

RULES OF PLAY

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One Small Step

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1. GAME COMPONENTS

1.1. Battle Manual

1.1.1. The manual is divided into major sections (e.g. 1. Game Components), minor sections (e.g. 1.1 Battle Manual), cases (expansions of a minor section, e.g. 1.1.1, 1.1.2, etc), and sometimes sub-cases (1.1.1.1, 1.1.1.2, etc.). Often the rules cross-reference a different section of the rules. An entry in parenthesis notes the referenced section. For example, the entry (1.2) indicates that section 1.2 amplifies the ideas in the current section.

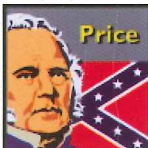

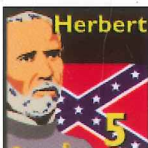
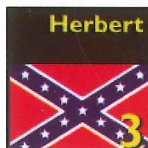






1.2. Game Counters

Three types of counters comprise the mix: Combat units, leader units and informational counters.

1.2.1. Combat units are Infantry, Cavalry, and Artillery. Each Infantry and Cavalry unit represents 3 or more companies of a given regiment. Each Artillery unit represents an Artillery Section of 1 or two guns.

- Two numeric values, separated by a hyphen, appear on a combat unit.

UNIT VALUES

	<p>Army or Division Leader</p>	
	<p>Brigade Leader</p>	
<p>— Command Radius —</p>		
<p>Front (full strength)</p> 	<p>Infantry Regiment</p>	<p>Back (reduced)</p> 
<p>— Base Fire Factor — — Base Morale —</p>		
	<p>Artillery Section</p>	
	<p>Cavalry Regiment</p>	

- The first value on a combat unit, reading from left to right, is its **BASE FIRE FACTOR**. Sometimes the rules refer to this value as **unit STRENGTH POINTS**.
- The second value is its **BASE MORALE FACTOR**.
- Note that these base values vary depending upon its **EFFECTIVENESS**, Full-Strength or Reduced. For example, at Full-Strength, a 33 NC unit has base Fire Factor of 2 and a base Morale Factor of 7. At Reduced effectiveness, its base Fire Factor is 1 and its base Morale Factor is 4.
- A unit's Fire Factor is never modified by O hits. Its morale can be affected by O hits.

1.2.2. Leader units represent individual commanders. There are three types of commanders: Army, Division, and Brigade commanders. See section 5, Leaders. Review the Game Unit Descriptions for the visual differences between the different types of leader. In the Old Burn at Newbern game, the CSA only has an army leader (Branch), who functions like both an Army and Brigade leader.

1.2.3. The informational counters consist of Disrupted/Routed chits, Advance Fire markers, O hit designators, etc. The use of these counters will become obvious as you read these rules.

1.3. The Mapboard

A multi-colored hex map regulates movement and portrays the area of decisive battle for each game. Each hex equals about 150-200 yards.

1.3.1. Elevation hexes include Railroad Embankment hexes (Newbern only) and the high side of slope hexsides. All other hexes are non-elevation hexes.

1.3.2. Clear terrain contains neither woods nor marshes. Non-clear hexes are woods or marshes. Consider railroad embankment hexes as clear elevations.

1.4. The Game Dice

Use a ten-sided die (d10) to resolve combat, recover O hits (section 11), and to check unit morale (section 12). A roll of 0 equals a 0, not a 10. Use one d10 to determine Straggler loss (3.6).

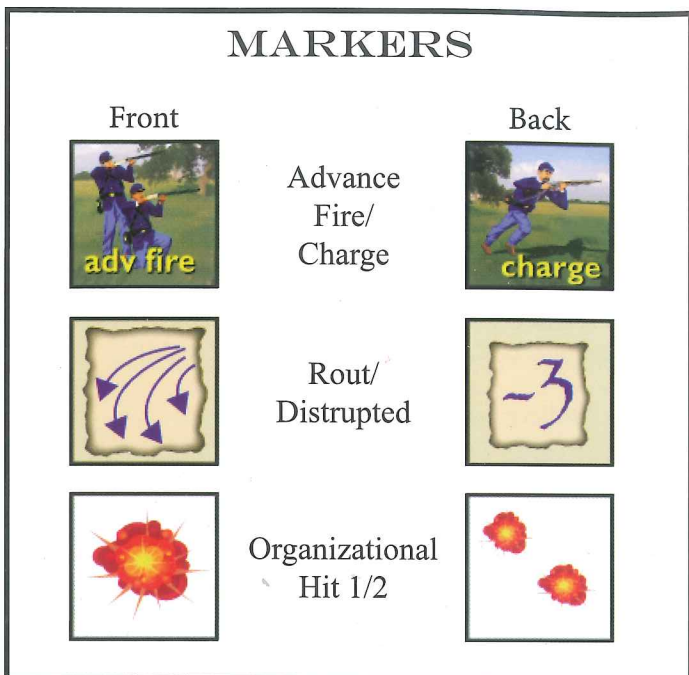
2. THE GAME TURN

2.1. The Game Turn Segments

2.1.1. Each game-turn in Huzzah! is broken down into Segments. One turn represents approximately 45 minutes of real time.

- USA Artillery Segment. The designated player fires or rallies eligible artillery units that do not have Advance Fire or Move markers on them (8.4). Artillery that do not have Advance Fire or Arty Move markers on them may change their facing once before firing or after it has successfully rallied. It may only change facing if it is firing, or has rallied.
- USA Small-Arms Segment. The designated player fires eligible infantry or cavalry units that do not have Ad-

MARKERS



vance Fire markers on them (8.4). Units may change their facing once before firing. Only firing units may change facing.

- c) USA Horse Segment. The designated player conducts certain actions with mounted cavalry, leaders, and artillery, only. See 2.2, below.
- d) CSA Horse Segment. As (c) above.
- e) CSA Artillery Fire Segment. As (a) above.
- f) CSA Action Segment. First, the CSA player checks the command status of his regiments (5.5, 5.6). Next, he declares all charges (10). Finally, he conducts Actions with the appropriate units. See below for details on unit Actions.
- g) USA Action Segment. The USA player conducts the segment as (f), above.
- h) CSA Artillery Fire Segment. As (a) above.
- i) CSA Small-Arms Fire Segment. As (b) above.
- j) CSA Horse Segment. As (c), above.
- k) USA Horse Segment. As (c), above.
- l) USA Artillery Fire Segment. As (a) above.
- m) USA Action Segment. As (f) above.
- n) CSA Action Segment. As (f), above.
- o) Game Turn Segment. Advance the game turn marker 1 click turn track. Begin a new turn with segment (a).

NOTE: Each game map displays the sequence of play.

2.2. The Horse Segments

During a friendly Horse segment mounted cavalry may Move only. Leaders and artillery are also eligible to move every Horse segment. Artillery has only 1 MP during this segment. Leaders and cavalry have 3 MPs.

2.3. Unit Actions

During a player's Action Segment, the appropriate units perform ONE action. Each unit may perform different Actions, but no unit may perform more than one. These actions are:

- Move (3)
- Fire (6)
- Assault (9, Infantry only)
- Charge (10, Infantry only)
- Regroup (11)
- Rally (12)

3. UNIT ACTION – MOVEMENT

3.1. General Rules

3.1.1. All units, regardless of command status, have 3 Movement Points (MPs) per Action segment

3.1.2. A unit moves by physically tracing a line of contiguous hexes

3.1.3. During a Horse Segment cavalry and leaders have 3 MPs.

3.1.4. During a Horse Segment un-routed artillery units have 1 MP.

3.1.5. It costs 1 MP to enter a clear or woods hex. It costs nothing extra to move "up" or "down" an elevation.

3.1.6. Infantry/Cavalry must stop as soon as they enter a Marsh hex regardless of their remaining MPs. Artillery may not enter marsh hexes and must stop immediately upon entering a woods hex.

3.1.7. NOTE: For Artillery restrictions on movement, see 4.4, Artillery Formation.

3.1.8. Units that exit a woods or marsh hex must make a Straggle roll (see Stragglers, 3.6 and also see 4.4.14)

3.1.9. See the Stacking section (3.4) for restrictions and exceptions to movement.

3.1.10. Units may never enter an enemy-occupied hex.

3.1.11. A player that has ceased moving one piece and has begun moving a different piece may not re-position the original piece in any way.

3.1.12. A unit that begins Action segment g or n (respectively) within 3 or fewer hexes from any enemy combat unit and, which by the end of its move, is further away from the closest enemy unit than when it began, must remain that distance from all enemy units for the balance of the next Action segment (m or f, respectively).

3.1.13. For example, A USA unit begins Action segment g 2 hexes from a CSA combat unit. It moves one hex away from that unit, increasing its distance from the enemy to 3 hexes. In the next USA Action segment (m) it must remain at least 3 hexes from all CSA units.

3.1.14. Similarly a CSA unit that begins Action segment (n) within 3 or fewer hexes from any enemy combat unit and which ends its move further away from that unit than when it began its move must remain that distance from all enemy units for the balance of the next CSA Action segment (segment f of the next turn).

3.1.15. The above constraints apply only to segments (g) and (n) (the USA's first action segment and the CSA's second action segment) of a given turn.

3.1.16. NOTE: This constraint prohibits a unit in an enemy fire zone from moving out of that FZ during an action segment, thus avoiding enemy fire, and then moving back into an FZ the next segment.

3.2. Effects of Thoroughfares on Movement

Units following the exact course of a Thoroughfare (Roads or Railroads) may apply the following affects. It is a player's option to apply, or not, the benefits for Thoroughfare movement. The cases below use the terms Thoroughfares and Roads interchangeably.

3.2.1. Road Bonus Hex. Units that spend its entire move on a road or railroad receive a +1 movement point bonus. The units must spend that MP on a road/railroad. Units moving that one bonus hex may not enter an enemy zone of control or MFZ. They must begin and end their movement on a road to receive the bonus hex of movement. Units do not check for Stragglers when applying the Road Bonus.

3.2.2. Units that follow the exact course of a Thoroughfare subtract 1 from any Straggle Roll. This may be combined with any leader effects. Note that in this case units do not have to start their move on a road, they need only to move along it. Being eligible for the Road Bonus is distinct from this case.

3.2.3. Units that enter an MFZ or EZoC via a Thoroughfare suffer an additional +1 modifier for enemy Advance Fire. The enemy units fire at the moving unit with a +1 line modifier in addition to any other effects.

3.2.4. Units may always elect to ignore the Road when moving; however they will not receive the Straggle Roll modifier described in 3.2.2.

3.2.5. Note again that Roads have two effects:

- Units that begin and end their movement on a thoroughfare are eligible for the Road Bonus hex but they may not enter an MFZ or EZOC.
- Units that move along a road subtract one from any Straggler roll. They need not begin their move on the Road in this case. They may enter an EZOC or MFZ, however, any enemy units executing Advance Fire against them receives an additional +1 fire line modifier.

3.3. Zones of Control (ZoC)

All combat units, except Routed and Isolated units (5.7), exert a Zone of Control. The six hexes immediately surrounding a unit is its ZOC. A unit ceases movement immediately upon entering an enemy zone of control (EZOC). It may change facing AFTER entering the EZoC, however it may be fired upon BEFORE that facing change.

3.3.1. A unit beginning a segment in an EZOC may move directly into another EZOC by expending all of its MP.

3.3.2. Artillery may never enter an EZOC.

3.3.3. A Leader unit may only enter an EZOC either if a friendly unit accompanies it or if it ends its move stacked with a friendly unit.

3.3.4. A combat unit may be subject to Advance and/or En Passant fire when it enters/leaves an EZOC. See 8.2, 8.3.

3.4. Stacking

A STACK consists of ONE or more units in a hex. Even ONE unit in a hex is a STACK for game purposes. Units from different arms (Infantry, Cavalry, Artillery) may not stack in a hex. Infantry may not stack with Artillery, for example.

3.4.1. Only units from the same regiment or artillery battery may stack in a hex.

3.4.2. A stack may not move through another friendly unit or stack.

- Exception: Infantry/Cavalry may move through artillery and vice-versa.
- Exception: See Retreat Priorities, 12.9, in the Morale section of the rules.

3.4.3. A stack may "drop off" a unit as it moves. A unit dropped off may not move the rest of the segment. This rule is in effect only after a stack moves at least one hex. A stack may be freely broken up before it moves, but once it does, it is subject to this "drop-off" rule.

3.4.4. A stack may pick-up a unit as it moves if it conforms to 3.4.1.

3.4.5. A stack suffers O hits proportionately.

- Regardless of how they are accrued, losses are apportioned evenly in a stack
- A unit cannot suffer a 2 O hit loss until all units in that hex have suffered at least one O hit.
- Where there is a mix of units at varied effectiveness (Full-Strength or Reduced), a Reduced unit cannot suffer an O hit until all units in the hex have also been Reduced.

3.4.6. A stack has both an Average Base Morale and Average Modified Morale. See Sections for 12.1 and 12.2 for explanations of these.

3.5. Combat Unit Facing

All combat units, except Routed ones, have a facing. Position a stack so that its front, or top, faces the vertex (point) of a hex. The two hexes split by the vertex is its front. All other hexes are flanks.

3.5.1. A stack may only move, assault, or charge out its frontal hexes.

3.5.2. Units assaulting or charging must be facing their targets at the beginning of their move. They may not change facing before assaulting or charging.

3.5.3. All units in a stack must face the same direction

3.5.4. A stack may freely change facing during movement. However, a stack that may suffer Advance Fire may only change facing after the resolution of that fire.

3.5.5. During a Small-Arms Segment, small-arms units may change their facing once before firing. Only units that are firing may change their facing in this segment.

3.5.6. During an Artillery Segment, artillery units may change their facing once before firing. Artillery units that have rallied may also change facing after they have rallied.

3.5.7. Units that advance after an assault may change their facing.

3.5.8. A unit conducts ranged fire only through its frontal hexes. Exception: During an Assault defending units may fire into flank hexes (9.3).

3.5.9. When fire splits the hex between a stack's front and flank, consider that stack to be flanked unless there is obstructing terrain in the target's flank (7.1).

3.6. Stragglers

A Stack (3.4) exiting a non-clear hex into a another non-clear hex must make a Straggler check. The check occurs before the stack moves.

3.6.1. Roll a d10 for the stack.

3.6.2. On the Straggler table find the line corresponding to the average BASE morale (12.1) of the stack. Move across the line to the "Die Roll" column. If the number rolled on the die is equal to or greater than the Straggler number the stack suffers one (1) O hit.

3.6.3. A stack cannot suffer more than 1 O hit from a given straggler check.

3.6.4. A stack with a leader subtracts 1 from each die of the straggler check. The leader must begin and end the segment with that stack. Only leaders of the relevant brigade or army may affect the roll.

3.6.5. Stacks following the exact path of a Road subtract 1 from a straggler roll. See 3.2 for more detail.

3.6.6. A stack Entering/Exiting an EZoC subtracts one from the straggler roll.

3.6.7. A stack may defer the loss if it remains in place and terminates its move.

3.6.8. NOTE: It behooves a player to concentrate his units when moving through non-clear terrain. A stack can suffer 1 O hit maximum in a given segment. Moving a Regiment's units individually exposes them to additional loss since each unit must make a separate Straggler check.

3.6.9. In a situation where a stack may suffer En Passant fire (see 8.3), that stack checks for stragglers then suffers the fire. If it loses a straggler and elects to remain in place (3.6.7), it still must suffer the fire. If relevant, apply the modification for flanking fire.

3.6.10. Important: Artillery is exempt from Straggler checks. They may freely exit non-clear hex but MUST stop if the hex entered is also a non-clear hex.

4. COMBAT UNIT FORMATIONS

Infantry, artillery, and cavalry have only a single fighting deployment. All units may find themselves in Routed formation, which is a non-fighting formation.

4.1. Infantry Formation

Infantry units are in line battle formation; they are prepared to fire, or to move, or to execute other actions during a friendly Action Segment, only.

