

Lee's Greatest Gamble Age of Rifles System Refit

Release 0.1.0

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21.0 Special Rules and Command Arrangements

Use leaders in all scenarios. Place all leaders with any subordinate unit.

21.1 Map. Place the record tracks over the original hidden forces/army command boxes. Use the Eliminated units box for permanently eliminated units, and the Routed box for recoverable units. Since the map scale (322m/hex) is 2/3 the normal NLC/AOR map scale, all command ranges and movement factors are increased by 50% as detailed below, and stacking is reduced accordingly.

21.2 How to use the LGG counter ratings.

21.2.1 Infantry and cavalry. The “loss/elimination rating” (high up on the side of the counter) indicates fire strength (read ‘4+’ as ‘5’).

The Combat Rating (left bottom) indicates the morale value for modifying the fire die roll: the side with the higher morale adds the difference between both side’s morale values to its die roll, the side with the lower morale reduces its die roll by the difference.

The Morale Rating (right bottom) is used for disruption and retreat checks. Unlike other refits, Disrupted status is indicated by flipping the counter to its reverse side. Use the “D” markers to denote a step loss (“Damage”). The -2/-1 indicates the combat value (-2) and morale/loss value (both -1) reductions. A unit is eliminated after the second step loss.

21.2.2 Artillery. Use the attack support strength (center value) for bombardment and firing remote support, and the defensive support strength (right hand value) for artillery units defending against an assault. Artillery (even damaged) has a morale rating of 5 for all purposes. Damaged artillery has its combat strengths halved (round normally). Ignore the -2/-1 on the Damaged marker.

21.2.3 Leaders. Corps/Division commander ratings on the additional counters are employed as usual. Ignore the ratings on the Army Commander ratings and just use the ratings given in 21.6.

21.3 Scale adaptations. A number of parameters need to be adjusted due to the LGG/AOR scale difference.

21.3.1 Time. Ignore the LGG turn track and time scale (LGG uses 90minutes/turn, the refit uses 1h/turn like the standard AOR rules). The refit turn track has 17 turns

per day. The 0600 to 1900 turns are daylight turns covering one hour; the 2000 to 0400 turns are night turns covering roughly three hours each.

21.3.2 Movement. All combat units have 6 movement points except that undisrupted cavalry has 9 movement points if it stays out of enemy ZOCs for the whole turn. Leaders have 10MPs. (When playing with order chits, aides have 10 MPs.)

21.3.3 Command trace. Corps command and immediate command transmission range is 5MP instead of 3MP; for longer ranges divide the distance (in cavalry MP) by 9 instead of 6. Divisional command range is 5 hexes (given the difficulty in telling divisional affiliation, players should consider that range optional except for units underway on divisional goals), target hexes specified must be within 15 hexes, further orders must be at least 15 hexes apart, and the radius that determines order failure is 3 hexes instead of 2.

21.3.4 Combat. Passing fire is executed at full strength (due to the smaller hex size compared to the standard rules). Artillery can fire up to the range given on the counter; fire at more than half range is halved.

21.3.5 Stacking. Stacking limit is up to three units, of which at most 2 can be infantry or cavalry and these 2 cannot contain more than 8 strength points total. Count artillery *defense* strength as size points. Stacking during road march works as normal in the series rules (5.2).

21.4 Weather. When playing the full battle, the Confederate player starts rolling a die at the end of every turn from the 13:00 turn on July 4th onwards. If no combat was occurring on the turn that rain starts, the game is over. Otherwise, visibility drops to 2 hexes and all non-road movement costs one extra MP per hex for all units except cavalry, leaders, and HQs. The rain lasts from that turn until the end of the game.

21.5 Terrain and LOS. Maximum LOS is 5 hexes (7 for units on top of a hill) due to the low undulations of the terrain in this area. Line of sight is blocked by every type of hex except clear except for an unit on a hill firing at a unit on a hill, in which case it is only blocked by intervening woods on a hill. Hexside terrain does not block LOS.

