenchments cannot be constructed in all games; refer to the special rules.

To construct an entrenchment, place an entrenchment construction marker on an infantry or cavalry unit under Defend orders that does not fight or move. At the end of the unit's activation phase two turns after the placement of the counter, place an entrenchment counter on the unit. Entrenchment counters have facing; the entrenchment effects apply only against units that attack through the counter's top edge and the two adjacent edges. There can only be one entrenchment counter per hex; to shift the facing of an entrenchment, the process is repeated and on the third turn the existing entrenchment counter is replaced by a new one. A unit attack while entrenching has its fire strength halved and the construction marker removed.

11. Leaders and HQs

11.1 Leaders. Leaders are not combat units, project no ZOC, count as cavalry for movement costs, do not count for stacking, may never enter a ZOC not occupied by a friendly unit, and are placed on the nearest friendly unit if an enemy unit moves into their hex while they are alone there. A leader's movement value is halved on a turn when he gives orders. A formation leader moves when his formation is activated.

11.2 Leader Loss. If a leader is displaced as per 11.1 or stacked with units that suffer a hit in combat, roll two

dice. On a die roll of 2-3, he is removed and replaced by a leader with an ability of 1 at the start of the next turn. Use the reverse side of the leader counter to indicate leader loss (rather than disruption).

11.3. Leader retreat. A leader can always retreat with units he is stacked with.

11.4 HQs. HQs ignore all friendly units for stacking purposes and cannot retreat. If a HQ is in a hex entered by enemy troops, it is destroyed and that army's demoralization value is reduced by 5. The overall commander keeps functioning as if he had his HQ with him at all times but his command rating is reduced by 1 for the rest of the day. The HQ is placed back with any friendly unit the first turn after nightfall.

11.5 HQ movement. A HQ only moves (in the Reserve Phase) by being given a March or Fall Back order. Such an order is automatically accepted, even at night.

12 Command

Command is exercised in two stages. Orders are given by the overall commanders (e.g., Moltke, Benedek, Lee, Grant) to their subordinate formation (wing or corps) commanders. This determines the way in which the units of a given force operate. Second, the units of one formation have to be within range of the formation's leader to function normally.

Note: The orders system can be used either with written orders or order markers. Personally I prefer the written orders for the added fog of war and highly recommend using the Hidden Movement rule (21.5). For non-written orders, please use the other rulebook provided for this purpose.

12.1 Command range. To be at full effectiveness, combat units have to be within command range of their leader, wing leader, or Overall Commander. Command range is 3 MP at the cheapest rate for any terrain (note ½ MP/hex rate on roads/trails in 5.2) and can be traced through ZOCs only if friendly units are in that hex. Range is checked at the beginning of a unit's movement and immediately before a unit charges or assaults. Units cannot leave command range by normal movement (but through charges, retreats, and advances). Units outside range defend normally but may not attack or move into ZOCs. If they move they must move so as to get back into range as quickly as possible. Exception: Divisional Goals (12.13). Note that it is possible for moving leaders to leave units outside command range.

12.2 Command Phase sequence. Players first check for Initiative if desired (12.11). Then check for Confidence (12.10). Then they set down new orders (12.4). Finally, check for Order Compliance (12.7).

12.3 Orders. At any time, each formation is in a particular order state. All orders except Reserve must

specify a target location (which can be a town, road, intersection, crest, stream, or shortest traversable path between two target points) within 10MP or reachable via roads starting within 10MP. Except for Attack, Probe, and Reserve, "must move" means "at least at the speed of the slowest unit in the formation." Note: Reaction cavalry charges and artillery bombardment can ignore "units may not attack" restrictions.

Attack: Units must move at least one hex closer to attack target until they are in artillery range, then some must attack. Artillery bombardment is enough to define "attacking" for at most 2 turns, but once units are in enemy ZOC, some units must enter ZOC every turn until the target is occupied or the order is canceled. Units in ZOC cannot exit except by retreat. Cavalry charges satisfy the attack requirement for cavalry formations.

Note: Artillery can remain outside ZOC but if only artillery remains in the formation, the order fails.

Probe: This represents probes, demonstrations, or diversions. Like Attack except the number of units in ZOC is limited to at most two, does not have to increase, and the formation can return to bombardment if desired. Note: *The order of choice for cavalry corps.*

Defend: May not enter ZOC unless hex entered was controlled by friendly units when Defend order was given. May attack such hexes only. When complying with order, the leader must move towards the target hex until within 2 hexes of target. Once the leader is within this radius or prevented from going closer by enemy units, can only move out of the radius (from target or closest hex) by retreat in which case the order *fails*.

Delay: Units and leader may not move further away from target; may not enter ZOC, may not attack. Once leader is within 2 hexes of target, can only move out of this radius by retreat and then order *fails*.

March: One of only two orders that can use the road or trail movement rate. Units and leader must move towards target. Must specify a route to follow (usually in terms of waypoints passed through, within 10MP of each other) from the end of the second turn onwards. Order is canceled and units stop before entering ZOC. If current order was part of an order sequence, switches to the next order at this moment, otherwise to Defend.