4.2. Optional (but recommended) rule: Skirmisher Formation

4.2.1. A single infantry unit in a hex with a strength of 0 or 1 is considered a SKIRMISHER.

4.2.2. Skirmishers may not assault.

4.2.3. They are never flanked by small arms fire. They can be flanked by Assault, however.

4.2.4. They may fire out any hexside.

4.2.5. Their MFZs extend into adjacent flank hexes.

4.2.6. Fire directed against a skirmisher suffers a -1 modifier.

4.2.7. Subtract 1 from a straggler check die roll (they are less likely to straggle).

4.2.8. Skirmishers always fire on the 0 table and never receive fire line modifiers.

4.3. Cavalry Formation

Cavalry can only be mounted and operates under the following restrictions.

4.3.1. It has full movement during an Action or Horse segment.

4.3.2. It may fire only during an Action or Small-Arms Segment.

4.3.3. It may only assault or charge enemy cavalry and only during an ACTION segment, never during a Horse segment.

4.3.4. It is Disrupted before the first round when assaulting from a woods hex.

4.3.5. It may not charge from, through, or into a woods hex.

4.3.6. Cavalry may retreat after the first round of assault. They check morale and if they fail the check are disrupted or routed depending their previous state of disorganization.

4.3.7. Cavalry subtracts 1 from straggler die rolls.

4.4. Artillery Formation

Artillery formations have been abstracted into one deployment. However this unit-type suffers penalties to its movement based upon the proximity of enemy units.

4.4.1. Artillery may not enter an EZOC.

4.4.2. Artillery may not enter a SMALL-ARMS Minimum Fire Zone (MFZ)

4.4.3. Artillery may never Charge nor initiate an Assault.

4.4.4. It has 1 MP during a friendly Horse segment.

4.4.5. It may not enter Marsh hexes.

4.4.6. Artillery may only enter/exit an RR Embankment hex from a connected road or RR hex.

4.4.7. It must stop as soon as it enters a woods hex regardless of it remaining MPs.

4.4.8. Artillery can never rout as a result of enemy small-arms or artillery fire. Artillery can rout from an Assault. See the Morale section of the rules for further details (12).

4.4.9. Disrupted artillery that fails a morale check due to enemy small arms fire (not Assault fire) suffers an O hit instead of routing.

4.4.10. Artillery can only fire during a friendly Artillery Segment.

It can only move during a friendly Action (3 MPs) or Horse Segment (1 MP)

4.4.11. When an Artillery unit fires in an Artillery Segment, only, place an "ARTY FIRE" marker on it. Units with an ARTY FIRE marker may not move or change facing the very next HORSE or ACTION segment after it is placed. Remove the ARTY FIRE marker at the end of the very next Horse or Action Segment. ARTY FIRE markers are never placed for Advance Firing an artillery unit.

- First Example. An Artillery unit fires in Segment A. Place an ARTY FIRE marker on it. It may not move or change facing in Segment C, Horse Segment. Remove the marker. It may move Segment G, Action Segment.
- Second Example. An Artillery unit fires in Segment L. It may not move or change facing in Segment M, Action segment. Remove the marker.

4.4.12. When an Artillery unit moves in either a Horse or Action segment place an "ARTY MOVE" marker. It may not fire or change facing the very next Artillery Segment, only. Remove the ARTY MOVE marker instead. Units with an ARTY MOVE marker may always Advance Fire, however treat the ARTY MOVE marker as an Advance Fire marker; the firing unit has its MFZ reduced by one hex to a minimum of one, and it suffer a -2 fire line modifier when Advance Firing.

- First Example. An Artillery unit moves in Segment K, horse segment. Place an ARTY MOVE marker on it. It may not fire or change facing in Segment L, Artillery Segment. Remove the marker.
- Second Example. An Artillery unit moves in Segment C, Horse Segment. Place an ARTY MOVE marker on it. It may Advance Fire in Segment F, Enemy Action), however treat the ARTY MOVE marker as an Advance Fire marker.

4.4.13. Artillery is always in command unless Routed or Isolated.

4.4.14. Artillery is exempt from Straggle checks.

4.5. Routed Formation

Combat units may Rout. Rout is an involuntary formation usually triggered by combat. It can also occur when a friendly unit retreats through a hex occupied by a second friendly unit (see Stacking, 3.4). See (12.6) for further restrictions

5. LEADERS

Leaders are non-combat units whose function is to augment a unit's morale (12.5) and assault factors (9.4) and to command units (5.5). Leaders have no combat value. They do not count against the stacking limitations of hex. Brigade leaders affect only units of their brigade. Divisional leaders affect only units of their division. Army leaders affect any friendly unit.

5.1. Leader Movement

Leaders may move every friendly Horse and friendly Action segment. However, to be of benefit to a stack, a leader must begin and end a segment with that stack.

5.1.1. Leaders may always accompany retreating friendly units.

5.1.2. Whenever a leader is alone in a hex and an enemy combat unit comes within two hexes of it, that leader may retreat up to its full movement allowance. Leaders never inhibit enemy movement.

5.1.3. Leaders may retreat unaccompanied through EZOCs. For every EZOC retreated out of, the enemy player rolls a die. An 8 or 9 incapacitates the leader.

5.2. Leader Incapacitation

Fire or assault combat may incapacitate a leader stacked with units subject to that attack.

5.2.1. Leaders may never be the target of enemy fire.

5.2.2. Whenever a leader is stacked with a unit that receives an O hit there is a chance that the Leader will be incapacitated. The enemy player rolls the die to determine leader casualties.

- For fire combat, a die roll of 9 incapacitates the leader.
- During an assault, a die roll of 8 or 9 incapacitates the leader.

5.2.3. Leaders can be incapacitated by O hits caused by a multiple D combat results.

5.2.4. Units that receive a D combat result and that take an O hit in lieu of that result will cause a leader casualty die roll (6.5).

5.2.5. Incapacitated Army and Division leaders are never replaced. Remove these commanders from play.

5.2.6. Incapacitated brigade leaders are replaced at the end of the NEXT friendly action segment after incapacitation. Example: A leader incapacitated in the first friendly action segment of a turn would be replaced at the END of the second friendly action segment of the same turn.

5.2.7. Flip a brigade leader unit to its incapacitated side when it is replaced as per 5.2.6.

5.2.8. A brigade leader may be replaced one time. Remove reduced leaders from play when incapacitated a second time.

5.3. Leaders, Morale, and Rally

In order for a unit to derive any benefit from a leader, it must begin and end the segment stacked with that leader.

5.3.1. A stack with a leader has its morale increased by 1.

5.3.2. Disrupted and routed units stacked with a leader automatically rally.

5.3.3. Brigade leaders may rally only units from their brigade.

5.3.4. Army leaders may rally any unit with which he is stacked.

5.3.5. Division leaders may only rally units of their division.

5.3.6. Any leader may rally Artillery.

5.3.7. Leaders effect a stacks Straggler check (3.6.4) if it accompanies that stack for its entire move.

5.4. Leaders and Assaults

A stack receives a +1 line modification when involved in an assault with a friendly leader. In cases where each side has a leader involved in the assault, both sides receive the modification.

5.5. The Brigade Leader Command Radius (CR)

All brigade leaders have their command radius printed on their counter. Generally, ordinate units are in command if they are within the CR of the selected leader.

5.5.1. Brigade Leaders may only command units of their own brigade.

5.5.2. When determining the command radius, count the hex of the unit in question, but not the brigade leader's hex.

5.5.3. A command radius may not be traced through an EZOC un-occupied by a friendly unit.

5.5.4. A command radius may not be traced though an enemy occupied hex.

5.5.5. Command Control is determined at the beginning of every friendly Action Segment.

5.5.6. Army or Divisional Leaders may only command units with which they are stacked. Divisional Leaders may only command units of their own division.

5.5.7. Exception: review the Newbern special rules for the effects of the CSA officer Branch.

5.6. Out of Command Effects

Being out of command severely hampers a unit's activities.

5.6.1. Units out of Command may not:

- Charge or Assault.
- Enter an EZOC.
- Enter an enemy MFZ.

5.6.2. Stacks out of Command have their modified morale reduced by one (in addition to other possible effects).

5.6.3. Note: Stacks that are out of command but that had begun the segment in an EZOC or MFZ are not obligated to move away from the enemy.

5.6.4. Other than the above restrictions, a unit's ability to conduct Actions is unaffected by Command Control.

5.7. Units Isolated From Command

Under some circumstances, a unit may be isolated. A unit is isolated if it is surrounded by enemy units or their ZoCs unoccupied by a friendly unit at the beginning of an enemy action segment.

5.7.1. Isolated stacks may move 1 hex, maximum.

5.7.2. Isolated stacks do not have an EZOC.

5.7.3. Isolated stacks may never be placed in command.

5.7.4. Isolated stacks have their morale reduced by 2.

5.7.5. Isolated stacks are Disrupted.

5.7.6. Isolated stacks that fail any morale check suffer 2 O hits and rout. If they cannot move because enemy units surround them, remove them from the map and consider them destroyed.

6. UNIT ACTION – FIRE

6.1. General Rules

All combat units have a Fire Zone (FZ) that extends out their front hexes to their maximum range. A unit's FZ is determined by its Unit Type and by its Line of Sight (LoS) (7). Be sure to differentiate between a Fire Zone and a Minimum Fire Zone (MFZ) (8.1)

6.1.1. Fire beyond a unit's maximum range is not allowed. See the Combat Reference for weaponry ranges.

6.1.2. A unit may be subject to more than 1 fire attack per segment.

6.1.3. A unit may never fire at more than one target.

6.1.4. Four small arms strength points may fire out of a clear hex or all artillery SPs.

6.1.5. Three SP may fire out of a non-clear hex, both small arms and artillery.

6.1.6. The appropriate units may fire every friendly Artillery, Small Arms and/or Action Segment.

6.1.7. Stacked units may NOT fire separately.

6.1.8. Only stacked units may combine for fire. Different stacks may never combine in a single fire. Fire effects are applied immediately against a target.

6.2. General Fire Procedure

Count the hexes from the firing unit to the target unit (count the target's hex, but not the firing unit's hex). This is the Firing Range.

6.2.1. Proceed to the RANGE FACTOR TABLE, beneath the Combat Results Table.

6.2.2. Cross-reference the firing range to the unit's weapon type. The resulting number is the range factor.

6.2.3. When calculating a unit's fire factor, round all fractions DOWN; i.e. drop all fractions.

6.2.4. Multiply the unit's Base Fire Factor by the Range Factor.

6.2.5. This last figure is the unit's Fire Factor. A unit can never have a fire factor of less than zero.

6.2.6. The formula for determining a unit's fire factor is printed on the Combat Tables Reference.

6.2.7. Proceed to the Combat Results Table. Find the line that corresponds to the unit's fire factor. Modify the line according to the Line Modifiers Schedule under the heading FIRE ONLY.

6.2.8. A negative modifier decreases the Fire Factor line (i.e. move UP the combat table). A positive modifier increases the Fire Factor line (move DOWN the Combat Table). All modifiers are cumulative. In situations where additions and subtractions must be made to the fire line, make all additions before any subtractions.

6.2.9. Roll the d10. Move across the fire factor line until you come to the column in which the number rolled lies. The column heading is the Combat Result.

6.3. Fence Lines, Stone Walls and Abatis

6.3.1. Fence lines follow the contours of a given hex, however they are wholly included inside that hex. Only units inside a fence line and that direct their fire through that fence derives the +1 CRT Modifier (6.4).

6.3.2. Stone Walls and Abatis. Units directly behind an Abatis or Stone Wall accrue the advantages listed below. Note that like fences, Stone Walls and Abatis only protect units that are enclosed by that feature.

- Increase the morale of stacks by one when the fire or assault is through an Abatis hex (only) side. Units behind a stone wall do not receive this advantage.
- Units receive a +1 fire modifier for ranged small arms fire when firing through an Abatis or Stone Wall. Firing units re-

ceive this benefit if their fire is along a vertex between a protected and unprotected hexside.

- Assaulting units suffer a -1 modifier when they fire or assault through an Abatis or Stone Wall.

6.3.3. Units behind an Fence, Abatis, or Stone Wall potentially have an MFZ of 2 hexes. See (8.1)

6.4. Fire Line Modifier Explanation

See the Combat Table Reference.

6.5. Combat Results

- NE: The fire has had no effect.
- D: the stack is DISRUPTED. A stack may attempt to take an Organization (O) Hit in lieu of the Disruption by checking its average modified morale (12.1). If it passes this check it takes the O Hit and remains in good order. If it fails the check it remains Disrupted. Note: The only time a stack may attempt to take an O hit instead of the Disruption is when it receives a "D" combat result. If it is Disrupted for any other reason, it must take that Disruption. A Disrupted or Routed stack receiving a D combat result treats that result as 1 O hit. A Reduced unit with 2 O hits suffering a "D" result must take that Disruption. See section 12 for more detail about Morale Checks.
- 1: The stack suffers 1 Organization Hit. Check for Disorganization. If the roll is less than, or is equal to, its average modified morale, then there is no additional effect. If the roll exceeds its morale it is Disrupted or Routed, depending upon its previous state of disorganization.
- 2: The stack suffers 2 O Hits. As (1) above.
- 3: The stack suffers 3 O Hits. As (1) above.

6.6. Recording Losses

Losses are recorded by using the number chits. Every time a unit suffers an O hit, place a number counter equal to the total number of O hits taken beneath it. For example, a unit that receives 1 O hit will have a "1" O hit counter beneath it. If it suffers another O hit, flip the O hit counter to its "2" side. When a unit at full effectiveness suffers its third O hit, remove the O hit counter and flip it to its reduced effectiveness side. A unit at reduced effectiveness that suffers its third O hit is removed from the map; it is destroyed for game purposes. See Apportioning Losses in the Stacking section of the rules for further considerations (3.4.5).

6.7. Artillery Round Shot and Shell vs Personnel

Artillery firing at a range of 2 or more hexes is shooting round-shot and shell at the target.

6.7.1. Use the parenthesized combat results on the CRT.

6.7.2. When firing round shot and shell, artillery never receives the +1 modifier for firing at a unit in clear terrain. This modifier is in effect for small arms and canister fire, only.

6.8. Artillery Canister Fire vs Personnel

Artillery firing at a range of 1 hex is firing canister at the target; do NOT use the parenthesized results on the CRT. The artillery receives the +1 for canister fire and the +1 modifier for clear terrain if applicable.

6.9. Artillery vs. Artillery

6.9.1. When Artillery fires at Artillery, use the non-parenthesized combat results.

6.9.2. Artillery does not receive the -1 modifier when fired upon by other artillery.

7. LINE OF SIGHT (LOS)

For units to engage in ranged fire (combat at greater than a 1 hex range), they must be able to see each other; they must have a Line of Sight (hereafter LoS).

7.1. General Rules

To determine LoS, a straight line is traced between the center of the firing unit's hex and that of its target. Use any straight-edge to do this (a rubber band or string stretched between the sighting units works best).

7.1.1. The possible obstructions to a LoS are woods, marsh hexes, elevations, and other combat units.

7.1.2. If there is an OBSTRUCTED hex between the two units then LoS does not exist between them and fire is not possible.

7.1.3. If there are no obstructions between them then a LoS exists and fire is possible.

7.1.4. In cases where the LoS intersects the hexside between an obstructed and an unobstructed hex, then the LoS is not blocked.

7.1.5. LoS may be traced INTO but not THROUGH an obstructed hex.

7.1.6. Units may always fire into an adjacent hex, subject to their facing.

7.2. Elevations and Obstructions

There are two heights on the map, elevations and non-elevations. Elevation hexes include hexes immediately behind a slope hexside and RR Embankment hexes. Non-elevation hexes are everything else.

7.2.1. CASE 1. When the sighting units are on non-elevation hexes, then any obstruction between them blocks line of sight

7.2.2. CASE 2. When sighting between units on different elevations, then any obstruction between the two units blocks LoS if that obstruction is closer to the lower unit than the higher one, or is equidistant between the two.