21.6 Command Arrangements. Confederate OC is Lee [1]. Union OC is Meade [4].

21.6.1 Union command structure. Union Corps commanders are Reynolds (4), Hancock (4), Slocum (1), Sedgwick (3), Howard (1), Sickles (1), Sykes (1), Pleasonton (0).

As long as Meade is not on the map, or when he becomes a casualty, Reynolds is the Union Army Commander. If Reynolds is eliminated before Meade arrives, he is replaced by Hancock (and if Hancock is not yet on the map, he arrives at most five turns at entry

hex G after Reynold's loss), and in case of loss of Hancock, the sequence after him is Slocum, Sedgwick, Howard, Sickles, Sykes and Pleasonton. If Reynolds is killed after Meade has been eliminated, the replacement sequence is Slocum, Sedgwick, Hancock, Howard, Sickles, Sykes, and Pleasonton. If the proper (senior) successor is not yet on the map, then the next lower present successor takes over until the senior one arrives.

Union Divisions cannot be reattached to other corps. Lockwood's Brigade (unit 66) counts as a single-unit division attached to 12 Corps. When given divisional goals, its commander's rating is 0. The individual Union cavalry brigades can also be given individual goals.

All units of the Union Reserve Artillery trace command to any corps commander within range. (They can still only move once per turn.) There is also no demoralisation limit for the Reserve Artillery; its units share the demoralization status of the formation with which they activate on a given turn.

Union Corps demoralization limits are: I-11, II-12, III-10, V-11, VI-12, XI-7, XII-8, C-6.

21.6.2 Confederate command structure. Confederate corps commanders are Longstreet (4), Ewell (1), and A.P.Hill (1). Each Confederate corps can have at most one extra division attached to it from another corps. The Confederate player can, if desired, assign a divisional goal to brigades. This can be done for at most one brigade per division at any one time.

Stuart's Cavalry Division is treated like a one-division corps and Stuart is rated (3). Its units can only draw supply (to remove a low ammo marker) from the A NVa Supply unit and not from any corps supply wagon.

Confederate Corps demoralization limits are: I-17, II-19, III-18, C-6. For simplicity, these levels are not affected by reattaching divisions.

21.7 Leader characteristics.

21.7.1 Union. If Sickles (Union III Corps commander) receives an order from Meade (only) and rolls a 2 for Compliance, he can be assigned a Bad Move even though he did not roll for Initiative. Reynold's replacement rating is 3 as he was replaced by Doubleday, an able subordinate, and there were a couple more competent ones in his corps.

21.7.2. Confederate. All leaders under Lee in the Confederate army get one shift left when trying to use Initiative.

21.7.3 Division commanders (optional). If so desired, players can use detailed ratings for each individual division commander who is given a divisional order instead of assuming the default rating of 1. The ratings for all divisional commanders are given in the appendix.

Players can also use the optional division commander counter. In that case, for command control, units of his division always have to be within two hexes of the commander while on a divisional order. The intermediate hex cannot be occupied by an enemy unit or its ZOC unless there is a LOS between the hexes.

21.8 Hidden Forces.

21.8.1 HF Creation and revelation. The formation's leader or one of its units is placed underneath the marker; the others are placed offmap. Hidden Forces are revealed (by deploying the formation as described below) whenever adjacent or in LOS of an enemy stack *at the beginning of the movement or combat phase*. Maximum LOS for units to spot Hidden Forces is 5 hexes (7 if the spotting unit is on a hill).

21.8.2 HF deployment. A HF must be placed by putting one unit in the hex occupied by the dummy counter and then every successive counter in the same hex or as close as possible subject to stacking limits. (I.e., if the HF was proceeding under March orders, the units must be stacked one per hex in the road/trail that the HF had moved along before being discovered.) The leader must be placed in the HF hex or adjacent to it. Except in the case of Fall Back or General Retreat, or March orders with a target away from the enemy, units cannot be placed closer to the enemy than the HF hex; in these three cases they cannot be placed further away than the HF hex unless stacking requires it.