Fall back: Units must try to move away from enemy (can also use road and trail movement). May leave ZOC during movement (+1 MP) and enter one if needed to escape. May not attack. Must retreat voluntarily if attacked. Considered flanked if charged or attacked by cavalry while on a road or trail hex. Order can be switched to Reserve in any command phase where no unit is within 2 hexes of the enemy.

General retreat: This order is sent to all subordinates and the HQ, is checked immediately, even at night, and

has a 1R compliance shift. Works like Fall Back but cannot be changed to Reserve before the first night turn after it is sent. Can only be given if army has reached 80% of its demoralization limit.

Reserve (no orders): This status is needed for reorganization. Units may leave (+1 MP) but not enter ZOCs and may not attack. They defend normally but morale is reduced by 1. The leader *may not move* but applies a 1R shift to new order acceptance. If he is displaced per 19.1, or the units in his hex retreat, that counts as an order failure.

12.4 Giving orders. To give an order, the player writes on a sheet the formation involved, the order type, the time issued, the time when it will be received (see 12.6), the # of shifts applying to compliance, and the locations on the map that are supposed to be reached, attacked or defended. It is not permissible to give the same order to the same leader again before it has been Ignored, Canceled, Achieved, or Failed. Either the type or target must be different (i.e., the target at least 10 hexes away from the current order or the order currently waiting to be complied with). Attack and Probe count as the same type of order (as do Defend and Delay).

12.5 Order sequences. A sequence of March and Attack orders can be given and executed in sequence. The last order in the sequence can be of any type. Every time a March order is achieved or canceled due to proximity of enemy units, or when an Attack order is fulfilled (12.8), the next order in the sequence is automatically complied with. The switch from March to Attack is instantaneous (i.e., at the time an enemy ZOC is entered) for Leaders with a Command rating of at least 3. Other leaders have their units stop before entering a ZOC and must wait until the next turn to enter the attack. Units that have not entered a ZOC yet can continue using March movement (i.e., using the road and trail rates up to the point before they enter a ZOC). It is possible to specify that an Attack/Probe should start the next day to avoid its being aborted at night.

12.6 Order Transmission. An order is received at once if the recipient leader is stacked with the OC (this is called a *face-to-face* order) or is within 3 MP of the OC. Otherwise divide the distance in cavalry MP by 6 (round fractions up). The order is received in the Command Phase that many turns after the current one. Even after it is received, the receiving formation still has its previous orders until it complies by the new orders. **Important:** Leader-OC distances are halved for this rule if the OC has Extended LOS to the Leader's hex.

12.7 Order Compliance. On the turn a leader receives an order, he rolls for compliance. Add the leader's ability to a dieroll and check the Order Compliance Table for the result.

An 'I' result on the Compliance Table means the order is ignored, nothing happens. A 'C' means the order is complied with and followed from that turn on. A 'Rn' means the player rolls a die every Command Phase afterwards until the order is complied with on a roll of n or more.

Compliance with an order sequence (12.5) is checked on the leftmost column among all orders in the sequence.

12.8 Order Achievement. A March order or attack order has been fulfilled if the specified position is reached (Controlled for Attack), no unit of the formation is in an enemy ZOC, and no unit has been attacked in the last turn. If no other order applies or was specified as following in sequence, the new status is Defend. If "Await further orders" was specified at end, the new status is Reserve instead.

12.9 Order Cancellation and Failure. Existing orders are *canceled* when the leader complies with a new order. An order can *fail* due to order-specific conditions (see 12.3) or by failing a Confidence Check (see 12.10). If an order fails, the formation *immediately* retreats 3 hexes and switches to Fall Back orders. Units can stop during this retreat instead of entering an enemy ZOC. Unlike normal retreat after combat (7.4), foot artillery can participate in this 3-hex retreat.

12.10. Confidence Check. A formation starts checking Confidence the first turn after it takes a step loss with its current orders and checks every turn from then on until its orders are achieved, canceled, or fail. **Exception:** an undemoralized formation with Defend/Delay orders never checks. Follow the Confidence Check Table. A failed check means instant Order Failure.

12.11 Initiative. A leader can attempt to give himself orders by rolling for Initiative. (Note restrictions in 12.4.) The target hex must be within Extended LOS (12.14) of the leader. He rolls on the Initiative Table instead of on the Compliance Table. If the result is "no effect" he retains his current status, if "Acts on Initiative" he complies with the new order, if the result is "Bad Move", the other player can assign an order to him. Compliance with a Bad Move is automatic. If the Bad Move is an Attack/Probe order, it switches to Reserve after one turn. It is still the owning player who makes the moves to comply with the order.

If the leader rolling for Initiative has Reserve (no) orders, he acts on Initiative for one less, e.g., a 3-rated leader acts on a roll of 7 instead of 8+.

12.12 Order capacity. The overall commander can give as many orders per turn as his capability.

While the OC is away from his HQ or while the HQ is moving, he can only give one order per turn, and all orders except the first (i.e., all orders on later turns until he is again stacked with a nonmoving HQ) have to be

face-to-face orders referring to target locations in Extended LOS of the OC at that moment (12.14) or purely along roads or trails that start within Extended LOS (e.g., “Attack along that road to Richmond over there”).

The HQ was where aides with reports from other parts of the battle arrived. While elsewhere, the OC would be largely limited to what he could see for himself.