7.3. Artillery Sighting Down a Slope: Artillery No LoS Fire

Artillery sighting directly down a slope (the first hex along the LoS is lower than the artillery), has a max range of 8 when firing at units on lower terrain. Artillery firing at a range of 7 or 8 does not receive the plunging fire bonus for firing at units on lower terrain.

7.3.1. Units sighting directly down a slope will never have their LoS blocked against units on lower terrain. They may see through and into woods hexes, or through other unfriendly units. They may see through friendly units who are not adjacent to the target.

7.3.2. A hex equal to the artillery's elevation blocks LoS when sighting to the 7-8 hex range.

7.3.3. On any other elevation, Artillery's max range is six (6) and all LoS restrictions apply.

8. ADVANCE/EN PASSANT FIRE

Fire that occurs during an enemy Action or Cavalry segment is known as Advance Fire or En Passant Fire.

8.1. The Minimum Fire Zone

All un-routed units have an MFZ of 1 or 2 hexes depending upon their state of disorganization and line of sight.

8.1.1. Players should note the difference between a Fire Zone (6.1) and a Minimum Fire Zone. A fire zone extends out a unit's front to its maximum range. A Minimum Fire Zone extends out a unit's front into selective hexes. Movement into unit's MFZ will usually trigger fire from that unit.

8.1.2. Routed units do not have an MFZ.

8.1.3. Disrupted units and units on a non-elevation hex have an MFZ of 1 hex.

8.1.4. Infantry and Cavalry on an elevation have an MFZ of two hexes if they are sighting into non-elevation hexes unless Disrupted.

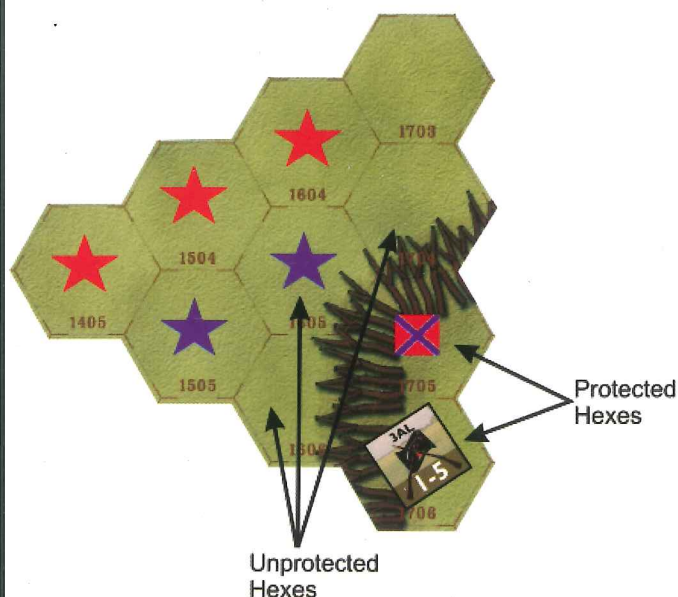
8.1.5. Units behind Abatis, Stone Walls, or Fences have an MFZ of 2 hexes if that fire is projected through a protected hex side.

8.1.6. Artillery has a MFZ of two, subject to its LoS, state of organization, and placement of an Advance Fire marker.

8.1.7. A unit's MFZ is never greater than the closest UN-DISRUPTED, UN-ROUTED enemy unit. A unit whose MFZ is normally 2 hexes and that has an un-disrupted enemy unit adjacent to it has an MFZ of 1 hex.

8.1.8. An MFZ extends into but never through woods or marsh hexes unless such hexes are below both the target and the firing unit.

ABATIS EXAMPLE



The 3AL has a potential MFZ into the blue star hexes, subject to LoS (up to 2 hexes if directed from a protected hex through an abatis hexside, even a non-adjacent one). Artillery would have an MFZ of up to 3 hexes (red stars) in this case.



The 3AL receives a +1 column modifier when firing at the 5ME. If it fired as the 5VT it would not receive this modifier. A unit only receives the modifier when its fire is directed from a protected hex and through an Abatis hexside.

The 5ME suffers a -1 column adjustment to its fire. The 5VT does not suffer the column adjustment; although it is firing into a protected hex it is not firing through an Abatis hexside.

The 3AL receives a +1 moral bonus for all combat (assault or fire) initiated by the 5ME. It does not receive this modifier for combat initiated by the 5VT.

8.1.9. An MFZ never extends into a hex to which a unit cannot "see." Refer to Line of Sight (7).

8.1.10. The results of Advance or En Passant fire take effect immediately against a unit. All units that had declared fire against an enemy unit may fire at it even if the first fire caused it to rout. Apply fire effects sequentially; if a fire caused a target to disrupt, apply all following fire against that target in its disrupted status. Similarly, if a fire causes a unit to Rout, keep the unit in place until resolving all additional fire against it. Apply all fire against that target in its routed status.

8.2. Firing at Advancing Units (Advance Fire)

Advance fire is resolved as soon as an enemy unit or stack enters a hex in a friendly MFZ. A friendly unit may Advance fire each time an enemy unit enters a hex in its MFZ.

8.2.1. All units that will fire at an advancing unit must be declared as soon as they are eligible for that advance fire.

- A player cannot wait to see the effects of his advance fire before declaring that other units will also advance fire at a given unit.
- This declaration is made once for each hex a unit advances in an enemy MFZ. A unit that declines to advance fire at a unit in one hex DOES NOT forfeit the privilege to fire at that same unit if it moves into a different and closer hex.

8.2.2. A unit may execute Advance Fire as many times as it is eligible in a segment. It may Advance Fire at more than one unit or stack in a segment, including units that enter a hex whose occupying units had already been subject to Advance Fire.

8.2.3. Units retreating or moving laterally through an MZF may not be subject to Advance Fire. Units must be advancing (that is, be moving closer to some enemy unit) to be subject to Advance Fire.

8.2.4. The Advance fire and normal fire procedures are identical. The firing unit receives the +1 Advance Fire line modification on the Combat Table. See the Fire rules, section 6, for particulars about the fire routine.

8.2.5. A unit entering a friendly occupied hex that suffers an O hit from Advance Fire always suffers that casualty regardless of the other losses in the hex. This is an exception to Apportioning Losses (3.4.5). For density purposes count all units in the hex, not just the moving one.

8.3. En Passant (In-Passing) Fire

A unit that exits an EZOC may be subject to En Passant Fire. This fire, unlike Advance fire, is executed before a unit moves.

8.3.1. All units that will execute En Passant fire at a unit must be declared as soon as they are eligible for that fire. See 8.2.1, above.

8.3.2. All units eligible for En Passant fire must declare their intention. If a unit reverses its facing before it moves then it is flanked for En Passant Fire purposes. Remember that units may only move out frontal hexes.

8.3.3. A stack retreating out of an MFZ due to ROUT may not be subject to En Passant fire.

8.3.4. Units executing En Passant fire do NOT receive the Advance fire line modification.

8.3.5. A unit may En Passant fire as many times as it is eligible in a segment.

8.3.6. A unit may execute both Advance and En Passant fire in a particular segment, but never against the same stack.

8.3.7. Only a stack whose ZOC is exited may En Passant fire at that moving enemy stack.

8.3.8. In a situation where a stack must check for stragglers, that stack checks for stragglers then suffers the fire. If it loses a straggler and elects to remain in place (3.6.7), it still must suffer the fire. If relevant, apply the modification for flanking fire.

8.3.9. Refer to the normal fire procedure for further details on En Passant fire (6).

8.4. Effect of Advance Fire Markers

8.4.1. Place an Advance Fire (AF) marker on a unit the first time it executes advance, En Passant, or Pre-Assault fire in a given segment.

8.4.2. Units with AF markers receive a -2 fire line modification when firing.

8.4.3. Units with ADVANCE FIRE markers on them may not fire in the next friendly SMALL ARMS or ARTILLERY segment after the segment in which they are placed. Thus, Advance fire markers placed on CSA units in segment G, USA Action Segment, would not allow fire by those units in segment I, CSA Small Arms Segment.

8.4.4. Units with AF markers may fire in a friendly Action segment following placement.

8.4.5. Units with AF markers on them have an MFZ of 1 hex.

8.4.6. All Advance fire chits are removed at the end of every friendly Action or Small Arms segment.

9. UNIT ACTION – ASSAULT

During an assault, combat occurs in 3 or fewer rounds between adjacent stacks. Only stacks adjacent to an enemy stack at the beginning of a friendly Action segment may assault.

9.1. General Rules

Assault is similar to fire combat, except that assaulting units may fire one or more rounds at defending units. The assaulting units may also incur losses due to enemy return fire.

9.1.1. The assaulting and defending stacks must be in adjacent hexes.

9.1.2. Stacks in different hexes may assault the same hex in a particular segment, but never as a combined strength; they must assault separately.

9.1.3. Units of the same regiment that are stacked together must combine their strength when assaulting the same hex; if they assault separately then they may NOT assault the same hex.

9.1.4. Units stacked together need not assault the same hex. They may assault different hexes or attempt completely different actions. One unit in a stack that is assaulting in no way forces units stacked with it to also assault.

9.1.5. A unit may not assault more than one hex; a unit may assault 1 hex per segment.

9.1.6. A hex may be assaulted more than once per segment.

9.1.7. During an assault, small arms units (attacking and defending) have a range factor of three.

9.1.8. Artillery has a range factor of 1 when defending against an assault.

9.1.9. Defending units assaulted from a flank hex are Disrupted BEFORE the first round. Disrupted units assaulted in their flank suffer no additional effect. These units may fire during an assault.

9.1.10. Disrupted and Routed units may never initiate an assault.

9.1.11. Artillery may never initiate an assault.

9.1.12. Units initiating assault from a marsh or creek hex are disrupted before Pre-Assault fire is calculated.

9.1.13. Attacking units are automatically Disrupted at the conclusion of the assault. Attacking units that had been previously disrupted suffer no additional effect.

9.1.14. Assaulting stacks have their modified morale temporarily increased by 1 for the assault. Charging units do not receive this bonus. They do however receive a charge morale bonus, which is, in effect, the same thing. (12.5). The morale bonus is in effect for both the Assault and for any Advance Fire effects suffered by the Assaulting/Charging unit.

9.1.15. The fire limitations of 6.1 do not apply during an assault. An entire stack, whether attacking or defending, may participate in an assault.

9.1.16. An Assaulting stack does not need to check for stragglers.

9.1.17. A unit must assault three rounds unless it or its target routs.

9.2. Pre-Assault Fire

Before the assault begins, the defending unit(s) may attempt Pre-Assault Fire. Refer to the general fire procedure.

9.2.1. Units making pre-assault fire DO receive the +1 ADVANCE fire line modifier.

9.2.2. Disrupted units may attempt Pre-Assault Fire. Routed units may not Pre-Assault fire.

9.2.3. A unit may only Pre-Assault Fire through its frontal hexes.

9.2.4. A unit may Pre-Assault Fire as many times as eligible.

9.2.5. Pre-Assault fire does count as Advance fire. Advance Fire markers have no effect once the assault rounds begin.

9.2.6. Units suffer all applicable modifiers when conducting pre-assault fire.

9.3. Assault Procedure

An assault is conducted in 1 or more rounds. Both attacker and defender fire during an assault. All fire is simultaneous. Use the fire procedure outlined above and the line modifiers under the ASSAULT ONLY heading on the Combat Table Reference.

9.3.1. When both the attacking and defending unit must check morale due to an assault result, the attacker always checks first.

9.3.2. It is possible for both the attacker and the defender to rout due to assault combat.

9.4. Assault Line Modifiers

See the Combat Tables Reference. Use the modifiers for Assault, not Fire.

9.5. Routing From an Assault

Any unit that routs from the assault loses an additional O hit. This applies to the attacker as well as to the defender. Exception: Artillery suffers 2 O hits when routing from an assault.

9.6. Advance after Assault

A hex that has been vacated by a defending stack must be advanced into by the assaulting stack.

9.6.1. A stack that advances after an assault may freely change its facing.

9.6.2. A stack may not be subject to Advance or En Passant fire when advancing after an assault.

9.6.3. A Stack need not check for Stragglers (3.6) when advancing after an Assault.

9.7. Assault results

See Combat Results, in the Fire section of the rules (6.4, 6.5) with the following exceptions:

9.7.1. Artillery suffers twice the losses specified by a result. A one O hit combat result, for example, causes the artillery to suffer 2 O hits.

9.7.2. A "D" combat result causes artillery to Disrupt and suffer an O hit.

9.7.3. Artillery that attempts to take an O hit in lieu of the Disrupt takes the O hit first, then checks to see if it can take the Disrupt. If it succeeds, it suffers an additional O hit.

10. UNIT ACTION – BAYONET CHARGE

The bayonet had an important psychological effect on the battlefield, and a well-timed charge was often enough to break the morale of a surprised or weakened foe. A Charge combines Movement and Assault operations (in that order). A Charge enables a friendly stack to move adjacent to an enemy stack and then assault it during that same action. NOTE: a stack that begins a friendly Action segment adjacent to an enemy stack MAY NOT CHARGE (see 10.1.8).

10.1. Designating/Initiating Charge

10.1.1. Charges occur during a friendly Action segment. All charges must be designated before any friendly units conduct a single action. Once even one unit has conducted an Action then no charges may be initiated.

10.1.2. Only Infantry may charge.

10.1.3. At least two eligible units from a regiment must be stacked together to declare a charge. Ineligible units include:

- Reduced Units with 2 O hits;
- Units with a zero base fire factor.

10.1.4. Disrupted stacks may not charge.

10.1.5. One unit in a hex that has been designated for a charge in no way obligates units stacked with it to also charge. Those units may conduct other Actions, as the owning player sees fit as long as at least 2 units from a stack charge together.

10.1.6. Use charge markers to designate charging stacks.

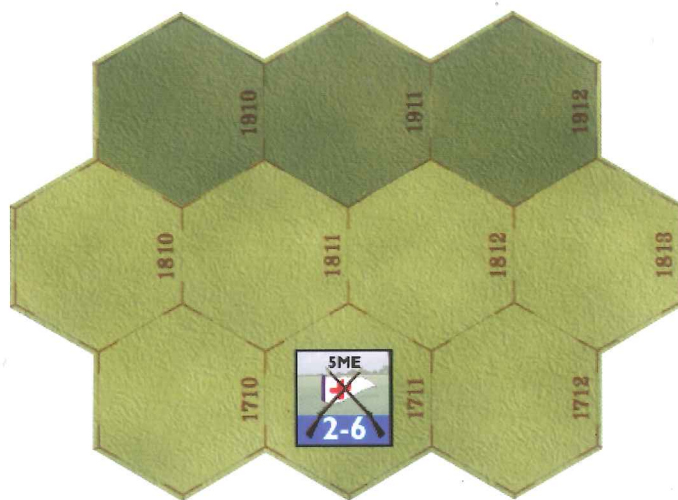
10.1.7. The owning player must designate a target, enemy occupied hex for the charging stack. This hex must be two hexes from the stack initiating the charge.

10.1.8. Stacks adjacent to an enemy stack at the beginning of a friendly Action segment may not declare a charge. They may assault normally, however.

10.1.9. Stacks in different hexes may designate the same target, but these charges must be resolved separately.

10.1.10. Stacks may not designate charges from, into, or through marsh or creek hexes.

10.1.11. A stack may only charge a hex to which it is faced at the beginning of that friendly Action Segment. In the example below, the Union stack may designate the dark grey hexes for a charge.



10.1.12. A unit may not change facing before declaring a charge.

10.1.13. Charging stacks have their morale increased by one. They do not also receive the assault morale bonus. The maximum morale bonus is one. See (12.5).

10.2. Charge Movement

When it moves, a charging stack must proceed in the most direct manner possible toward its target.

10.2.1. Units may not charge over friendly units. When they move, they must have a clear path to their target. Charging units that do not have a clear path may not charge. They must remain in place.

10.2.2. When a charging stack moves it must follow the “easiest path” to its target. Charging unit may not enter a woods hex when it could move into a clear (and perhaps more exposed) hex instead.