21.8.3 Dummy HFs. A player can, at his option, create dummy stacks consisting of a HF marker on top of any non-unit game marker, in any location where an army train could draw supply. These can move at any desired rate, regardless of orders. They are removed from the map when revealed. The maximum number of dummy stacks on the map is the number of corps a player has in a battle and but the number of Hidden Forces markers is fixed.

Note: If a force using Hidden Movement (25.5) is revealed by an 'R' result on the Hidden Movement table, it can be placed on the map as a Hidden Force (i.e., inverted or with cover markers on top).

21.9 Trains. For LGG, the optional train and supply rules (19.4 to 19.6) are mandatory, with the following scale adaptations: All corps train units have a Movement Allowance of **5 MPs** and the army train has **4 MPs**. A Combat Unit is in supply if it can trace a Supply Line of at most **15 hexes** through any type of terrain passable for infantry units, to its own corps or army train which must itself be in supply.

21.11 Detailed Supply (Optional). The use of Advanced Ammunition Supply (19.5) is optional.

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21.12 Victory Point Schedule. Use this schedule instead of the LGG one.

2 VP for each enemy infantry/cavalry brigade, and **1VP** for each enemy artillery unit that is permanently eliminated

3 VP for each enemy infantry/cavalry unit, and **1 VP** for each enemy artillery unit that could not trace supply at the moment of elimination

10 VP if the enemy train is destroyed

20 VP for the Confederate player if he exits his train off the map from hex F (4000)

10 VP for the Confederate player if he exits his train off the map from hex G (4219)

5 VP for the Confederate player if he exits his train off the map from hex E (2600)

21.13 At-start forces.

Confederates: 41-Archer and 43-Davis (of Heth's Division, III Corps) in hex 1528.

Union: 72-Gamble and 73-Devin in any hex not adjacent to 1528.

21.14 At-start and at-entry orders

Confederates:

III Corps: March and Attack along the Cashtown Pike in order to capture Gettysburg. Corps boundaries are 6 hexes north and south of the Pike (inclusive).

Heth's (41-45) and Pender's Division (46-50): Divisional orders to March and Attack along the Cashtown Pike.

II Corps: March and Attack south to capture Gettysburg. Units may also attack to clear Oak and Seminary Ridges north of the Cashtown Pike if currently occupied by the enemy.

Early's Division (17-21): March and Attack the town of Gettysburg.

Jenkins' cavalry (unit 54): Divisional goal to Delay along the York Pike towards Gettysburg.

Lee's HQ, I Corps: March to Herr Tavern (1628).

Union:

Division Buford: defend the approaches to Gettysburg.

Brigade Gamble: defend the Cashtown Pike west of Town (divisional goal).

Brigade Devin: Defend the Harrisburg and Carlisle Roads north of town (divisional goal).

I Corps: March to McPherson's Ridge and Defend.

II Corps: March to intersection E of Little Round Top.

V Corps: March to Culp's Hill via Wolf's Hill and then the Baltimore Pike and Defend Culp's Hill.

XI Corps: March to Gettysburg.

Division Steinwehr: Defend Cemetery Hill.

XII Corps: March to Culps and Cemetery Hill and Defend.

Cavalry Corps, Div Gregg (74-75): March to right flank of army and Defend.

Div Farnsworth (76-77): March to left flank of army and Defend.

21.15 Reinforcement Schedule. Use the schedule below instead of the one from LGG:

Confederate		
July 1st		
Turn	Hex	Units
9:00	A	52 (Pegram)
10:00	A	42, 44-45, 51 (Brockenbr, Pettigrew, J.Garnett, McIntosh – Heth's Div.)
11:00	A	<i>A.P.Hill</i>
12:00	A	46-50 (Lane, Perrin, Scales, Thomas, Poague – Pender's Div.), <i>III Corps train</i>
13:00	1021	27-32 (Daniel, Doles, Iverson, O'Neal, Ramseur, Carter – Rodes' Div.), <i>Ewell</i> .
14:00	C	17-21 (Gordon, Hays, Hoke, Smith, H.Jones – Early's Div.)
15:00	A	<i>Lee, ANV HQ</i>
	C	54 (Jenkins)
16:00	A	35-40 (Mahone, Perry, Posey, Wilcox, Wright, J.Lane – Anderson's Div.), <i>ANV train</i>
18:00	A	22-26 (Jones, Nicholls, Steuart, Walker, Latimer – Johnson's Div.), <i>II Corps train</i>
19:00	A	33-34 (Dance, Nelson)
20:00	A	6-10, 15-16 (Barksdale, Kershaw, Semmes, Wofford, Cabell, Alexander, Eshleman – McLaw's Div.)
0:00	A	1-2, 4-5 (Anderson, Benning, Henry, Robertson – Hood's Div.), <i>Longstreet, I Corps train</i>
July 2nd		
12:00	A	3 (Law – in Hood's Div.)
	C	53, 55-56 (Hampton, F.Lee, W.Lee)
17:00	A	11-14 (Armistead, Garnett, Kemper, Dearing – Pickett's Div.)