12.13 Divisional Orders. Orders can be given to individual divisions. If there is no leader counter or leader value printed on the counters, the leader value is 1. The division is freed from normal command range requirements, but all counters of the division have to be moved to be within 2 hexes of each other all of the time. Divisional orders can be given through a corps commander’s initiative. Divisional orders hold until superseded or canceled by a new order. They can be given through the corps commander’s Initiative, in which case the distance for tracing the time of compliance checking is traced from the corps commander’s hex. In this case they can also be canceled by player’s choice at any time when the division is within command radius of its corps commander; it then is simply reincorporated into the corps.

Divisional orders can also be given to assign a particular division to a different corps. In this case, the division is activated together with the rest of that corps (i.e., when a chit activating that corps is pulled). Every division after the first that has units attached to a corps in this manner reduces the leader’s rating by 1.

A reattached division or unit suffers the demoralization effects of its current parent formation, but for simplicity’s sake, its losses are still counted for its original parent formation.

12.14 Extended LOS Rule. All map elevations count for LOS, not just crests. Higher elevation will block LOS between lower elevations and between a hex on the same elevation and lower elevation (in both directions). Maximum visibility along unblocked LOS is 8 hexes (4 hexes on rain turns, 1 hex on night turns).

12.15 Wing Commanders. *Wing commanders* (WCs) work as an intermediate commander when not in LOS of an OC. They receive normal orders as part of these assignments and check for compliance. They can only issue new orders that are consistent with their own orders to their subordinates. WCs can assign orders different from the one they were given by the OC to themselves through initiative, and can roll for Initial and Coordinated Actions instead of the OC. If they get either, it can be applied only to their subordinates. The OC can still send orders to subformations directly.

When in range of the OC, WCs are unused and can start acting as leader for any formation nominally assigned to

them, by stacking with it. This continues as long as the player wishes even if they move outside the OC’s range.

12.16 Timed Orders. Players may explicitly specify a particular start time for a formation to act on an order. Orders received at night automatically have the first daylight turn as start time. If, upon arrival, the start time is not at least one turn after the receipt of the order, it is set to that time. Compliance with a timed order is rolled for one turn before the start time. A ‘C’ result is implemented as ‘1T’ (i.e., compliance occurs on the turn scheduled). All other results are interpreted normally.

12.17 Support Orders. A formation can be ordered to March, Attack, Probe, Delay, or Fall Back in conjunction with one other formation. Simply list “Support” and the name of the other formation as part of the order description. Compliance is treated as for a timed order set to start on the turn where a unit of the supported formation is in line of sight of an in-command unit of the receiving formation.

13. Army Demoralization

An army is demoralized when the strength of its destroyed units reaches the demoralization level (non phasing player first if it happens in the same instant). Note that this only influences victory; it does not have the same effects as Corps Demoralization (12).

14. Corps Demoralization

14.1 Demoralisation Level. A corps is demoralized if the full strength of its currently eliminated units is at least equal to its demoralization limit. Its units have their morale and movement rating reduced by 1. If reorganization drops current losses beneath the limit, demoralization is lifted.

14.2 Demoralisation and Compliance. Demoralised formations are more sluggish in operation. On the Compliance Table, a demoralized formation interprets ‘C’ to mean ‘R4’. A ‘R4’ means ‘R5’. A ‘R5’ means ‘R6’ (roll 6 to execute order). A leader of a demoralized formation rolling for Initiative reads any “Acts on Initiative” result as ‘R4’.

14.3 Proximity of Demoralized units. A demoralized formation reduces by 2 the demoralization limit of any friendly formation whose leader is within 5 hexes of the demoralized formation’s, except if the other formation is a cavalry formation. (A formation can suffer from this effect multiple times if its leader is in range of multiple demoralized leaders.)

15. Reorganization

Eliminated units can be reorganized *starting with the first night turn after their elimination*. The formation must have Reserve orders, and the formation leader must

not be in extended LOS from any enemy unit. Units still trace command range to the leader but he does not provide any other leader benefits that turn. Reorganized units are placed in the leader's hex up to the stacking limit with their reduced step strength (meaning at most two per turn can be reorganized per leader). Units already in the hex are displaced if needed. Units of a demoralized corps or army are reorganized only on a roll of 1-4 per unit, otherwise they are permanently destroyed. They still count against the per-turn limit.

Eliminated units that started the scenario with one step can only be reorganized by taking two such units with exactly identical ratings, reorganizing one and removing the other permanently from play. If part of a demoralized corps, *both* have to roll 1-4.

Units that cannot trace supply (see 17.) at the moment of elimination (whether eliminated through combat or the 0900 supply trace check) are eliminated permanently and not eligible for reorganization. *These units are assumed to have surrendered. Note that enemy ZOCs do block supply, unlike the Napoleonic version.*

16. Night

16.1 Night effects. On night turns no units (not even cavalry) may enter ZOCs (but may still leave them if orders allow it). Artillery cannot bombard. All Attack/Probe orders that do not occupy a part of the target fail. New orders may be sent out. All non-timed Orders received at night except [General Retreat](#) are considered to be Timed orders (12.16) with the first daylight Command Phase as start time.