10.2.3. Charges may be resolved at any point in a friendly Action Segment, before or after other units conduct actions.

10.2.4. Charging units may be subject to both advance and pre-assault fire. Units firing at a charging unit receive a +1 line modification. This is in addition to the +1 modification for advance and/or pre-assault fire.

10.2.5. Charging units cannot suffer stragglers. There is no need to make a Straggle check for charging units.

10.3. Charge and Assault

Charging units that have moved adjacent to their target hex must assault. This assault occurs as soon as the charging unit comes adjacent to its target. Charging units receive a +1 fire line modification when assaulting. They lose this modification if disrupted at any time.

10.4. Charging a Non-Targeted Hex

10.4.1. Charging units that have had their target hex vacated by enemy units may charge any hex adjacent to its target if they

could have legally designated that hex as their target at the beginning of the segment. In this case it **MUST** charge that enemy unit or remain in place (10.5)

10.4.2. A charging stack that has lost its target because of 10.4.1 and which have no other eligible targets is free to move normally.

10.5. Remaining in Place

Units designated to charge may remain in place. However, they become automatically Disrupted (12.5).

10.6. Charges and Disruption

Units disrupted while charging must continue to charge. Only when they route will they break-off the charge.

10.6.1. Units disrupted while charging have their charge marker removed. They lose the +1 assault fire line bonus for Charging.

10.6.2. Non-reduced with less than 2 O hits may always take an O hit in lieu of a D combat result; they need not check morale when receiving this result.

10.6.3. Charge markers are removed at the end of a unit's move and it is automatically disrupted. Units that had been disrupted during the charge suffer no additional effect.

11. UNIT ACTION – REGROUP

A unit at Reduced or Full effectiveness may attempt recover 1 O hit by Regrouping.

11.1. General Rules

11.1.1. To Regroup a unit must be at least 3 hexes from the nearest enemy unit.

11.1.2. Each unit in a stack may attempt to regroup.

11.1.3. Only units with 2 O hits may attempt to regroup. Units with 1 O hit are not eligible to regroup.

11.1.4. Routed/Disrupted units may not Regroup.

11.1.5. Reduced units may NOT flip to their full strength side by regrouping.

11.2. Regroup Procedure

11.2.1. Roll a d10 and compare the roll to the regrouping unit's BASE MORALE.

11.2.2. Subtract 1 from the roll if stacked with a leader.

11.2.3. If the roll is less than or equal to the unit's base morale (modified by a leader, if applicable) the unit recovers 1 O hit.

12. RALLY AND MORALE

Units that are DISRUPTED or ROUTED need to be rallied to resume normal function. Consider units that are Disrupted or Routed to be Disorganized. A stack that checks morale is making a Disorganization Check regardless of whether it is in Good Order (not Disrupted or Routed), or whether it is already Disorganized. NOTE: The rules use the terms Disorganization Check and Morale Check interchangeably. Stacks check morale rather than individual units. Remember, for game purposes, a stack may consist of a single unit.

12.1. Calculating the Average Base Morale of a Stack

When checking for Stragglers (3.6) use a stack's Average Base Morale unmodified by O hits. An Average Base Morale is the sum of the base morales of each unit in a stack divided by the number of units in that stack. Round all fractions DOWN.

12.2. Calculating Average Modified Morale of a Stack

In some cases the rules reference a stack's AVERAGE MODIFIED MORALE. Calculate a stack's Modified Morale using this procedure.

12.2.1. Calculate the modified morale of each unit in a stack by subtracting any O hits a unit has suffered from its Base Morale. For example 2 units with a Base Morale of 5 are stacked in a hex. One unit has suffered an O hit. Its modified morale is 4 ($5-1=4$). The other is clean. Its modified morale is 5 ($5-0=5$). The Average Modified Morale of the stack is 4 ($((4+5=9)/2=4.5$, rounded to 4).

12.2.2. Now refer to the Morale Modifiers schedule on the Movement and Morale Reference. Amend the stacks Average Modified Morale appropriately. For example if the stack above contains a leader, add 1 to the Average Modified Morale of the stack. The stack would have an average modified morale of 5.

12.3. Unit Morale

Whenever a stack checks for Disorganization the player rolls a d10 and compares the number rolled to its average modified morale (12.2). If the number is less than or equal to its average modified morale, then it passes the check. If the number exceeds its average modified morale, the unit becomes Disorganized (Disrupted or Routed).

12.3.1. Generally, stacks in good order that fail a morale check become Disrupted.

12.3.2. Disrupted stacks that fail a morale check, Rout. However, see (12.4) below.

12.4. Artillery Morale Exceptions to (12.3)

The following morale rules apply to Artillery only.

12.4.1. Artillery that is disrupted and that fails a morale check routs if that check occurred during an assault, only. Artillery will never rout because of enemy non-assault fire.

12.4.2. Disrupted artillery that fails a morale check caused by enemy fire suffers an O hit instead of routing.

12.5. Morale Modifiers

See the Morale Modifiers Schedule on the Movement and Morale Reference.

12.6. Effects of Disruption

12.6.1. Disrupted units may not initiate an assault.

12.6.2. Disrupted units may defend in an assault with a -3 fire line modification.

12.6.3. Disrupted units may fire with a -3 fire line modification.

12.6.4. A disrupted stack receiving an additional D result suffers a 1 O hit loss instead (i.e., 1 O hit for the stack, not for every unit in the stack).

12.6.5. Disrupted small units that fail a morale check rout. However, see Artillery exceptions for other considerations (12.4).

12.6.6. Disrupted units have an MFZ of 1 hex.

12.7. Effects of Rout

12.7.1. Routed stacks may never fire, assault, or charge.

12.7.2. Routed stacks do not have a ZOC.

12.7.3. Routed stacks are always considered flanked for fire purposes.

12.7.4. When forced to check for Disorganization, they automatically rout, suffering an O hit.

12.7.5. Routing stacks moves 3 hexes towards a friendly board edge.

12.7.6. Routed Cavalry and Artillery may not move or rally in a Horse Segment. They may only attempt to recover morale or execute rout movement during an Action Segment.

12.8. Rally Procedure

To rally a stack, the player rolls a die and compares the die roll to its average modified morale (12.2). If the roll is equal to or less than the stack's average modified morale, it recovers organization. If the die roll exceeds its morale, it fails to recover from Disorganization. See the Morale and Movement Reference for Morale Modifiers.

12.8.1. Disorganized units stacked with appropriate leader need not roll a die. These units automatically rally.

12.8.2. Disrupted units that fail to Rally remain Disrupted. Stacks that are routed and that fail their rally check retreat 3 hexes towards a friendly board edge and remain routed.

12.8.3. A stack is never compelled to Rally. Routed units that choose not to rally, retreat as outlined below.

12.8.4. A stack of Routed units must retreat together.

12.8.5. IMPORTANT: A unit may never rally in the same segment it became disorganized (Routed or Disrupted).

12.8.6. Stacks may not rally in the same segment that they had executed Rout movement.

12.8.7. Routed stacks that fail to rally in an Action Segment suffer an O hit. Units that voluntarily fail to rally execute rout movement and suffer an O hit.

12.8.8. Routed units that recover do so directly to good order.

12.9. Retreat Priorities

A unit executes a retreat when it is ROUTED.

12.9.1. A stack must move 3 hexes following these priorities:

- Retreating stacks must move generally away from enemy units. They must keep the most distance possible between themselves and enemy units.
- They must move towards a friendly board edge. The given scenario determines friendly board edges. See the specific rules for each game.
- Retreating units may swerve around friendly units, but only if they conform to the priorities listed above.

12.9.2. Units unable to retreat, i.e. they are surrounded by enemy units, automatically surrender. Place these units in the DESTROYED UNITS pile, and count the remaining O hits as captured personnel.

12.9.3. Retreating units immediately stop on a friendly board edge, ceasing all movement that segment. These units have one more segment in which to rally.

12.9.4. Retreating units that begin a segment on a friendly board edge and that fail to rally rout off the board. Units that rout off the board may never be brought back into play. These units count for Victory Points as if they had been destroyed.

12.9.5. For every EZOC a unit or stack retreats out of after the first one, it suffers an additional O hit. For this purpose, an EZOC exerted by more than one unit counts as a single EZOC. A unit or stack can never suffer more than 1 O hit for retreating out of a given hex. O hits lost in this manner should be considered captured.

12.9.6. Units may never end a retreat in an EZOC. Retreat them an additional hex, or more if necessary.

12.9.7. Retreating units that enter a hex containing disorganized units routs those units; immediately retreat them three hexes.

12.9.8. Retreating units that enter a hex containing friendly units in good order causes those units to be Disrupted.

12.9.9. When a stack ends a retreat over-stacked in a hex, retreat that stack an additional hex and give it an O hit. Overstacking does not occur if the hex retreated into contains Disrupted units. These unit would immediately rout so the original routing unit would not have to retreat the additional hex.

12.9.10. A stack may retreat more than once a segment. It is certainly possible for a unit to retreat 6 or more hexes a given segment! A unit or stack that is forced to retreat more than once in a segment suffers an O hit each additional time it retreats

12.9.11. The owning player always decides how to retreat his units in anomalous situations.

13. CREDITS:

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SCENARIOS

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One Small Step

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1. ROSEY AND THE WOODPECKER

1.1. Historical Commentary

The year 1862 bore the high tide of the Confederacy. For the first and last time in the war the Confederates launched a coordinated invasion of the north. In the east, Robert E. Lee's incursion into Maryland created a spasm of panic in Washington, while in the west Braxton Bragg sidestepped Federal opposition and drove hard into Kentucky. Meanwhile in Mississippi, Rebel general Earl Van Dorn had ideas of his own. Not content with merely diverting U.S. Grant's attention from the main show, he ordered Sterling Price and his much-needed forces to concentrate under Van Dorn's command. Together they would run the Mississippi in a "St. Louis and Huzzah!" offensive that would terminate the Union.

Price, however, demurred. Formally, under Bragg's command, his last direction was to harry the Federals in northern Mississippi. So instead of joining Van Dorn, Price requested that the latter join him. A chagrined Van Dorn appealed directly to the government to confirm his authority. By the time President Davis responded in the positive, it was too late. Price had already struck towards Iuka, the anchor of Grant's line along the Memphis & Charleston Railroad.

Price's 15,000 men scattered the Yankee garrison there, burned Iuka's cotton stores and appropriated the remaining supplies. But now, he hesitated. With orders from Bragg to move into Tennessee, he received word that Grant had not remained idle. Indeed, The Yankee commander had dispatched 2 divisions, about 9,000 men, under William Rosecrans directly into the Rebel's southern flank. Furthermore, Grant directed another two divisions under E.O.C. Ord to come at Price from the north, passing through Corinth. Compounding Price's dilemma, a courier appeared with orders for him to join Van Dorn's expedition. Price shrugged and stayed put. He was unsure exactly what his new senior intended and was unwilling to be caught strung out along a road between two divisions converging upon him from opposite directions.

As he traced the progress of his army, Grant envisaged nothing less than Price's complete destruction. Rosecrans was not so sure. "Price is an old woodpecker," Rosey lamented to a subordinate, indicating that the Rebel general would be a difficult bird to bag.

September 17th composed scenes of high drama. In the east, Lee defied all logic, set his back against Potomac, and squared off against McClellan near Sharpsburg. In the west, Bragg's momentum seemed irresistible as he received the surrender of Munfordville, Kentucky. Further south, Grant's forces moved within striking distance of Iuka. His maneuvers seemed to predict the battle of annihilation two days hence.

Early on the 19th Grant's calculations faltered when he received a dispatch indicating that Rosey's division was at least 12 hours behind schedule. Ord, who had advance to within 4 miles of Iuka, received orders not to assault until hearing the guns of his partner. Despite the delay, Grant was not entirely discontent. The Old Woodpecker had done exactly as the Yankee wanted; he had concentrated his whole force against Ord leaving his southern

flank in the air. All that was left was for Rosecrans to roll Price's exposed wing.

It was nearly 2 o'clock before Rosecrans engaged the gray cavalry pickets deployed across the Jacinto Road. Fortune blew ill for the Federals this day. A stiff breeze meeting the face of the Yankees mitigated the booming of their artillery and Ord never heard the attack. Rosecrans was on his own.

Noting Ord's inaction, Price turned one, and then a second brigade towards the blue assault. In the lead was Hebert's Brigade from Little's Division. As the Yankee troops from Sanborn's Brigade (Hamilton's Division) deployed across a ridge, Hebert gave the order to fix bayonets. Over 8,000 Confederate and Federal soldiers massed in a ½-mile stretch of woods and rolling farmland. Into a brush-choked ravine the rebels charged, screeching all the way. Musketry flamed from the Yankee position as the 6 guns from the 11th Ohio rattled up in support. Bloody load after bloody load of canister raked the lines of the Texans and Arkansans sent up to capture the battery. Finally, on the fifth charge, the Rebels had their way inflicting the severest loss on any battery of the war.

But now fortune turned on the Rebels. Throughout Hebert's assault, Price and Little conferred on horseback anxiously observing the battle. When Price stretched out his arm to gesture after the Rebel success, a minie ball passed under it striking Little in the head. The officer was dead before he hit the ground.

The taut Rebel attack suddenly slackened as command of the division passed to Hebert. The respite, brief though it was, gave the Yankees the precious minutes they needed. Sullivan's second brigade had finally arrived, banging up the road and into the exhausted Rebels. Nighttime brought the fighting to a sputtering, inconclusive end.

The next morning Ord and Rosecrans finally initiated the grand convergence envisioned by Grant. But they joined upon emptiness. Price had packed his wagons the previous night and was long gone, down a road Rosecrans had left unguarded. The old bird had indeed flown, complete with all his spoils. A few weeks hence Rosey and the Woodpecker would meet again, at a railroad town called Corinth.

1.2. Deployment and Orders of Appearance

Begin the game on the first USA Action segment of 2:30. The game concludes on the last CSA Action Segment of the 7:30 turn. The southern board edge is friendly to the USA player and the northern board edge is friendly to the CSA player.

CSA Deployment: 2nd AR Cavalry, on or within 1 hex north of Rix's Farm (inclusive)

USA Deployment: 3rd MI Cavalry, southern board edge on the Jacinto Road

1.2.1. Orders of Appearance.

1.2.1.1. All units must appear in the order specified, except for

Leaders who may be stacked with any scheduled unit.

1.2.1.2. CSA Reinforcements enter anywhere on the NORTH-ERN BOARD EDGE in the segment specified.

1.2.1.3. USA Reinforcements enter on the SOUTHERN BOARD EDGE on the JACINTO ROAD in segment (g). If a CSA unit controls this hex (either by occupation or by EZoC unoccupied by a USA unit), then the USA reinforcement enters game segment (m) of the turn of arrival on the southern board edge between Mill and Jacinto road (inclusive).

1.2.2. USA Order of Appearance.

2:30 PM (from Sanborn's Brigade)

Sanborn (Leader)

Hamilton (Leader)

5th IA

26th MO

11th OH Artillery

3:00 PM (from Sanborn's Brigade)

48th IN

4th MN

16th IA

4:00 PM (from Sullivan's Brigade)

Sullivan (Leader)

Rosecrans (Leader)

10th IA

80th OH

4:30 PM (from Sullivan's Brigade)

17th IA

10th MO

12th WS Artillery

6:00 PM

Mower (Leader)

Mower's Brigade, all units any order

2nd IA Artillery (trails brigade)

1.1.3. CSA Order of Appearance.

2:30 PM, segment (n):

3rd TX (from Hebert's BG)

Clark's Artillery

Hebert (Leader)

3:00 PM, segment (f) (from Hebert's BG):

1st TX

3rd LA

14th AR

17th AR

40th MS

Little (Leader)

3:00 PM, segment (n):

All of Martin's Brigade, in any order

St. Louis Artillery (trails brigade)

Martin (Leader)

Price (Leader)

5:00 PM, segment (d):

2nd MO Cavalry

1.3. Victory Conditions

Both players must control all Victory Indicated hexes. These are denoted by red stars in their centers. Any other result is a draw.