Union		
July 1st		
Turn	Hex	Units
9:00	H	1-2 (Meredith, Cutler), <i>Reynolds</i>
10:00	H	3-4, 7-8 (Paul, Baxter, Wainwright-a/b)
10:00	G	54-56 (Schimmelf, Krzyzanowski, Osborn-a), <i>Howard</i>
11:00	H	50-51 (v.Gilsa, Ames)
	I	5-6 (Rowley, Stone)
	G	52-53, 57 (Coster, Smith, Osborn-b) <i>XI Corps train</i>
15:00	F	58-64 (McDougall, Ruger, Candy, Kane, Greene, Muhlenburg-a/b),

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		<i>Slocum, XII Corps train</i>
	H	65 (Stannard), <i>I Corps train</i>
16:00	H	21-22, 27 (Graham, Ward, Randolph Sickles)
18:00	H	24-25,28(Carr, Brewster, Randolph-b)
20:00	G	9-20 (Cross, Kelly, Zook, Brooke, Harrow, Webb, Hall, Carroll, Smyth, Willard,Hazard-a/b), <i>Hancock</i> ⁺ , <i>II Corps train</i>
	G	<i>Pleasanton, Cav train</i>
4:00	F	<i>Meade, ANV train, ANV HQ</i>

⁺ unless Hancock was there already due to 6.1

July 2nd

7:00	E	29-31, 37 (Tilton, Sweitzer, Vincent, Martin-b), <i>Sykes</i> ,
	F	32-34, 38 (Day, Burbank, Weed, Martin-a), <i>V Corps train</i>
8:00	F	66 (Lockwood)
	G	68 (McGilvery)
9:00	G	67, 69-71 (Ransom, Taft, Huntington, Fitzhugh)
10:00	H	23, 26 (de Trobriand, Burling), <i>III Corps train</i>
11:00	E	75 (Gregg)
12:00	E	74 (McIntosh)
	F	35-36 (McCandless, Fisher)
14:00	E	76-77 (Farnsworth, Custer)
16:00	F	39-49 (Torbert, Bartlett, Russell, Grant, Neill, Shaler, Eustis, Wheaton, Tompkins-a/b/c), <i>Sedgewick, VI Corps train</i>

21.16 Random events (optional). *This is based on Thomas Prowell's Random Events Tables for the CWB series.* At the start of every turn, roll two dice to check Random Events Table 1. Follow the instructions. If there is an event that could apply to either the Confederate or Union side, roll another die – odd, apply to the Confederates, even, apply to the Union.

Scenarios

21.17.1 The Battle.

Length: Start-9:00, July 1. End: Midnight, July 4, or when rain falls.

Union/Confederate Artillery Ammunition (Optional): 300/150.

21.17.2 McPherson's Ridge. See original description (23.2) for setup and victory conditions.

1st turn: July 1, 14:00. Last turn: July 1, 19:00. Reynolds has been replaced.

Union at-start orders:

I Corps is to defend McPherson's Ridge and the western approaches to Gettysburg.

XI Corps is to defend the area north of Gettysburg up to Barlow's Knoll and cover the I Corps' flank between Oak Ridge and Rock Creek. **Steinwehr's Division** has a divisional goal to defend Cemetery Hill.