Personal note: As there is no combat on most night turns, we generally drop the chitpulls on those turns and both players simply move their units in parallel.

16.2 Night march and fatigue. Troops with March orders automatically stop at night to bivouac, which means the head of the column stops, and all other units move up to the point where they are adjacent to that hex (or as close as possible if stacking does not permit this). Units stack to the maximum possible. On the first daylight turn, the march is resumed. A player can give a Forced March order in which case movement simply continues throughout the night.

However, from the first following daylight turn on, the whole formation suffers all effects of demoralization until it has rested. Rest means it spends a night without marching, or it spends at least three hours in Reserve in the day. A formation cannot rest while any of its units is involved in combat as attacker or defender.

The fatigue effect is not cumulative with Corps Demoralisation due to losses. If a formation that is already fatigued does not rest the night, it becomes exhausted the next morning. An exhausted formation has morale reduced by 2, units only recover on 5-6, and

its units can move only 1 hex until the formation has rested.

Players are free to track fatigue separately for divisions on divisional orders, but if a fatigued division rejoins a corps, the whole corps counts as fatigued.

Design note: This rule deals with the effects of exhaustion caused by units forced to operate over an extended span of time. Keep in mind that the fatigue effects caused by combat are already incorporated in the overall loss of strength produced by step losses and routed (eliminated) units. The rate of fatigue accumulation and removal is a reasonable approximation of the rate in the Gamers' CWB Seven Days fatigue rules.

Timed orders (12.16) that specify a night turn as the start turn for the order cause fatigue effects as soon as they are achieved, canceled, or fail.

Digging entrenchments (10.3) contributes to fatigue.

Reinforcements entering at night can move for one turn and then stop. (If they enter on the last night turn that means they can march without stopping while still not suffering fatigue.)

17. Supply

Supply can be traced offroad for five hexes, then on roads or trails. Enemy units or their ZOCs block supply. Each unit that cannot trace such a line at the end of the 9:00 turn of each day loses a step.

Note: This is a generic background rule. For players with experience in the system, the advanced supply rules (19.4 to 19.6) are highly recommended. Some refits will make them mandatory.

18. Victory Conditions

Victory points per scenario instructions. "Occupation" means having a unit in the hex or being the last to move a unit into or through. "Controlled by" means "Occupation", or "being last to have the hex in friendly but not enemy ZOC".

In any situation that determines victory by accumulating victory points and then comparing, a difference in victory points of less than 10 percent is considered a strategic draw.

19 Optional Rules

The first few of these (Variable Reinforcements, artillery support, and in particular Advanced Supply) are really 'advanced' rules; they increase realism and are recommended (19.4 to 19.6 should be used together) once you're familiar with the rest. Hidden Movement (19.7) is particularly recommended for multi-day scenarios. The others are just that, options.

19.1 Variable Reinforcement schedule. Do not treat the reinforcement schedule as fixed. Instead, two turns before a group of reinforcements is due to arrive, roll a die. (A player is not required to inform the other side about the outcome of the roll.)

- 1 units arrive immediately (2 turns in advance)
- 2 units arrive next turn (1 turn in advance)
- 3-4 units arrive according to schedule
- 5 units arrive 1 turn late
- 6 units arrive 2 turns late

Roll separately for each group at a particular entry hex. For each side, keep track of the number of formations that were delayed or advanced (regardless of the length of delay or advancement). If there are more delayed than advanced formations, subtract 1 from the die roll, if there are more advanced than delayed ones, add 1.

Offmap road congestion: The die roll cannot advance a group of units so it arrives before another group of units that was due to enter before it at the same hex.

19.2 More artillery detail. Artillery bombarding multiple non-artillery units stacked in the same hex has its fire strength increased by 50%. Artillery defending against assault has its fire strength increased by 50%.

19.3 Remote support. Artillery units can fire support for friendly units that are being attacked. Their strength is added to the defender's fire strength. They do not suffer hits or retreat as a result of that combat. A supporting artillery unit cannot have bombarded this turn, be itself attacked in this stage, or be adjacent to enemy units not activated by the current hit. It must be activated by the same hit as an attacked unit and have LOS to the attacker (one cannot fire remote support across a crest). Remote support does not affect morale or the order of retreat.

19.4 Advanced Supply. When using this rule, do not apply the 9:00 step loss effect from 17.0.

19.4.1 Trains. All wagon train units have a Movement Allowance of **3 MPs**. Trains pay artillery costs for movement. They cannot cross streams except at bridges (not the pontoon bridge). They cannot enter enemy ZOCs and have no ZOC of their own.

19.4.2 Train Stacking. No unit can ever stack with a train (that means you can't move through it either).

19.4.3 Trains and Combat. Trains do not have a Combat Strength and cannot defend or attack. They never retreat. If an enemy unit enters a train hex or a friendly unit retreats into it, the train is permanently destroyed.

19.4.4 Trains and Command. The army train moves during the Reserve Phase. It must be given a March order by the OC. This order is automatically complied with upon receipt.

19.4.5 Train setup. Set up every train within 2 hexes of a unit of the formation hit belongs to. The army train should be set up within 2 hexes of the army HQ.