1.4. Night turns

1.4.1. Night turns begin on the 6:30 PM turn. Night turns are noted by an asterisk(*).

1.4.2. Decrease the fire line for all fire (not assault) attacks by one (-1) on a night turn.

1.4.3. Assault is not effected by night turns.

1.5. Terrain exceptions in Rosey

1.5.1. There are no RR embankment hexes in this scenario

1.5.2. There are no Abatis hexes in this scenario.

1.5.3. Units of either side are eligible to utilize fence hexes.

1.5.4. Iuka

1.5.4.1. Treat Iuka hexes as woods.

1.5.4.2. Treat road/rr hexes in Iuka as clear terrain when the moving units move along roads or railroads.

1.6. Cavalry Command

1.6.1. CSA Cavalry is in command until the turn after Price arrives. Thereafter it is in command if within 5 hexes of Price or Little.

1.6.2. USA Cavalry is in command on turn 1. On turn 2 and after it is in command if within 5 hexes of Hamilton (Division commander) or Rosecrans (Army commander)

1.7. Hints on Play

The victory conditions are direct and brutally simple. To win, both sides must control all Victory Indicated (Red Star hexes) on the map. Any other result is a draw. Historically, the battle was a draw, though for the Woodpecker that was good enough. Simply staving off defeat assured Price of another day to fight. Considering the odds, that was pretty much all he wanted anyway. This is a game however, and fighting for a draw is not satisfying for either player. Hence, both sides must be aggressive in pursuit of their goals. Simply sitting back in a defense may not lose you the game, but it certainly won't win it for you either.

As the CSA player, you must hit early and hard before Yankee numbers begin to tell. You start with a slight edge in both numbers and troop quality. Your artillery is at an advantage as well. Block the Jacinto road with your cavalry, contesting every hex you can. Get the infantry up quickly, deploy and go, go, go. Resist the impulse to keep that second brigade in reserve. Pour everything you've got against the graveyard and the heights just to

the north. The more ground you can gain the more restricted your opponent will be. He may eventually get the numbers against you, but how to deploy his units without stumbling all over himself will be a major pain for him.

To be the USA player in this game is to flirt with frustration if not outright disaster. Your numbers are decent, but your opponent has the momentum. Your first task will be to secure the hill just north of the graveyard. That done you'll be able to deploy your artillery. But coming down the hill against the Rebel's artillery position will be a dirty task indeed. Both flanks hold some promise, but moving through those woods hexes begs losses from stragglers. This will be unavoidable, since simply pounding straight up the road constricts your freedom of maneuver; there will be too many units in too small a space. Try to spread out and hope your opponent waters down his center to follow you. By the time the third brigade arrives, you may well carry the central objectives almost by default.

2. OLD BURN AT NEWBERN

2.1. Historical Commentary

ROOT HOG OR DIE, Nq. 5

Written on board U. S. Gunboat Com. Barney, after the battle at Newbern

By a Blue Jacket

Come listen to my story, and a good, one I'll relate,
 Bout the Burnside Expedition, in North Carolina State;
 We've whipped the southern chivalry, and blowed their forts
 sky high,
 Colonel Hawkins and his red caps made 'em sing Root Hog
 or Die.
 First at Roanoke, when we hove in sight,
 The Rebels thought they'd have us sure, before the ensuing
 night;
 But Wise he was mistaken, an Floyd he heaved a sigh,
 And left like hell for Norfolk, singing Root Hog or Die.
 Then we went up to a city, Elizabeth by name,
 The rebels thought to whip us there, but didn't know our
 game;
 The Perry, run the sea-bird, And the rest they tried to fly,
 But only one reached Norfolk, singing Root Hog or Die.
 At Newbern shortly after, the river being chuck.
 Full of Torpedoes and fired machines, to blow the Yankees
 up;
 They thought they'd surely whip us there, but found out
 'twas all my eye,
 When Burnside nailed 'em in the rear, singing Root Hog or
 Die.
 Oh, they fought about two hours, and then they turned and
 run,
 And some of the forts on the River, they left without firing
 a gun;
 Oh they left in such a hurry that they could not say good-bye,
 To the girls they left behind 'em singing Root Hog or Die.

Now we are safely moored at Newbern, and I guess we are
 going to stay,
 'Till we take a trip to Raleigh, there's some rebels there they
 say;
 We'll show 'em another Yankee trick, or show 'em how to
 die,
 They'll find, that we are in earnest now, singing Root Hog
 or Die.

Despite his failings, Major General George B. McClellan at least provisioned the Union effort of 1862 with a coherent strategy. Not unlike U.S. Grant, his successor 2 years later, Little Mac determined to suppress the Confederacy by a multi-spoked offensive, a grand wheel whose axis was his own Army of the Potomac. In the Shenandoah Valley, the trio of Banks, Fremont, and Milroy would force the Rebs from Virginia's breadbasket, then strike east towards Richmond. While screening Washington, Irvin McDowell's division would snarl at the Rebel capital from the north as McClellan, adding bite to the Yankee bark, drove the Virginia Peninsula. Simultaneously, Ambrose E. Burnside, "Old Burn" to his equals, would descend the North Carolina coast and run inland to sever Richmond's main supply and communication line with Georgia and the Carolinas. Thus, the Confederate capital would face a choir of threats from four directions: North, south, east, and west.

Burnside divided his "Coast Division" of 15,000 men into three brigades led by John G. Foster, Jesse Reno, and John G. Parke. In early February 1862, he burst through the gate of Albemarle Sound at Roanoke. After a sharp little fight, his force swept through the Sound and headed towards Newbern at the confluence of the Trent and Neuse Rivers. Control of this town provided a logistical base for his final objective, Richmond's lifeline along the Wilmington & Weldon Railroad. About 4,000 Rebels under the command of Lawrence Branch countered the Yankee threat.

Branch's line was a strong one, anchored on the left by Fort Thompson, a sand and dirt redoubt facing the Neuse, and on the right by the embankment of the Atlantic & North Carolina Railroad. Recently erected Abatis also buttressed his line. Behind this line, Confederate rifles could sweep the road before it with a gruesome fire. Beyond the railroad, behind the marshy Bullen's Branch, he deployed the 26th NC infantry, some independent units, a section of artillery, and a couple companies of the 2nd NC cavalry.

On the drizzly morning of March 14, Foster's brigade engaged the main Confederate line in a firefight. While this attack preoccupied Branch, Reno's brigade moved north along the railroad and struck a battalion of North Carolina militia. The rookies broke almost immediately against Reno's veterans. However, the flanking fire of the 26th NC stalled his advance and forced him to bolster his threatened wing.

To mend the breach in his center, Branch began pulling units from his own left. Noting the adjustment, Parke's Brigade mounted their bayonets and swept toward Confederate works. In a single bound, they clubbed their way across the Abatis. The shock of the attack rattled the Rebels and they began a slow, fighting with-

drawal. Now Foster added his weight to the assault. This new threat hurried the Confederate retreat as Branch determined to form his line at Newbern.

But it was not to be. The bombardment of Union gunboats further shook his haggard line and he had to abandon Newbern without a fight. It was Old Burn's best day of the war, and the Union had a promising new star.

Unfortunately for the Federals, McClellan's other expeditions hardly fared as well. Stonewall Jackson's Foot Cavalry humiliated the three generals facing them each in their turn. The advance of the Army of the Potomac, meanwhile, stalled at Seven Pines. Another week of fighting forced a Union retreat. Lincoln implored Burnside to abandon his offensive and lend support to a thoroughly whipped McClellan.

Burnside's North Carolina campaign, though not as successful as hoped, still bore important strategic benefits. Newbern would remain in Union hands for the balance of the war, a thorn in the Confederate side. Over the next 2 years the Confederates mounted three unsuccessful operations to recapture the city, further stretching the thin Southern resources.

At a more dramatic level, Burnside received national applause for his efforts. The laurels so won eventually vaulted him to the command of the Army of the Potomac, a command that would have tragic and near-disastrous consequences only a year later.

2.2. Game Length

2.2.1. The USA player is player one.

2.2.2. Begin the game on the first USA Action Segment (segment g) of the 8:45 AM game turn. On turn 1 only, skip segments a-f.

2.2.3. The game ends no later than the last CSA Action Segment (segment n) of the 5 PM game turn.

2.2.4. The game may, and usually will, end sooner, based upon the Victory Conditions or if one player concedes.

2.3. Deployment

2.3.1. The southern board edge is friendly to the USA player, and the northern edge to the CSA player.

2.3.2. USA Set Up. Units may face any direction.

The following units start 5 hexes from the southern board edge, east of the Atlantic/North Carolina RR (set up hexes marked with blue circles, all hexes must contain at least one unit):

- Foster (leader)
- Navy artillery
- 23, 24, 25, 27 MA; 10 CT (Foster's Brigade)

Parke's Brigade (set up hexes are indicated on the map):

- 11 CT, Parke (leader): Beaufort Road, 4 hexes from the southern board edge.
- 4 RI: Beaufort Road, 3 hexes from the southern board edge.
- 8 CT: Beaufort Road, 2 hexes from the southern board edge.
- 5 RI: Beaufort Road, 1 hex from the southern board edge.

Reno's Brigade (set up hexes are indicated on the map):

- 21 MA, Reno (leader): Atlantic & NC RR, 4 hexes from the southern board edge.
- 51 NY: Atlantic & NC RR, 3 hexes from the southern board edge.
- 9 NJ: Atlantic & NC RR, 2 hexes from the southern board edge.
- 51 PA: Atlantic & NC RR, 1 hex from the southern board edge.

2.3.3. CSA Set Up. Units may face any direction.

The following set up hexes are indicated on the map

- New Bern Artillery: Beaufort Road, on the northern board edge
- 1 unit, 2 NC Cavalry : the intersection of Beaufort Road and the Atlantic/North Carolina RR
- 33 NC; Branch (leader): the intersection of Blind Road and the Atlantic/North Carolina RR
- 26 NC: the high side of the slope hexes south of Blind Road, north of Bullen's Branch
- Militia Infantry: Atlantic/North Carolina RR, one hex north of the Fort Thompson Road (NOT Fort Thompson itself)

The following units deploy immediately behind the western Abatis (set up hexes marked with red triangles):

- 1 unit, 2 NC Cavalry
- Independent infantry
- 1 unit, Brem artillery

The following units deploy immediately behind eastern Abatis (set up hexes marked with red squares and must contain at least one unit):

- 2 units, Brem artillery
- Latham artillery
- 7, 27, 35, 37 NC

2.4. Orders of Appearance

2.4.1. USA Reinforcements. All reinforcements enter the first USA Action Segment of the specified turn.

8:45 AM: 53 NY (Parke's Brigade), Burnside (Leader), southern board edge, Beaufort Road

9:30 AM: 1 NY Artillery, southern board edge, Beaufort Road

10:15 AM: F/1 RI Artillery, southern board edge, Atlantic & NC RR.

2.4.2. CSA Reinforcements

12:30 PM: 28 NC anywhere on the northern board edge

2.5. Victory Conditions

The USA objective is to drive up the Atlantic & North Carolina Railroad and the Beaufort Road. The game ends either after the last CSA Action Segment of the either 5:00 PM turn, or the turn in which the USA player has captured the 2 hexes of the Beaufort Road and the A&NC RR exiting the northern board edge. Collectively, these hexes are OBJECTIVE hexes and are marked with red stars. The earlier the USA player captures these hexes the more he is likely to achieve a victory. Contrarily, the CSA player wins the game by delaying or denying the capture of these hexes. The relative losses suffered by each side also factors into the level of victory. NOTE: To be counted, the USA player must be able to trace a line clear of enemy units or EZoC unoccupied by friendly units from the objective hexes along the Beaufort Road or RR units along their entire length leading to the southern board edge.

Only the USA player receives victory points (VPs). Award the USA player VPs according to the following schedule:

- Capture of objective hexes before 12 PM: 30 VPs
- Capture of objective hexes before 1 PM: 20 VPs
- Capture of objective hexes before 2 PM: 10 VPs
- Capture of objective hexes after 2 PM: 5 VPs
- Award the USA player 2 points for each CSA unit at reduced effectiveness at the end of the game.
- Award the USA player 3 points for each destroyed CSA unit at the end of the game.
- Subtract 3 VPs from the USA total for each friendly unit at reduced effectiveness at the end of the game.
- Subtract 5 VPs from the USA total for each friendly destroyed unit as the end of the game.

The level of Victory is determined by how the number of VPs accrued by the USA player at the end of the game.

- USA has 40 or more VPs – USA Decisive Victory (the historical result)
- USA has 30-39 VPs – Marginal USA Victory
- USA has 19-29 VPs – Draw
- USA has 1-18 VPs – CSA Marginal Victory
- USA has 0 or fewer VPs – CSA Decisive Victory

2.6. USA Leadership

2.6.1. Burnside acts as both a Divisional and Army leader. All other USA leaders are brigade leaders.

2.6.2. Burnside may only command units if he starts the segment on or adjacent to the RR, the Beaufort Road, or is on/adjacent to any road that leads to the RR or the Beaufort Road. That path must be free of enemy units and their Zones of Control. Burnside may rally any unit with which he is stacked regardless of his proximity to the RR and the Beaufort road.

2.7. CSA Leadership

2.7.1. The CSA has only 1 leader, Branch. Although an Army Leader Branch does have a command radius. He acts as both an army and a brigade leader.

2.7.2. Branch has a command radius of 5. He may command any CSA unit within 5 hexes of him. The normal rules for tracing a CR apply.

2.7.3. If incapacitated, replace Branch one time using the normal leader replacement procedure (the CSA player gets a muligan). Remove Branch from play when incapacitated a second time.

2.8. CSA Fieldworks

Several Fieldworks appear on the map. These represent earthen forts buttressed (on the shore side) with artillery. They had a negligible effect on the battle but can be a nuisance to the USA Player.

2.8.1. The hexes containing Fort Dixie, Fort Thompson, Fort Ellis, and the 2 Gun Battery may not be entered by either player.

2.8.2. The unfinished batteries have no effect on play.

2.8.3. Fieldworks may never be the subject of fire.

2.8.4. Fieldworks, except for the unfinished batteries, DO have an EZOC.

2.8.5. Fort Thompson

2.8.5.1. Fort Thompson has a base fire factor of 2.

2.8.5.2. Fort Thompson has a range of 2 hexes.

2.8.5.3. Fort Thompson has an MFZ of 1.

2.8.6. Fort Ellis/2Gun Battery

2.8.6.1. Fort Ellis has a base fire factor of 1. The 2 Gun Battery has a base fire factor of 0.

2.8.6.2. Each has a range and MFZ of 1 hex.

2.9. Railroad Embankment.

2.9.1. Treat all RR embankment hexes as ELEVATIONS (the high side of slopes) when sighting into non-embankment hexes.

2.9.2. Artillery may only enter/exit a RR embankment hex from a road or other RR embankment hex.

2.9.3. RR embankments obstruct the LoS between non-elevation hexes if that LoS passes through an embankment hex..

2.10. CSA Abatis

2.10.1. Only the CSA player receives the benefits of Abatis hex sides.

2.10.2. CSA units directly behind an Abatis and whose fire passes through that hexside receive a +1 benefit. This is in effect for small-arms fire, only. Assault fire is not affected.

2.10.3. CSA units directly behind an Abatis receive a +1 morale modifier for all Disorganization (NOT straggler) checks except during an Assault.

2.10.4. USA units firing through an Abatis hexside at a unit directly behind that Abatis suffer a -1 fire line modifier for all fire attacks (not Assault).

2.10.5. CSA units behind an Abatis and sighting through an Abatis have an MFZ of two hexes unless Disrupted.

2.10.6. Again, exceptions to the above are:

- CSA units DO NOT receive the +1 morale advantage during an Assault/Charge
- CSA units firing through an Abatis hexside DO NOT receive the +1 fire advantage during an Assault/Charge.
- USA units Assaulting/Charging through an Abatis hexside DO NOT suffer a -1 fire penalty for firing through that Abatis.