Devin has a divisional goal to defend the XI Corps' flank and the York Pike around Rock Creek. **Gamble** has a divisional goal to defend the I Corps' flank in the vicinity of the Fairfield Road back to Seminary Ridge.

Confederate at-start orders:

II Corps is to March to the Mummasburg Road then south to the vicinity of Oak Hill and attack the Union flank on Seminary and McPherson's Ridges; then to attack the town of Gettysburg.

III Corps is to attack and clear McPherson's and Seminary Ridges north of the Fairfield Road.

Union/Confederate Artillery Ammunition (Optional): 27/32.

21.17.3 The First Day. As 17.1, but ends after the 19:00 turn. Victory conditions the same as 17.2.

Union/Confederate Artillery Ammunition (Optional): 30/40.

21.17.4 The Second Day. See original rules, 23.4, for setup, victory conditions, and special rules.

Length: 6:00, July 2, to 19:00, July 2.

Union at-start orders

I & XI Corps is to Defend Cemetery Hill and Cemetery Ridge.

XII Corps is to Defend Culp's Hill.

II Corps is to March to Cemetery Ridge and Defend it to the south of, and in line with, I Corps.

III Corps is to Defend.

Buford's Division has a divisional goal to control the Emmitsburg Road south of the Peach Orchard.

Confederate at-start orders.

Jn-Cv has a divisional goal to defend the York Pike.

Artillery Ammunition (Optional): Union 60, Confederate 50.

21.17.5 Little Round Top. See original rules, 23.5, for setup, victory conditions, and special rules.

Length: 16:00, July 2, to 19:00, July 2.

Union at-start orders:

III Corps is to defend in place.

V Corps is to move to defend Little Round Top as well as help defend III Corps. It may begin moving on the first turn after any unit of III Corps has been attacked by small-arms fire.

Confederate at-start orders:

I Corps is to attack and capture the positions of the Peach Orchard, Little Round Top, and the Taneytown Road behind them.

Artillery Ammunition (Optional): no limits.

Standard Random Events Table

2	Leader Casualty	3	Roll again on Table 2
4	Order Lost	5	Roll again on Table 2
6	No Effect	7	Roll again on Table 2
8	No Effect	9	Roll again on Table 2
10	Loose Cannon	11	Roll again on Table 2
12	No Effect		

Standard Random Events

Leader Casualty - Select one of the player's leaders from the map at random. Roll one die: on a roll of 1-2, that leader is killed; on a roll of 3-6, that leader is wounded and returns the next day.

Order Lost - Consider one random non-face-to-face order currently in transit lost and disregard it. The OC may reissue the lost order in any friendly Command Phase.

Loose Cannon - The affected player must randomly select one infantry division or cavalry brigade. The selected command conducts a Bad Move (order written by the opposing player, automatically implemented). The Bad Move lasts for one turn and then reverts to the old order.

Table 2

1-2	Heat/Rain
3-4	Confederate: Lee is too Polite Union: Meade is too Cautious
5	Confederate: Faulty Reconnaissance Union: Command Politics
6	Confederate: Stuart Arrives/ Leader Wakes Up Union: Corps Leader Casualty

Heat/Rain - If you roll this event between the noon and 5:00 p.m. turns on July 1-3, then extreme summer heat slows down operations as troops get tired. Skip directly to the next turn. This event cannot occur twice in a row; ignore it if it immediately occurs a second time.

Lee is too Polite - *Ewell and Hill, new to corps command, were unused to Lee's gentlemanly ways of leading the army.* When this event occurs, all written orders from Lee to Ewell or Hill that have not yet arrived gain a 1L shift.

Meade is too Cautious - *Meade was extremely cautious at Gettysburg because he was new to commanding the Army of the Potomac.* Meade may not issue any Attack/Probe orders this turn or the next. This event does not apply if Meade is not in command of the army.

Faulty Reconnaissance *Confederate scouting fails at a crucial time.* If the Confederate player has a force using optional Hidden Movement (17.5), that force must reverse the order and subtract MPs from its accumulated total until the accumulated total reaches zero. Once at zero, it may try moving out again. If the Confederate player does *not* have a force using 17.5, but has one moving in column along a road, one randomly selected force nearly takes the wrong turn. That force may only move as far as the next fork in the road, whereupon it must halt in place until its next turn (while it figures out which way to go).