19.4.6 Unit Supply. A Combat Unit is in supply if it can trace a Supply Line of at most 10 hexes, through any type of terrain passable for infantry units, to a road or trail and from there either directly to a friendly Supply hex, or to its own army Train which must itself be in supply.

19.4.7 Train supply. To be in supply, the army Train must be on a road or trail hex, and must itself be able to trace a supply line of any length to a friendly supply source through any number of connected road or trail hexes. Enemy combat units (but not their ZOCs) block supply lines.

19.4.8 Out of Supply. The effects of being out of supply are identical to Corps Demoralisation (22) and are not cumulative. (I.e., a unit that is fatigued, demoralized, and out of supply does not suffer multiple morale and MP reductions.) Also, a unit that is out of supply at the start of every 9am turn loses a step.

19.4.9 Guarding the army train. It is possible to attach a division (or cavalry brigade or division) to guard the army train. From the moment of compliance, the Division's units trace divisional command to the train's hex. When the train is not moving, the division behaves as if it had Defend orders. When the train is moving, the division automatically has the same March order (and automatically complies with it) but does not need to move faster than the train. The division's units still cannot stack with the train.

19.5 Advanced ammunition Supply. Use of this rule and the following (19.6) requires the use of 19.4 (Advanced Supply) since you need Train units.

19.5.1 Artillery ammunition. Every artillery unit that fires must trace a supply line to the army train. The supply line can be traced through any hex passable for artillery but the third hex reached must be a road or trail hex and from there the line must follow roads or trails to the train.

19.5.2 Army ammunition supply. For every strength point of artillery that fires in assault or bombardment, deduct one from the army artillery ammunition track. When the track reaches 0, or if the firing unit cannot trace a supply line as described above, halve the total artillery firing strength (round *down*) before applying other modifiers.

19.6 Small Arms Ammo. Whenever a side rolls an 11 or 12 in assault combat, all infantry or cavalry units involved are marked with Low Ammo markers. Units with repeating weapons are also marked when rolling a 10. A low ammo unit has its firepower halved and morale reduced by 1. Each corps has a supply train that

carries five reloads. At the end of the Formation Action Stage, each Low Ammo activated brigade within two hexes of the wagon can remove the marker at the cost of one reload. This reduces the load by 1. To refill the corps train, it has to end its move adjacent to the army supply train. The corps train is not subject to any command restrictions and does not affect artillery ammunition supply or the 9am supply check.

19.7 Hidden Movement. The goal of this rule is to provide a stronger element of uncertainty akin to the one the historical commanders experienced. Before you've sent someone beyond the next hill to look, you don't know what's there – and are those troops on the enemy left flank that were there a couple of hours ago still there? In fact, no player should be reliably aware of the movements of enemy troops that his own troops don't have in their field of vision. *Note: This rule is highly recommended. It does not add much playing time, but a large amount of realism, cunning and skill. You are not at the mercy of the dice, rather your ability to deceive and trap your opponent are paramount.*

19.7.1 Procedure. Units that are to be moved hidden have their route plotted exactly. That means the route the leader (or the lead counter if it is a division without a leader) follows is specified exactly in terms of the roads he follows and the towns he passes through.

Order compliance follows the normal procedure. Once the order is complied with, the units in the formation do *not* move on the map. Each turn they collect 4MPs (6 if all units in the formation are cavalry).

The units involved do not have to be outside enemy LOS, it is sufficient if one turn's move would remove them from it. They can also be bombarded (the player should simulate damage and disruption). They are removed from the hex at the moment a charge or assault occurs.

19.7.2 Discovery. The march is discovered at the moment that an enemy unit gains extended LOS to a hex that the leader would already have passed into or through (apart from the hexes moved through in the first move of the march). Also, in each command phase after giving orders but before Initiative rolls, the owning player rolls on the Hidden Movement table. Subtract 1 from the die roll if the closest enemy HQ is Austrian or Russian. On a result of 'R' the march is revealed. A player can reveal a march voluntarily at any moment.

At the instant a march is revealed, the owning player moves the leader along the plotted path until the MPs are spent or before a blocking hex would be entered. From this hex the formation's units can expend 2MPs or the remainder of the collected MPs, whichever is *less*.

Blocking hexes are hexes that contain an enemy unit or ZOC or are within LOS of an enemy unit or leader.

19.7.3 Changing Hidden Movement Orders. Initiative can be used to circumvent a blocked hex (change the route, but not the goal or type of order). If a Bad Move is rolled, the movement is immediately revealed and then the Bad Move is treated normally.

Hidden Movement orders can be superseded by new orders. In this case simply compute the arrival time by adding the path to the "apparent" position of the units on the map to the number of movement points spent by a cavalry unit at the time the new order is issued. Even if the new orders are complied with, keep rolling on the 3+ column of the Hidden Movement table.

19.7.4 Collisions. In the rare case that both sides have hidden units moving along the same route or crossing paths, resolve the issue by tracing their movement in parallel in 4MP bounds, and stop when they catch sight of each other. This will become visible the moment one of the players executes his hidden movement by moving the leader on the map after Discovery (12.14.2). The other player must point such a situation out if it occurs.

19.8 Special Leader characteristics. Leaders can be assigned particular characteristics in addition to their leader rating. The two basic "special characteristics" are Aggressive or Panicky.