2.10.7. NOTE: There are no fence hexes on the map.

2.11. Hints on Play

History notwithstanding, the game's objective challenges the Yankee player's nerves and ingenuity. That Old Burn achieved a decisive victory was due in large measure to the collapse of Rebel morale. Short of incredible Union luck, this won't happen in the game. With brilliant play, and the help of lady fortune, a decisive Federal victory is possible. With average luck and merely competent execution, a marginal Blue victory is the more reasonable expectation.

But even that prospect bears no guarantee. The Fort Thompson line (the Abatis skirting the road from the railroad embankment and east) begs a Union debacle. The Yankee player can test this line with a headlong rush, but he probably won't do so more than once. Indeed, the designer welcomes the player to try; the experience should engender respect for canister and musketry delivered from a prepared position.

Sounder USA tactics are to stage a regiment or two facing that line but out of the Rebel's line of sight. This will lock some gray units in place by default. Perhaps engage the line in a firefight. But to be successful you may need to be lucky or at least not unlucky.

Sprint the leading regiments of Reno up the RR embankment. Hit the Militia hard; driving them away exposes the Abatis to enfilading fire (this is what happened historically too). Use elements of Foster's brigade to engage the Abatis nearest the embankment.

Now probe the Rebel center (the RR embankment and immediately west), again with Reno. Get across the marshes and poke the 26 NC on the slopes as quickly as possible.

Send one brigade (Parke's is the only one left if you follow the thread above) to engage the extreme Confederate right (the WESTERN Abatis). This is tough going so expect to straggle. Once you're in place, however, the Rebs have to react. I think that this movement is the only way to prohibit a gray concentration near the RR. If the butternuts coalesce in the center, the Yanks are dead meat: the blue player has no room to maneuver or to bring his superior numbers to bear.

CSA tactics are largely determined by the direction of Federal attacks. Send the Newbern artillery straight up the RR. The cavalry should probably head off to the right. The gray player should try to maintain a reserve with which to deliver local counter-attacks. A well-timed charge may be enough to blunt the point of any blue assault. Try to do this two or three times in a game. You could lose the assigned units, but the delay and consternation you cause may be worth the cost. This game is very much a battle of nerves. The USA player has the preponderance of numbers, but his advance will inevitably expose the flanks of his lead units. Play on that weakness, make him gulp and sweat a little bit each time he assaults your line. You may lose many units, but if can keep him off the objective hexes past 2 PM or so, you've probably won the game.

3. STEPHENSON'S DEPOT

Lee's Little Thermopylae

3.1. Historical Commentary

June 15th, 1863. The battle of Winchester and its immediate aftermath were perhaps Richard Ewell's best days of the war. By all appearances, Lee's new corps commander had all the spring and drive of Stonewall Jackson, killed earlier that spring at Chancellorsville.

Ewell's command made the vanguard of Lee's drive down the Shenandoah Valley towards the verdant fields of Pennsylvania. Like a remembrance of Jackson's old foot cavalry, Ewell departed Culpepper Court House on June 10th. Leading a hard 50 mile march in a buggy (he had lost a leg at Groveton during the 2nd Manassas Campaign) he approached Winchester just two days later. The roughly 8,000 man garrison of Yankee general Robert Milroy blocked the Rebel's way.

It was against all orders that Milroy held the town. Repeatedly ordered to retreat to Harper's Ferry and avoid a general engagement, Milroy would have none of that. He controlled all the superior terrain, he believed, and could surely repel any raid sent his way. Little did he know that the 12,000 men of Jubal Early's and Edward "Allegheny" Johnson's divisions were about to descend upon him from two directions.

After two days of skirmishing, the battle began in earnest on the 14th. The Rebel assault pushed him off the hills commanding Winchester and into the town. At last it dawned on Milroy what

he was up against. That evening, he determined to spike his artillery and beat a belated retreat towards Harper's Ferry.

In a maneuver that rivaled any by his predecessor, Ewell divided his command. Leaving Early in Milroy's front, he sent Johnson on a looping march to cut the Federal retreat along the Martinsburg Pike. Milroy, meanwhile, thought to steal time. Beginning around 1 AM on the 15th, he began his retreat up that same thoroughfare. His artillery along with his sick and wounded he abandoned, all to the fury of his men.

Johnson intercepted the Federals just southwest of Stephenson's Depot at the intersection of the Pike and Harper's Ferry Road. With their only direct route cut, the Federals had no choice but to deploy and try to bash their way through. In an operational twist, the Rebels had placed the Yankees on the strategic defensive while forcing them to assume the tactical offensive. This dilemma would cost the Federals dearly in the coming hours.

Elliot's Brigade led the Federals way, forming a line of battle in the woods between the Pike and Winchester & Potomac Railroad. They were faced by three regiments of Stuart's brigade aligned behind a stonewall along the railroad. To Stuart's left formed the Louisiana brigade of Francis Nicholls. They deployed in the open, but also along the railroad and stonewall. A single rebel cannon held the center of the line, dropping trail on a railroad trestle.

Elliot did little more than probe Stuart's line as he was hesitant to bring on a fight without supports. He did not have long to wait. A second brigade of northerners soon arrived, commanded by Colonel Ely. They pounded hard up the pike, quickly deployed, and soon fully engaged with the Louisianans.

Two successive charges battered the Rebel left and center. At the second charge, the Federal right nearly turned the flank of Nicholl's brigade, threatening his rear. Amid the boom and smoke, the Louisianans deftly pivoted and blunted the Yankee drive. But the maneuver had its cost, as the bulk of the Confederate artillery dropped trail in support. This left the single gun on the trestle to fend for itself.

A third time the Federals came on, fully a thousand this time. This single gun on the trestle barely contained the surge, as double shots of canister shredded the blue lines. Yet for the Confederates, the situation was perilous indeed. This last charge emptied the gun's caisson, while on its left the infantry's ammo pouches were almost bare. Could they survive a 4th onslaught? Johnson's glanced longingly behind him for some sign of deliverance.

It came at last, in the form of the old Stonewall Brigade. Like the foot cavalry of old, it barged into the Yankee front. Two of its largest regiments swung right to the pike, pivoted, and crashed headlong into the exposed Federal flank. It was Chancellorsville all over again.

Milroy now found his road cut, with any hope of making Harper's Ferry rapidly dissipating. He ordered his brigades to pull back, but many of his boys, now surrounded by whooping Virginians, simply melted. One last opportunity remained to salvage victory:

McReynolds's newly arrived brigade sat squarely on the Rebel left. One last charge might yet work.

It was over barely after it started. The Yankee's ran into the teeth of the Confederate artillery, and their lines turned into a bloody, squirming mess. Milroy's command disintegrated, as each soldier fled north, or west, or anywhere they could good to get away. Blue losses were staggering: about 50% of the numbers engaged, with the bulk of those captured. "Allegheny" himself captured 30 Yankees.

This one daring escapade seemed to remake Lee's "right arm." It was, the Confederate commander marveled not long afterward, the "Thermopylae of my campaign."

3.2. Game Length

3.2.1. Begin the game on the first CSA Action Segment (segment f) of the 5 AM game turn.

3.2.2. The game ends no later than the last CSA Action Segment (segment n) of the 1 PM game turn.

3.2.3. The game may, and usually will, end sooner, based upon the Victory Conditions or if one player concedes.

3.2.4. The western board edge is friendly to the USA player. The eastern board edge is friendly to the CSA player.

3.3. Deployment

3.3.1. USA Set Up

- 12th PA, hex 0312
- 110th OH, Elliot and Milroy (leaders), hex 0313
- 122nd OH, hex 0314

3.3.2. CSA Set Up

- 3rd NC, Johnson & Stuart (Leaders), 1506
- 1st NC, 1605
- 10VA, 1705
- 1 MD Artillery, 2 x 1-7, 1804
- 1 MD Artillery, 3 x 2-7, 1904

3.4. Orders of Appearance

All reinforcements enter during the first friendly action segment of the specified turn.

3.4.1. USA Reinforcements

Turn 1 (5:00 AM), 116 OH, 123 OH, at blue star (0314)
 Turn 2, 5:30 AM, Ely's Brigade (all units), at blue star
 Turn 4, 6:30 AM, McReynold's Brigade all units between
 RR and Easter, inclusive

3.4.2. CSA Reinforcements

Turn 1, 5:00 AM, Nicholl's Brigade, all units, at red star
 Turn 6, 7:30 AM, Walker's Brigade, all units at red star

3.5. Victory Conditions

The USA player wins by occupying the RR trestle hex and all adjacent hexes and maintaining the Mumaburg Pike free of enemy units or zones of control.

The CSA player wins by occupying the RR trestle hex and all adjacent hexes and having at least one un-routed unit occupy any Mumaburg Pike hex.

Any other result is a draw.

3.6. USA Leadership

3.6.1. Milroy is the USA Divisional commander in this game.

3.6.2. A USA combat unit must be within the command radius of a leader who in turn is in command.

3.6.3. A USA brigade leader is in command if:

- He is on or adjacent to a road, railroad, or trail that leads to hex 0314 (blue star). This path must be free of enemy units or their ZoC unoccupied by a friendly unit. OR
- He is within the command radius of Milroy who in turn is on or adjacent to a road, railroad, or trail that leads to hex 0314 (blue star). This path must be free of enemy units or their ZoC unoccupied by a friendly unit.

3.6.4. Milroy may directly command any combat unit with which he is stacked, Milroy directly commanding combat units may not place his brigadiers also in command, these methods are exclusive and he may do one or the other. To command units in this manner does not require him to be on or adjacent to a road, railroad, or trail.

3.7. CSA Leadership

3.7.1. Johnson is the CSA Divisional commander in this game.

3.7.2. A CSA combat unit must be within the command radius of a leader who in turn is in command. Alternately, he may be within the command radius of Johnson.

3.7.3. A CSA brigade leader is in command if:

- He is on or adjacent to a road, railroad, or trail that leads to hex 1904 (red star). This path must be free of enemy units or their ZoC unoccupied by a friendly unit. OR
- He is the command radius of Johnson. Johnson does NOT have to be on or adjacent to a road, railroad, or trail leading to 1904.

3.8. Artillery Movement Restrictions

3.8.1. Artillery may only cross a stream at a thoroughfare.

3.8.2. Artillery may not cross stonewalls except along a thoroughfare.

3.8.3. Artillery may only enter a trestle hex from a connecting thoroughfare.

3.8.4. Artillery changing elevation levels must immediately stop; they may move no further that segment

3.9. Hints on Play

Union Player. Time affords you little room for caution, and you'll probably have to decide early on where to demark your offense and defense. An attack along the whole line is simply not "practicable." Carter's Woods seems the sensible place to put a holding force. This possibly includes Ely's cavalry (it's no good for anything else), and perhaps another regiment. How far you want to penetrate depends upon your sensitivity to straggling. Still, if you face an aggressive opponent, you might well expect a Rebel surge against your line. If nothing comes, so much the better, and maybe you can siphon off some units for the show-down to your right. At any rate, the trestle seems the natural demarcation between where you fight and where you simply skirmish. Push forward as best you can, because your other flank needs all the help you can muster.

More than likely, Ely is your hammer. His fair to middling morale may not bear a firefight, so you'll probably want to close with, and attempt to lap, the Rebel left. Expect at least some of the Rebel artillery to swing that way.

To win, you'll need to get astride the railroad and push forward from there. McReynolds will be of assistance for this. Stretch the Rebel flank, and if you can divert Walker's Brigade into the maelstrom, you will be close to victory or at least a draw, which itself is a victory of sorts.

Rebel Player. It's hard not to go with the historical flow, as Steuart takes the right, and Nicholls' Tigers, the left. Your morale out-classes the Yankees, so why not use it?

Tempting is Carter's Woods. You need the Martinsburg Pike, and that Yankee cavalry, or whatever is there, lures you forward. Careful! You have to hold the trestle, too, and if the Yankee turns your left, your right may well become incommunicado. On the other hand, what better way to blunt an attack, but with an attack yourself? Besides, toying with Yankee nerve fills your pockets with fun, and if you break him, it will surely be here. Your left is nothing but a stalemate, after all.

And then Walker comes. Unless the Yankee right is completely broken, resist the mop-up of Ely or the fruitless bruising of McReynolds. Victory picnics on the pike and its front lawn, the Trestle. As long as your left holds, Walker is Bishop, Knight, and Rook, all in one (even better than a Queen). What Rebel ever settled for a draw, anyway?

4. SMASH 'EM UP!

or Grant Gets a Close Shave in Missouri

4.1. Historical Commentary

Grant's objective, that fine November morning in 1861 when he embarked to his transports, was unclear, perhaps even to him. John C. Fremont, the legendary (at least in that officer's mind) Pathfinder, and Grant's CO, had certainly ordered him to demonstrate before the Rebels encamped near Columbus, Kentucky. However, there were constraints on Grant's command: he could bang about in the woods in front of the Confederates as much as he liked, but he was not, under any circumstances, to bring on a general engagement. This maneuver was merely attention getting. The Union command feared that Bishop Polk, the Rebel leader, intended to reinforce Sterling Price's rag-tag butternuts in Missouri. So, Grant would descend to that side of the Mississippi, march around a bit, maybe fire off a few rounds, and thus keep Polk thoroughly, if discreetly, occupied.

As to that reinforcement, Polk had the barest of intentions. His position on the Kentucky Iron Banks was naturally formidable. Artillery, well dug-in, dominated both the Mississippi River and the far Missouri shore. On that side, the Rebels established an encampment, called Camp Johnston, buttressed by low earthworks and fallen timber. A sleepy and obscure ferry-point, called Belmont, bestowed the area its name.

The flotilla cast-off at dawn of November 7th accompanied by two "timber-clad" gunboats, the Tyler and the Lexington. Grant and his men had grown restless, and even a little bored, pattering about Cairo Illinois, the Division's HQ. So now, a chance for real action boiled everyone's blood. Lincoln relieved Fremont that very morning, and this may well have loosened Grant's leash. At any rate, Grant never refused an opportunity for a fight, and when his debarked troops stumbled upon a makeshift gray line just above his landing, the game was on.

Polk had seen Grant coming, and quickly sent Confederates under the command of Gideon Pillow to greet the advance. While no coward, Pillow was an eccentric, hardly effectual, officer perhaps best known for building fortifications facing the wrong direction during the Mexican War. His division reflected both the audacity and the incompetence of its leader. It blunted Grant's first assault with a charge of its own. But when it had to realign to meet a second attack, it did so in a haphazardly, straggly, kind of way, that left it thoroughly disorganized. Soon, the Blues were driving everything in front of them.

Grant's gunboats, meanwhile, attempted a foray against the Iron Banks. It did not last long as the 64-pound shot of Polk's Iron Banks artillery riddled the craft's wooden hulls. The Lexington and Tyler quickly turned-about and contented themselves guarding the Yankee landing.

Regardless of the gunboat's repulse, the Yanks soon drove the Rebels into and through their camp. It seemed the rout was complete, with nothing left but to reap the spoils. This, the troopers promptly did, as all discipline devolved into a yelping carouse. A

few of the men, perhaps the more patriotic souls, gathered about a captured cannon to be led in a chorus of "Yankee Doodle" by a regimental band that suddenly appeared. An officer ascended the gun, declaiming the virtues of the Union cause. More song broke out, this time "Dixie" and "The Star Spangled Banner."

A dismayed Grant looked on and ordered the firing of the camps. By this, he hoped to restore some semblance of order. But, at the same time, he was at a loss to determine his next step. Should he hold his ground or order an all-out assault against Rebel-held Columbus? Polk soon relieved him of that decision.

The booming of the Iron Banks artillery signaled a new, and potentially disastrous, counter play. With all threat of the gunboats gone, Polk ordered a fresh assault, as Rebels invaded the shore between Grant and his gunboats. Yankee elation became all panic as cries of "Betrayed!" and "Surrounded!" peppered the ranks. Grant convened a hasty council of war, at which some of his officers advised surrender. "Nonsense," Grant growled. "We cut our way in; we'll cut our way out." This he exactly did, and was the last Yankee to embark his transports.