Command Politics *Infighting within the Union command rears its ugly head.* Application of this event depends on who the overall army commander is:

Meade commands the Army of the Potomac: If Hancock is leading the army due to the death or wounding of Reynolds, the highest ranking Union general onboard (Sedgwick or Slocum) takes offense at Meade's slight, pulls rank and takes control of the army until Meade arrives. Also, Howard is now subject to the Bad Move corps commander rule applied to Sickles. If the above does not apply, give a Bad Move to Sickles per 21.7.1.

Hooker or McClellan command the Army of the Potomac: Hooker or McClellan are hesitant to act and may not issue any orders this turn or the next.

Stuart Arrives/Leader Wakes Up (once only)-If you roll this event before noon, 2 July, then Stuart arrives with his cavalry (H-Cav,C-Cav,F-Cav,2 x Cb[5]). If the event occurs on or after the 2 July noon turn, then choose one under-performing Confederate leader (Ewell, Hill or Lee with a command value of 1) at random, and consider him at full rating (3, 3, and 4, respectively).

Corps Leader Casualty (once only)-*The Union had an unusually high number of corps commander killed or wounded at Gettysburg.* Select one Union corps commander at random and subject him to the Leader Casualty random event from the Standard Random Event Table.

Appendix: Division commander ratings (optional)

These are only needed for people who think they will send a lot of divisions off on divisional goals and want the historical leader ratings.

Union

- I Corps: Reynolds(4), Div Wadsworth(2), Robinson(3), Doubleday(4).
- II Corps:Hancock(4), Div Caldwell(2), Gibbon(3), Hays(2).
- III Corps: Sickles(1), Div Birney(1), Humphreys(3).
- V Corps: Sykes(1), Div Barnes(1), Ayres(2), Crawford(3).

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VI Corps: Sedgewick(3), Div Wright(2), Howe(1),
Wheaton(3).
XI Corps: Howard(1), Div Barlow(1), v.Steinwehr(2),
Schurz(1).
XII Corps: Slocum(1), Div Williams(3), Geary(1).
Cav Corps: Pleasonton(0), Div Gregg(2), Kilpatrick(1).

Confederate

I Corps: Longstreet (4), Div Hood(4), McLaws(3),
Pickett(3).
II Corps: Ewell(1), Div Johnson(2), Rodes(1), Early(2).
III Corps: A.P.Hill(1), Div Heth(1), Pender(4),
Anderson(3).
Cav Corps: Stuart(3).

Acknowledgements

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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
Past Force modifier	2L

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 \geq the die roll to get the result. See 20.7 and 12.2 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
Lt Woods/Orchards				
	NE	NE	-50%	1
Hills	NE	NE	NE	1
Slope ⁺	-25%	-25%	-75%	0/+2
Town	-25%	-75%	-50%	1
Rough	-50%	-50%	N/A	3/6
Woods	-25%*	-50%	-75%	3/6
Creek	NE	NE	-25%	NE/+1
<u>Protected</u>	-25%	-50%	-25%	NE/+1
<u>Bridge</u>	-50%*	NE	N/A	+1

Reductions apply to attacking into that type of terrain.

* ... does not apply to fire from woods into woods

⁺ ... Upslope only

Underlined entries are hexside terrain

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 at most 3 hexes from enemy, 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 3 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 3 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 3 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): Needed for reorganization. Units can exit but not enter ZOCs or attack, defend normally but at morale-1. The leader *may not move* but applies a 1R shift to order acceptance. If displaced per 19.1 or the units in his hex retreat, that counts as order failure.

Morale Modifiers

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

- ... Only for optional disruption recovery (25.1).

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	5 MP
Order movement rate	9 MP/t
Order range	15 MP
Target separation for subsequent orders	15 hexes
Radius to stay for Attack/Defend/Delay	3 hexes
Divisional Command range	5 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.