19.8.1 Special Characteristics and orders. When a leader rolls for compliance and obtains snake eyes (DR 2), he ignores the order given and instead complies with an order corresponding to his characteristic: an Aggressive Leader takes on and complies with Attack orders towards the nearest enemy units, a Panicky Leader takes on and complies with Fall Back orders. In addition, such a leader has to check for his special characteristic whenever an order is achieved.

19.8.2 Initiative. When rolling for Initiative, an Aggressive leader gains a 1R shift for Attack or Probe orders and a 1L shift otherwise. A Panicky leader gains a 1R shift for Fall Back orders and a 1L shift otherwise.

19.8.3 A head of his own. A Panicky leader on Attack type orders (Attack or Probe) rolls the dice each daylight turn where his formation is in contact with the enemy; on a roll of 2 he switches to Fall Back orders as in 25.2.1. An Aggressive leader on anything but Attack or Probe orders rolls the dice on each daylight turn where he has enemy units in line of sight; on a roll of 2 he switches to Attack orders as described in 25.2.1.

19.9 Advanced Road March. Any unit with a combat strength of more than 2 that is using road march movement, is assumed to occupy both the hex it moved into and the hex it moved into previously. Place the unit on the boundary of both hexes to mark that status. No unit using road march can enter either of the hexes.

If either of the hexes is attacked the unit is assumed to be flanked per the normal road march rule. It defends at half strength from whichever hex is attacked first. After the combat the unit has ceased to be in march column.

19.10 Roll six to hit. Instead of using the Fire Table, simply roll a number of dice equal to the firing strength of the units. Each six rolled is a hit.

Converting combat modifiers: Each combat modifier that applies is equivalent to a +1 modifier to *all* die rolls. Terrain modifies the strength as specified. If using 25.3, artillery support effects now apply if 2 hits are scored.

19.11 PBEM play. The recommended way to play PBEM is to drop the chitpulls, and go to a Igo-Yougo sequence. Count the number of combats won by each side last turn. Add the OC rating and a die roll. Higher roll wins initiative and can choose whether to have his player turn first or second. Retain the basic sequence for each player turn: bombardment-charge-movement-assault. Note that reaction charges occur in parallel, so each “layer” of reaction charges only adds one exchange to the turn. In general, the number of reaction charges is low, so this should not hold things up too much. In normal combat, only allow units to attack together if they would be activated by the same chit. (This means that players still roll for Coordinated Action at the start of the turn.)

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Design Notes

The goal of these rules. The goal of this system is to provide the viewpoint of battles from the army level, what is also called the grand tactical view. (There are groups in the boardgame hobby that use “grand tactical” as a synonym for “big game” – that is not how the military and military historians use it. Grand tactical means grand scale – abstracting from lower level tactical detail.) The key to victory should be the plan of attack, the strategic vision and the correct employment of forces and reserves. As such, the attempt has been made to restrict unit status information to a minimum, at least as far as intentional formation changes are concerned, and there is no distinction between firefights and actual close combat in the rules – “assault” is assumed cover both. Units can take losses and as a result lose cohesion (“rout”) – they then are no longer on the map as they play no role in the battle until rallied (reorganized). They can also lose, for a short time, the ability to react quickly to battlefield changes, mostly as the result of prolonged combat or minor setbacks (disruption). That’s it.

Importantly, *the goal is not a beer and pretzels game*. It is fast, it doesn’t take much space, but it is not simplistic. It is a fast game for the grognard. Sure, the goal was to still produce games that enable one to play the largest battles of the era with moderate space requirements and to play a fully day of battle or two in an evening. But the goal was also to produce, with the minimum of complexity possible, a reasonably sound grand tactical rendition of the large-scale battle management that won (or lost) the battles of the era.

Sequence of Play. There are four reasons to use a chitpull sequence of play. It represents the effects (but not the detail) of lower level command issues that mean the coordination between separate formations never works perfectly. It permits the seesaw battles that often occurred at key spots in Napoleonic battles, by permitting multiple attacks towards an objective from different directions, with control of the objective switching back and forth. Third, it is *fun*, because it keeps both players on their toes all the time. Regardless how large the battle, you are not waiting for the other player to move all his units. And since the pieces you move coincide with the formations used by the command system, the two subsystems reinforce each other’s natural feel. Last but not least, it facilitates solo play since you only focus on one formation at a time.

Combat. As in the Napoleonic rules, combat is fire-based, which means it is *attritional*. No bloodless pushing until the time runs out. If you send your cardboard men into combat, it is likely that some of them will die. Step losses show your battalions being thrown into battle and chewed up. (That they can come back is due to the fact that they would still not normally fight to the last man.) It also means factor counting is useless – the stacking limit determines how many men you can crowd into a hex and the command rules limit what size of attack your army can coordinate, but apart from that the more power you put into an attack the more likely it is to do damage. The other rule that deserves mentioning is the “no ganging up” rule for attacking units. It defeats the historically absurd wargame practice of placing defending units in alternating stacks. Here, the strength of a defensive line depends less on how you group the units than on its length and how you anchor it in terrain.