In the aftermath of the battle, Polk crowed of the Rebel victory, and issued a congratulatory proclamation to his troops. Safe again at his headquarters in Cairo, Grant scanned the document, oddly satisfied. Losses were equal, and if he barely escaped in the end, he had established himself as a grim and relentless foe of the fledgling Confederacy. How many such "victories," he wondered aloud, could that young nation afford?

4.2. Game Description

4.2.1. The game is played in two "divisions," AM and PM. Each division lasts 10 turns.

4.2.2. At the end of the AM division all units are reset (if the USA player has achieved his victory conditions) according to the rules below.

4.2.3. At the beginning of the PM division, reset the game-turn marker to 1.

4.3. Set Up AM Division

4.3.1. AM Division: Begin the division on the first USA action Segment (segment g) of turn 1 (AM).

4.3.2. CSA.

- Tappan (Leader), 13 AR hexes within at least 5, and no more than 10, hexes of any tent hex in Camp Johnston. Tappan may set up with either infantry unit.
- Watson's Artillery: exactly 5 hexes from any tent hex in Camp Johnston.
- 1 MS Cavalry (from Tappan): One unit each exactly on 1715 and 0912.

4.3.3. USA.

- Lexington and Tyler Gunboats, 0107.
- Chicago Artillery, 0312.
- All other units and leaders: Anywhere west of the ravine, on the north/south road (between 1416-0110, inclusive).

4.4. Set Up PM Division:

- USA: All USA units, except for the Cavalry and one Infantry battalion (one unit, USA choice) begin the division in any Camp Johnston hex (any tent hex or hex protected by abatis) or Belmont. The cavalry and the one infantry unit may begin on any road hex between Camp Johnston and a USA victory hex.
- Depending on the turn of CSA Collapse, the USA units may recover one or more O hits. See below.
- The gunboats (if not sunk) begin on 0107. They may not move past hex 0505, inclusive. They fire normally, including No LoS fire.
- Initial CSA deployment depends upon the turn of CSA Collapse. See table below.
- Begin the division on the segment specified. This is also determined by the turn of the CSA collapse (4.1). See table below.

Turn of CSA Collapse, First Segment of PM Division,
CSA Set-Up

- 6 (c) USA Horse: Arrive turn 1, segment (f), in any northern landing hex: 11th LA, Logwood (cavalry), Cheatham (leader)
- 7-8(h) CSA Artillery: Set-up in any northern landing hex: 11th LA, Logwood (cavalry), Cheatham (leader)
- 9-10 (h) CSA Artillery
- Skip (m) USA Action Set-up in any northern landing hex: 11th LA, Logwood (cavalry), Cheatham (leader)

4.5. CSA Reinforcements

4.5.1. CSA units arrive in any landing hex in an eligible landing area. Landing hexes are identified by a Rebel battle flag (St. George's Cross).

4.5.2. Reinforcements must land in the same hex on a given turn; they may not be split between multiple landing hexes.

4.5.3. The landing hex counts as 1 MP for entering units.

4.5.4. Reinforcements may be voluntarily delayed by the CSA player to enter in any subsequent CSA Action segment. Deferred reinforcements delay the arrival of following reinforcements an equal number of segments as the delay. Reinforcements delayed more than 2 (two) friendly Action segments are permanently lost.

4.5.5. Landing Hexes

Area South: Belmont landing hex (hex 2606)

Area Central: Camp Johnston landing hexes (hexes 2104, 2204, 2305)

Area North: North landing hexes (hexes 1402, 1503, 1602)

4.5.6. AM Division Reinforcements. Units land in Central or South landing areas at the CSA player's discretion.

Turn 1, segment (n): 12 TN, Pillow (Leader)

Turn 2, segment (f): 22 TN

Turn 4, segment (f): 21 TN

Turn 5, segment (f): 13 TN

Turn 6, segment (n): 2 TN. **This unit may be deferred until turn 4 of the second division. In that case, it must land at the northern landing.**

4.5.7. PM Division Reinforcements. All units arrive in North area on or after designated Turn/Segment. Units arrive in Segment (f) unless otherwise indicated.

11 LA, Logwood Cavalry, Cheatham (leader), see table above.

Turn 1, 15 TN

Turn 2, 1 MS, Polk (leader)

Turn 3, segment (n), 154 TN

Turn 4, fragments of Pillow and Tappan, as available 2 TN if deferred from the AM division. These units may be commanded by Cheatham.

4.6. First Division Victory Conditions

4.6.1. In the first division, the USA player must Collapse the CSA morale. CSA Collapse occurs upon any condition below.

- the USA player captures any 1 of the 6 tent hexes in Camp Johnston or...
- the USA player captures Belmont or...
- the CSA player fails a Morale Collapse die roll. See 4.9, below.

4.6.2. At the moment of CSA Collapse all units (including artillery) are removed. Infantry/Cavalry units may immediately attempt to Evacuate if they can trace a path clear of enemy units or their ZOC to a landing hex.

4.6.3. If the USA player captures any two Camp Johnston tent hexes on or before turn 6 he achieves an automatic victory. The game ends immediately and there is no second division.

4.6.4. If the USA player does not cause the collapse of CSA morale by the end of turn 10, the game ends immediately with a CSA victory; there is no second division.

4.6.5. If the USA player achieves his First Division victory conditions continue to the Second Division.

4.7. Second Division Victory Conditions.

4.7.1. The USA player must be in possession of all USA Victory hexes (east of the ravine) by the end of turn 10, PM Division. If he fails to achieve the second condition, the CSA player also wins.

4.7.2. To win the game, the USA player must achieve both Divisions' victory conditions. Any other result is a CSA victory.

4.8. The Mapboard

4.8.1. In the AM Division, the southern and central landing hexes are friendly to the CSA player. Routing units must retreat towards these hexes.

4.8.2. In the PM Division the northern landing hexes are friendly to the CSA player.

4.8.3. In both divisions, the USA flag hexes are friendly to the USA player. Routing units must move towards these hexes while maintaining at least a 3 hex distance between themselves and the nearest CSA unit. The initial rout must be away from the stack causing the rout. Thereafter they must attempt to move towards the USA flags (and the safe haven of the USA landing). When in doubt, routing units should move towards hex 0107 as best they can.

4.8.4. A central ridge line roughly divides the board in half. Units receive elevation benefits when firing through a ridge line, even when firing against adjacent units.

4.9. The CSA Morale Collapse Die Roll.

The CSA player has to roll for collapse when both conditions occur: It is turn 7 or after (turns 7-10), and the CSA player has lost at least 10 steps (NOT O hits) due to casualties. Calculate steps according to this schedule:

- 1 step for each infantry or cavalry step lost through either casualty or evacuation
- 1 step for an incapacitated Pillow leader
- 2 steps for an incapacitated Tappan leader
- 2 steps for each Watson Artillery unit; a destroyed Watson unit counts as 4 steps

4.9.1. Roll a d10 during the Game Turn Segment of the turn and subtract 1 from the die for each step lost above 10. So 11 steps lost would subtract one from the die, 12 steps lost would subtract two, etc.

4.9.2. Also, and at the moment of the check:

- subtract 1 from the die for each 1 or 2 CSA routed units (one or two routed units subtract 1 from the die, two or three routed units subtract 2 from the die, etc.)
- add 1 to the die for each 1 or 2 USA routed units
- add 1 to the die for each DESTROYED USA unit (not steps lost).

4.9.3. A modified die roll of -1 causes CSA morale to Collapse immediately. See 4.6.2.

4.9.4. Example 1: It is the Game Turn Segment of turn 5. The CSA player has lost 10 steps. Neither side has routed units. There is no die modification, so CSA morale will not collapse.

4.9.5. Example 2: It is the Game Turn Segment of turn 6. The CSA player has lost 12 steps. He has three routed units, and the USA has one routed unit. The CSA player must check for col-

lapsed morale. The net modification is 3 (-2 for steps lost + -2 for routed units = -4 + 1 for the USA routed unit = -3), so die roll of 2 or less will collapse CSA morale.

4.10. Stragglers

4.10.1. USA Stragglers, Turn 1, both divisions.

- USA units do not have to make Straggle checks on segment (g), USA Action Segment.
- USA units receive a -1 Straggle roll modifier during segment (m), USA Action Segment (including leader benefits).
- Cavalry rolls for stragglers normally during the Horse segments.

4.10.2. USA units stacked with a leader receive a -2 straggler roll benefit (including other modifiers), all turns, both Divisions.

4.10.3. USA units stacked with Grant receive a -3 straggler roll benefit (including other modifiers) all turns, both Divisions.

4.10.4. Regardless of modifiers, a unit always straggles on a roll of 9.

4.10.5. CSA Stragglers, First Division only. The CSA player does not receive the leader modifier for straggler rolls. They do receive the road benefit.

4.11. Gideon Pillow

Pillow swam in shallow end of the Confederate general pool (and that's being generous) during the Civil War. Beauregard credits him as one of the primary reasons the South lost the Civil War (no doubt a wild over-estimation of Pillow's affect).

4.11.1. Units with Pillow may not rally automatically. They add 1 to the rally die roll instead.

4.11.2. Pillow may only command units with which he is stacked.

4.11.3. Any routed unit of Pillow's brigade has its morale reduced to 0 (zero). Its morale remains zero until it rallies.

4.12. General CSA Command

4.12.1. To command units Tappan and Pillow must be on or adjacent to a road leading back to Camp Johnston OR Belmont.

4.12.2. Cheatham must be within 4 hexes of a northern landing hex or within Polk's command range (2). Polk does not have to be within 4 of a landing hex or road. Units beyond Cheatham's range are out of command, unless stacked with Polk. Polk may command any units with which he is stacked at the beginning of an Action or Cavalry segment. The fragments of Pillow in the Second Division may be commanded by Cheatham in the manner.

4.12.3. Polk may only command Cheatham (leader) OR any unit with which he is stacked.

4.12.4. CSA Infantry units stacked with Tappan, Polk, or Cheatham their entire Action Segment subtract 1 from their straggle check roll.

4.13. USA Command

4.13.1. To be in command, USA brigade leaders must be within the Command Range of Grant OR be on or adjacent to a road which leads to a USA victory hex. Combat units must be in the CR of the appropriate brigade leader with is also In Command.

4.13.2. Grant may command any units with which he is stacked. He also may command his brigade commanders at the same time.

4.13.3. Units stacked with Grant during an entire Action Segment may automatically recover O hits subject to the normal Reorganization rules.

4.13.4. See Straggler check modifiers, above (4.9)

4.13.5. USA Calvary may only be placed in command by Grant.

4.14. Grant Direct Commands

Grant Direct Commands (DCs). Grant receives two direct commands that he may use in either division. He does not receive 2 DCs per division, but for the entire game.

4.14.1. A stack placed in command by Grant may execute two actions back-to-back. The second action must be completed immediately after that first Action.

4.14.2. The combinations described below may be executed in any order unless otherwise indicated. Thus if a unit could Move/Rally, he could also Rally/Move.

4.14.3. Only infantry may be given a direct command. Cavalry or artillery may never be given a direct command.

4.14.4. Allowable combinations are:

Move/Rally
Move/Move
Move/Assault
Move/Charge
Fire/Assault
Fire/Charge
Fire/Rally
Assault/Rally
Charge/Rally

Charge/Assault (in that order). The Unit is disrupted before the Assault. This is an exception to the rule disallowing disrupted units from assaulting.

4.15. Reorganization

4.15.1. During the AM division, CSA units may NOT recover O hits. This restriction is lifted during the PM division.

4.15.2. O hit Recovery. Units may recover O hits if out of the LoS of enemy cavalry or infantry regardless of the range to those enemy units.

4.15.3. Immediately before the first PM turn, the USA player may recover one or more O hits dependent upon the turn when CSA morale collapsed. See the schedule immediately below. When recovering O hits depleted USA units may recover to full strength and destroyed USA units may return to play.

- If the AM division ends on turn 6, each USA unit may recover 3 O hits
- If the AM division ends on turn 7 or 8, each USA unit may recover 2 O hits.
- If the AM division ends on turn 9, each USA unit may recover 1 O hit.
- If the AM division ends on turn 10, no O hits may be recovered.

4.16. Cavalry

4.16.1. Cavalry may retreat after the first round of assault.

4.16.2. They check morale and if they fail the check are disrupted or routed depending upon their previous state of disorganization.

4.16.3. Retreat the cavalry 1 to 3 hexes at the owning player's option.

4.16.4. This retreat is subject to the normal straggle check after the first hex exited.

4.16.5. Cavalry subtracts 1 from straggler die rolls.

4.16.6. Leaders never affect the CSA or USA calvary's straggler die roll.

4.16.7. Cavalry may neither assault nor charge. They execute other actions normally.

4.16.8. USA Calvary may only be placed in command by Grant.

4.17. CSA Voluntary Evacuation

4.17.1. Only CSA units may evacuate. Roll on the table below to determine possible loss to each evacuating unit.

4.17.2. O hit results from the table below apply to each unit (not stack)

4.17.3. Add 2 (two) to die roll if there is a gunboat in range of the evacuation hex.

4.17.4. Artillery may not be evacuated.

4.17.5. Evacuated units may return on turn 4 of the PM division, retaining all losses.

4.17.6. Starting on turn 7 of the AM division un-routed units beginning in a landing hex may voluntarily evacuate subtracting 1 from the die roll.

4.17.7. At the moment of CSA Collapse any unit within 1 of a landing may Evacuate but will not receive the Voluntary Evacuating modifier.

4.17.8. Units Evacuated during the PM Division may not return.

4.18. CSA Rout and Involuntary Evacuation

4.18.1. AM Division: CSA units rout towards a landing hex either in Camp Johnston or Belmont, whichever is closer. Units must retreat to the nearest road hex and thence along that road to a landing hex.

4.18.2. During the AM division Pillow's units must roll a ZERO to rally.

4.18.3. PM Division: CSA units must rout towards a landing hex in the Northern Area.

4.18.4. Routing CSA units that enter an unoccupied landing hex cease movement.

4.18.5. Routed units starting on a landing hex, and that fail to rally, evacuate, rolling on the evacuation table.

4.18.6. Routing units entering an occupied landing hex evacuate and may NOT roll on the evacuation table (they may not return). They disrupt good order units. Already Disrupted or Routed units also evacuate and may NOT roll on the evacuation table either (they also may not return).

4.19. USA Rout

USA units rout towards the Victory condition hexes (USA flags), but must remain at least three hexes from an unrouted CSA unit at all times. Units that end a rout movement closer than 3 from a CSA unit routs one or more additional hexes to complete that requirement. No additional stragglers will be suffered.

4.20. USA Gunboats

The USA player has two timberclad gunboats. The number on its counter is its morale, strength, and movement.

4.20.1. Gunboats that fire, or that effect the arrival/evacuation of enemy units may not move in the next following Action or Cavalry segments. Put a ARTY FIRED marker on it.

4.20.2. They may always attempt to rally when eligible. Gunboats never ROUT, but can suffer retreat from multiple Disruptions.

4.20.3. Gunboat may fire or interdict regardless of having moved in a Horse or Action segment.

Example 1. A gunboat fires in segment (I), USA Artillery Segment. It may not move in the following Action Segment (m).

Example 2. A gunboat fires in segment (a) USA Artillery Segment. It may not move in the following USA Horse Segment (c).

Example 3. A gunboat interdicts CSA reinforcements, Segment (f). It may not move the following Action Segment (g).

Example 4. A gunboat moves in Segment (m). It may fire in Segment (a), but if it does so, may not move in segment (c), USA Horse Segment.

4.20.4. Gunboats that interdict CSA reinforcements MAY fire in the next Artillery Segment. So, if a gunboat interdicts CSA Reinforcements in Segment (n), CSA Action Segment, it MAY fire in the next Artillery Segment (a), of the following turn.