The preeminent tactical differences between the Napoleonic era and the middle of the 19th century are largely encapsulated in the different armament of the infantry soldier that extended the practical engagement range out to several hundred yards (at least until the smoke blocked the view). [To answer the question some may ask at this point, no I am not a strong believer in Paddy Griffith.] This leads to several effects of what happens in an infantry ZOC. Since most of a hex can be swept by enemy fire, there is less opportunity to engage in complex maneuvers in that area, so gone is (except for the most mobile troops) the ability to decide on a voluntary retreat. That, rather than the CRT, makes combat more bloody. (Conversely, the command and morale system still works the same and will keep casualties from reaching unrealistic levels – then as ever, if too many people fell quickly, the army would fall apart long before the majority was a casualty.) I did not want to use strong ZOCs but the passing fire rule has a similar effect – you can try to brace that sweeping fire but you may pay. If you approach an enemy over open ground, he can keep shooting at you while your ability to respond is limited – your riflemen cannot reload while walking. (One thing that I always wondered about was the apparent desirability of a reverse slope defense in the Gamers CWB, otherwise my favourite ACW system. If generals of the time did not use that mode of defense, what was missing from the tactical equation in the game? The answer is, if you are on the other side of the hill, you can’t shoot them up in the ten minutes while they have to brace your most lethal fire to get into bayonet range, as Pickett’s men, and the Prussian Guards at St Privat, found to their distress.) Conversely, artillery close up is much more vulnerable as gunners can be picked off at several hundred yards. (In the mid- to late 1860s that balance shifts again as artillery also switches to breechloaders and more frequent use of explosive shells at longer ranges.)

Orders. (This part is unaltered from the Napoleonic version of the rules.) To minimize delay, note that orders are immediately received if the receiving leader is within the view of the overall commander. This is not just because it’s easier to direct an aide to a place you can see, it is also because if the OC can see what is happening in that leader’s vicinity, he is more likely to react in time to changes in the battle. Do not place a too strict emphasis on what delayed orders mean. It could be everything from an aide who got lost on the way, the time needed to decipher the superior’s illegible scrawl, time needed to form march columns, or in some cases recalcitrance or caution on the part of the leader. Bad leaders tended to march more slowly – view the resulting accumulated delay as inserted at the start of the move. Finally note that unlike other systems with orders, the limits on what your units can do under a given order *are* strict.

Initiative Table

Leader Rating	0	1	2	3	4+
Bad Move	2-7	2-6	2-5	2-3	2
No Effect	8-11	7-10	6-9	4-7	3-5
Acts on Initiative	12	11-12	10-12	8-12	6-12

Order Compliance Shifts

Situation	Shift
Formation has Reserve (no) orders	R
Attack/Probe order	2L
Order given face to face	R
Divisional order/Cavalry corps	R

Order Compliance Table

	-1	0	1	2	3	4	5	6	7	8+
R6	if less rolled than shown below								•	•
R5	5	5	4	4	4	3	2	2	2	2
R4	9	8	8	8	7	6	5	5	5	5
C	•	•	12	11	11	10	10	9	8	7

Add sender's and recipient's command rating and apply shifts. Roll 2d6. Find the row with the smallest number ≥ the die roll to get the result. See 12.7 and 12.3 for explanation of results.

Order Confidence Check

Condition	Modifier
Undemoralized Formation on Attack/Probe	3
Demoralized formation on Attack/Probe	0
Objective is held on Attack (not for Probe)	1
Demoralized formation on Defense/Delay	2

Add modifier(s) and leader rating. If the die roll (1d6) exceeds this value, the formation fails the check. **Note:** no check for Defense/Delay when undemoralized.

Terrain Effects

Terrain	Assault	Bomb.	Charge	Non-road	Move
Wood Town	NE	NE	-50%		1
Town	-25%	-75%	-50%		1
Fort	-50%	N/AN/A			2
Woods	NE	-50%	-75%		2/4
Stream	-25%	NE	-25%		+2
Crest	-25%	N/A	NE		NE
Bridge*	-50%*	NE	N/A		+1

Reductions apply to attacking into that type of terrain.
* ... Overrides modifier for terrain in hex

Sequence of Play

- 1. Command and Reorganization Phase.** Check for Initiative, then Confidence, then send new orders, then check for Compliance. Units can try to reorganize.
- 2. Chit Preparation Phase.** Roll for Coordinated (4.1) and Initial Action Chit (4.2). Put chits in the cup.
- 3. Initial Action Stage.** If one side chose an Initial Action Chit, the formation(s) governed by that Chit execute a Formation Action according to 4.4.
- 4. Formation Selection Phase.** Until the cup is empty:
 - 4a. Chitpull Stage:** Pull a chit from the cup.
 - 4b. Formation Action Stage.** All units governed by the selected chit are activated and perform activities according to the Formation Action Subsequence (see 4.4).
- 5. Turn End Phase and Reserve Action Stage.** Both sides activate all their Reserve units (French first). Disrupted units of both sides may attempt to recover.

Combat modifiers

- Normal combat:** Disruption/flanking/terrain
Cavalry charges: Flanking/backhand blow/not ready
Bombardment (opt.): +25% for stacked non-arty targets

Fire Table

Combat Strength	Dieroll (2d6)										
	2	3	4	5	6	7	8	9	10	11	12
1	0	0	0	0	0	0	0	0	1	1	1
2	0	0	0	0	0	0	0	1	1	1	2
3	0	0	0	0	0	0	1	1	1	2	2
4	0	0	0	0	0	1	1	1	2	2	2
5	0	0	0	0	0	1	1	1	2	2	3
6	0	0	0	0	1	1	1	2	2	2	3
7	0	0	0	0	1	1	1	2	2	3	4
8	0	0	0	0	1	1	2	2	3	3	4
9	0	0	0	1	1	1	2	2	3	3	4
10	0	0	0	1	1	2	2	3	3	4	5
11	0	0	0	1	1	2	2	3	4	4	5
12	0	0	1	1	1	2	2	3	4	4	5
13	0	0	1	1	2	2	3	3	4	4	6
14	0	0	1	1	2	2	3	3	4	5	6
15	0	0	1	1	2	2	3	4	4	5	6
16	0	1	1	1	2	3	3	4	5	5	6
17	0	1	1	2	2	3	3	4	5	5	7
18	0	1	1	2	2	3	4	4	5	6	7
19	0	1	1	2	3	3	4	4	5	6	7
20	0	1	1	2	3	3	4	5	5	6	8
21	0	1	2	2	3	4	4	5	5	6	8
22	0	1	2	2	3	4	4	5	6	7	8
23	0	1	2	3	3	4	4	5	6	7	9
24	1	1	2	3	3	4	5	5	6	7	9

Summary of Order Types

Attack: Units must move closer towards attack target (i.e., may not move away from target and must move at least one hex closer) until **within artillery range**, then some must attack. Artillery bombardment is enough to define “attacking” for at most 2 turns, but once units are in enemy ZOC, some units must *enter ZOC* every turn until the target is occupied or the order is canceled. Units in ZOC cannot exit except by retreat. Cavalry charges satisfy the attack requirement for cavalry formations.

Probe: Like **Attack** except the number of units in ZOC is limited to at most two, does not have to increase, and the formation can return to bombardment if desired.

Defend: May not enter ZOC unless hex entered was controlled by friendly units when **Defend** order was given. May attack such hexes only. When complying with order, the leader must move to the target hex (and come closer to it every turn by at least the movement rating of his slowest unit). Once leader is within 2 hexes of target, can only move out of this radius by retreat and then order *fails*.

Delay: Units and leader may not move further away from target; may not enter ZOC, may not attack. Once leader is within 2 hexes of target, can only move out of this radius by retreat and then order *fails*.

March: One of only two orders that can use the road or trail movement rate. Must specify a road to follow (usually in terms of towns/intersections passed through) from the end of the second turn onwards. Order is canceled and units stop before entering ZOC. If current order was part of an order sequence, switches to the next order at this moment, otherwise to **Defend**.

Fall back: Units try to move full MPs away from enemy (can also use road and trail movement). May leave ZOC during movement and enter if needed to escape. May not attack. Must retreat voluntarily if attacked. Considered flanked if charged or attacked by cavalry while on a road or trail hex. Order can be switched to **Reserve** in any command phase where no unit is within 2 hexes of the enemy.

General retreat: This order is sent to all subordinates and the HQ, is checked immediately, even at night, and has a 1R compliance shift. Works like **Fall Back** but cannot be changed to **Reserve** before the first night turn after it is sent. Can only be given if army has reached 80% of its demoralization limit.

Reserve (no orders): This status is needed for reorganization. Units may leave but not enter ZOCs or attack. They defend normally but morale is reduced by 1. The leader *may not move* but applies a 1R shift to new order acceptance. If he is displaced per 11.1 or the units in his hex retreat, that counts as an order failure.

Morale Modifiers

Step loss	-1
Demoralized formation	-1
Fired at by artillery in assault	-1
Flank attack	-2
Stacked with artillery or its leader, WC, or OC	+1
Unit low on ammunition	-1
• In terrain that reduces attackers	+1
• Adjacent to undisrupted enemy unit	-1

- ... Only for disruption recovery.

Formation Action Subsequence

<i>I. Bombardment Segment.</i> Activated artillery can bombard.
<i>II. Cavalry Charge Segment.</i> Activated Cavalry units can charge a target hex. Cavalry Charges (or simply <i>Charges</i>) can be followed by Cavalry Pursuit and Retreat. Charging cavalry can be Countercharged
<i>III. Formation Movement Segment.</i> All units belonging to the activated formation may be moved according to the formation’s orders, except that foot artillery that bombarded can do nothing.
<i>IV. Formation Combat Segment.</i> All units adjacent to enemy units engage in combat as determined by the Formation’s orders.

Range overview

Command Range/Instant order range	3 MP
Order movement rate	6 MP/t
Order range	10 MP
Target separation for subsequent orders	10 hexes
Radius to stay for Attack/Defend/Delay	2 hexes
Divisional Command range	3 hexes

Hidden Movement (25.5)

turn of ‘hiding’	Dieroll	1	2	3	4	5	6
1		H	H	H	H	H	H
2		H	H	H	H	R	R
3 or more		H	H	H	R	R	R

H...Hidden, R...Revealed.