4.20.5. Disrupted Gunboats.

- Disrupted gunboats may not enter a Zone 1 hex from a Zone 2 hex, nor a Zone 2 hex if beyond Zone 2.
- Disrupted gunboats beginning in a given zone may always move within that Zone.
- Disrupted/Routed gunboats that fail to rally must retreat 4 hexes towards 0107.
- Disrupted gunboats MAY interdict reinforcements

4.20.6. Gunboat Morale

- Gunboats never Rout. Flip disrupted gunboats to their DSRPTD side.
- Disrupted Gunboats suffering a subsequent disruption, whether by fire or failed morale, may remain in place and take an O hit OR retreat 4 hexes towards 0107.
- O hits do not affect gunboat morale.

4.20.7. Gunboats may only rally during an ACTION segment (not Artillery or Cavalry segment).

4.20.8. DSRPTD Gunboats MAY fire, suffering the standard -3 fire line modifier.

4.20.9. Gunboats may recover 1 O hit.

- Only Gunboats in hex 0107 may recover an O hit.
- They must be in good order to recover.
- Normal recovery rules apply.

4.20.10. Gunboats do not have an ZOC. Units may land adjacent to a gunboat.

4.20.11. Gunboats have all around facing. They may never be flanked by fire.

4.20.12. Gunboats have a range of 6, maximum. Calculate their fire factor normally.

4.20.13. Gunboats may fire at any units in range regardless of LoS.

4.20.14. A gunboat may execute No LoS fire but may do so only out to a range of 6.

4.20.15. Gunboats may fire during any Artillery segment.

4.20.16. A gunboat's fire NEVER flanks its target.

4.20.17. Gunboats always use the parenthesized combat results regardless of range.

4.20.18. Gunboats suffering a 2 O hit combat result suffers 1 O hit, is Disrupted and immediately retreat 4 hexes.

4.20.19. Gunboats never receive an elevation bonus. They are always the same elevation as any potential target.

4.20.20. Gunboats fire individually; they may never be combined.

4.20.21. Gunboats may only be fired upon by the Iron Banks Artillery. Watson's CSA artillery may not fire at gunboats, nor may small-arms units.

4.20.22. During the PM division gunboats may not move past hex 0505, inclusive. They fire normally.

4.20.23. Effects of Gunboat Loss. Grant's whole campaign relied on the availability of gunboat support. Losing a gunboat, therefore, would nullify the whole purpose of his invasion. Implement the following effects if either or both gunboats are lost.

- Remove the remaining gunboat from play.
- The USA player may not achieve an automatic victory.
- Begin the second division on the 9-10 row regardless of when the encampments were actually captured.
- Increase the morale of all CSA units by 1 for the second division

4.21. Interdicting CSA Reinforcements

4.21.1. Interdiction occurs during a CSA Action segment when reinforcements are scheduled to arrive.

4.21.2. A gunboat must be within 6 hexes of a CSA landing hex. When this occurs, mark the landing hex with the CSA steamboat counter.

4.21.3. Before the reinforcements land, count the range from the farthest gunboat to the CSA steamboat. Consult the following table and apply the die roll results to the affected units.

4.21.4. Reinforcements undergo a maximum of 1 interdiction die roll. Interdicting gunboats may not "fire" separately.

4.21.5. After applying the results, the reinforcement land normally, if eligible (i.e. they haven't been Swamped).

4.22. Iron Banks Artillery (IBA) (CSA only)

The Iron Banks Artillery represents "off-board" batteries cover-

ing the Rebel encampment. Ensconced upon heights on the Mississippi's western bank, they supplied formidable opposition to Grant's gunboats. IBA are displayed in the Iron Banks Artillery box. These units are static and may not "move."

4.22.1. There are two Zones of Range for Iron Banks artillery.

4.22.2. In the Southern Zone, the first water hex counts as a range of 2 when firing against Union Gunboats and as a range of 4 when firing versus Union personnel

4.22.3. In the Northern Zone, the first water hex counts as a range of 4 when firing against Union Gunboats. Tracing artillery range against personnel through the Northern Zone is not allowed.

Example 1: An Iron Banks battery fires at a gunboat in the Southern Zone at hex 2203. The range to the gunboat is 2.

Example 2: An Iron Banks battery fires at a personnel unit in hex 1905. The range to that personnel unit is 7.

Example 3: An Iron Banks battery fires at a gunboat in the Northern Zone at hex 1902. The range to that gunboat is 4.

4.22.4. IBA may not fire at a gunboat beyond hex 1302; a gunboat must be in one of the two Zones to be subject to fire.

4.22.5. Use the normal Artillery Fire procedure when firing the Iron Banks batteries. They may only fire in a CSA artillery segment.

4.22.6. The IBA Water batteries (marked with an asterisk) may only be directed at gunboats.

4.22.7. IBA always use the parenthesized results regardless of range.

4.22.8. IBA may fire individually at gunboats or may be combined to a maximum of 3. Exception: The Water Batteries may not be combined with the other IBA.

4.22.9. IBA may not combine against personnel; they must fire individually.

4.22.10. Lady Polk is a Whitworth. She has a fire factor of 1 regardless of range (no multiplier). She may fire at any unit south of the ridge that roughly divides the map. She NEVER receives the elevation bonus.

4.22.11. IBA may execute No LoS fire, subject to those rules. They may fire out to a range of 8 (with the first river hex in the Southern Zone equaling 4).

4.22.12. IBA always receive the elevation bonus for firing at a unit on a lower elevation. Exception: the Water Batteries receive no such bonus nor does Lady Polk (the Whitworth).

4.22.13. IBA may NEVER be the target of enemy artillery. They were well-fortified and on an elevation well above any potential firing unit.

4.23. IBA Ammunition

Artillery Ammunition for the Iron Banks was not unlimited. To simulate this, implement the following rules when firing against personnel only. IBA may always fire against gunboats regardless of their ammunition status. Note depleted units on a piece or scrap paper or flag them with an O hit marker.

4.23.1. In the AM Division, IBA must cease fire when the CSA player suffers 10 steps of losses (destroyed or evacuated). Refer to 4.9 to calculate steps lost. Rationale: The CSA losses have become severe enough that Polk elects to husband his ammunition for the afternoon assault.

4.23.2. If the CSA player defers the turn 6 reinforcements, the IBA must immediately cease fire.

4.23.3. In the either Division, an IBA unit runs out of Ammo when it rolls a 0 (zero) against personnel, only. At that point it is no longer eligible to fire against personnel.

4.23.4. At the start of the PM division all IBA are again eligible to fire against personnel. Their ammo stores have been replenished, but are subject to the Ammo restrictions above.

4.24. Camp Johnston Abatis

CSA Units NEVER receive morale benefits when behind an abatis as per the standard rules. All other Abatis rules apply. USA units NEVER receive Abatis benefits. Also see 2.10.6 for other possible exceptions.

4.25. Hints on Play

The Union Player. Regardless of the scoring, you have a tough row to hoe. In both divisions, you face a similar dilemma: to get where you have to go by slashing through an enemy roughly equal in strength and determination.

In the first division, your superior morale provides decisive advantage. The problem is how to get at the Confederate player. Indeed, you should expect that a significant portion of your "casualties" result from unauthorized rest calls and berry picking.

Probably deploy in two wings, one brigade along the northern axis (near the Union victory hexes), and the other on the southern. McClelland, the stronger of your two brigades, provides the key. He will draw the bulk of CSA firepower, leaving Dougherty to pound the weaker wing. Crucial also is the placement of Grant, with his two Direct Commands and his following cavalry. Bear in mind that once the fight starts, your wings are pretty much on their own.

Initially, keep your Gunboats handy and out of range of the Iron Banks. Make harassing fire against Rebel units who come wander too close to the river's shore. While not predictably effective, a lucky shot here or there can be enough to disrupt an otherwise solid enemy line.

Think about at least one foray into the range of the Iron Banks,

around turn 4 or so. Depending how far you penetrate into the Rebel zone will determine if you delay, or merely re-direct, Confederate reinforcements. Don't intend to stick around very long, though. The Iron Banks' fire is brutal, especially in the southern zone, and a couple ill shots could swamp either or both of your gunboats. Get in, fire a shot, and withdrawal as rapidly as you can.

Your initial goal will be to maximize CSA casualties and get to that magic "10 steps lost" plateau as quickly as you can. This will neutralize Iron Banks fire as your troops approach Belmont and Camp Johnston and initializes the CSA Collapse die roll. Beyond this, you'll have a fine line to walk between audacity and recklessness.

Your first objective in the second division is merely to get there. As in the first division, provide your army two axes of "advance." Unlike the first division, straggling may be less of a concern, as you'll need to move as quickly and as far as possible. Just like Grant, you'll have to cut your way out just as you cut your way in.

The Confederate Player. Pillow and his command almost suck; there's just no better way to say it. While capable of formidable firepower, his units are brittle and unlikely to rally once routed or disorganized. So what do you do?

You could certainly throw out a screening force, then hunker down in Belmont and Camp Johnston. While that's tempting, you'll be falling all over yourself with neither room to maneuver nor to rally.

A wily Confederate player probably will not pour everything into a forward position, either, but will deploy in successive lines. Try to keep your opponent at least three hexes from your units at the start of his first Action Segment. This will eliminate the threat of a charge and expose him to those troublesome straggle rolls. Look for one good opportunity to execute a counter-charge with Pillow. You may get this chance once, or even more, with carelessness, desperate, Union play.

What to do with Watson's artillery? You can cause serious hurt if properly placed, and wasted if you try husbandry too hard. But-tress your center with it (it won't wander very far from either road) and leave it room to withdrawal to the camps. Just remember, if your morale collapses, your artillery is lost. The downside of putting them in the line, of course, is the cost if you lose them. They're worth double the points and their loss could well cause that collapse you are trying to avoid.

For the second division, drive hard for the northern road, then along it to the Victory hexes. You'll no doubt meet token resistance from the cavalry and the single battalion the USA player can set along the road. If you can make it across the ravine, the USA player will be hard-put indeed to manage a victory. En-sconced along the height above the ravine may make your units impregnable. Bear in mind, that losses in the second half of the game are meaningless. It's all about cutting Grant off from his landing. Doing this will certainly win you the battle, and who knows (?), maybe even the war.

	Terrain Effects Chart (TEC)			
	Movement	MFZ	Fire/Asslt Modifier	LoS
Clear	NE	1	+1/0	None
Creek/River/Pond	Prohibited	N/A	N/A	N/A
Slope	NE	2(a)	+1(j)/+1 or -1(k)	Blocks(b)
Abatis/Fence	NE	2(a)	+1(h)/-1(l)	None
Fieldwork (Forts)	Prohibited	N/A	N/A	Blocks
Marsh	Stop(c)(g)	1	-1/Dsrptd(m)	None
Marsh/Run	Stop(c)(g)	1	-1/Dsrptd & -1(m,n)	None
Run	None(d)	1	NE/-1(n)	None
Road/RR	Bonus(e)	AOT	NE	AOT
RR Embankment	NE(i)	2(a)	+1(j)/ +1 or -1(k)	Blocks(f)
Woods	NE/Stop(c,g)	1	-1 (3 pts max)	Blocks(b)

TEC Notes

The fire limits of a clear hex: 4 points of Small Arms or all Artillery. The fire limits of a non-clear hex: 3 points, both small arms and artillery. During an assault, an entire stack may participate in combat.

a. MFZ is two hexes only if firing unit is on RR embankment or sighting down a slope and the hexes fired into are non-embankment or noncrest hexes. CSA units, only, firing through an Abatis have an MFZ of 2. ANY stack in a fence hex and firing through that fence also has an MFZ of 2.

b. LOS may be traced into but not through such hexes.

c. Unit must make a morale check immediately upon exiting the listed hexes. If they fail the check they must take an O hit loss or remain in place and terminate move.

d. Artillery, only, must check morale as per (c) above.

e. Road bonus: +1 to Movement Allowance (MA). Disrupted units may not use the road bonus. Must spend entire move on Road or Railroad.

f. Embankments block LoS only if both units are on ground level (noncrest hexes) and are sighting through the embankment.

g. Arty may not enter Marsh hexes and must stop upon entering woods

h. CSA units only when adjacent to and firing through an Abatis. Any unit firing from a fence hex when that fire is directed through the fence.

i. Artillery may only enter/exit an embankment from a connected road or RR (Newbern only).

j. When firing from an elevation into a non-elevation hex, only.

k. Units assaulting vs. higher elevation, suffer a -1 penalty. Units assaulting vs. lower elevation receive a +1 bonus.

l. Abatis only. USA units assaulting CSA units through an Abatis hexside suffer -1 penalty.

m. Units assaulting from a marsh are Disrupted before the first round.

n. Assaulting units in a run suffer -1 penalty

All units have 3 MPs per Action Segment.

Leaders and Cavalry have 3 MPs per Horse Segment.

Arty has 1 MP in a Horse segment.

Morale Modifiers Schedule

Amend the Average Modified Morale of a stack according to the following schedule. All amendments are cumulative.

Negative Modifiers:

Out of Command (1). This also applies to Routed units (they are always out of command). Reduce the morale of the stack by 1.

Flanked (1). A stack fired upon or assaulted through a flank hexside has its modified morale reduced by one for that combat only.

Isolated (2). See 5.7

Positive Modifiers:

Stacked with Leader (1). Small Arms stack can receive the benefits of 1 leader only (brigade or division, as appropriate). Artillery receives the benefits of any leader, regardless of affiliation.

Executing Charge or Assault (1). Increase the morale of a Charging/Assaulting stack by 1. This applies throughout the assault, even if the relevant units have become disrupted.

Average Modified Morale: The sum of all modified morales (Base Morale – O hits) of each unit in a stack divided by the number of units in that stack. Round all fractions down.

Straggle Table

Avg. Base Morale	Straggler Die Roll (d10)
0-3	4+
4-5	5+
6-7	6+

Straggle Table Notes

A roll equal to or greater than the number specified results in the stack suffering an O hit. A stack cannot suffer more than 1 O hit per check check.

A Leader moving with the stack subtracts one from the die roll.

Charging/Assaulting units do not check for stragglers.

Subtract 1 from die when exiting/entering an EZOC.

Units using Road Movement subtract 1 from die roll.

Average Base Morale: The sum of the base morales of each unit in a stack divided by the number of units in that stack. Round all fractions DOWN.

Combat Results Table (CRT)

		Combat Result				
		3(2)	2(1)	1(D)	D	NE
Fire Line	0	--	--	0	1	2-9
	1	--	--	0	1-2	3-9
	2	--	--	0	1-3	4-9
	3-4	--	--	0-1	2-4	5-9
	5-7	--	0	1-2	3-4	5-9
	8-11	--	0	1-3	4-5	6-9
	12-15	--	0-1	2-3	4-5	6-9
	16-20	0	1-2	3-4	5-6	7-9
	21-26	0	1-2	3-5	6-7	8-9
	27-35	0-1	2-4	5-6	7-8	9
	36+	0-1	2-5	6-7	8-9	-

Range Factor Table

		Range Factor		
		Inf	Cav	Art
Range	Assault	3	3	1
	1 hex	2	1	2(+1)
	2 hexes	1	.5	1.5
	3 hexes	.5	--	1
	4-8 hexes*	--	--	.5
<p>Cross-Reference the firing range to the unit type firing (Inf/Cav/Art). That value is the multiplier to a unit's fire factor.</p> <p>*Artillery must be sighting down a slope to have a range of 7 or 8 and the target must be on a lower elevation.</p>				

$$F = S \times R$$

F = Fire factor

S = Strength points firing

R = Range factor

Artillery vs. Small Arms unit at range of 2 hexes or more use parenthesized result (x).

Combat Result Summary

NE: The fire has had no effect.

D: the stack is **DISRUPTED**. A stack may attempt to take an Organization (O) Hit in lieu of the Disruption by checking its modified morale. If it passes this check it takes the O Hit and remains in good order. If it fails the check it remains Disrupted. Note: The only time a unit may attempt to take an O hit instead of the Disruption is when it receives a "D" combat result. If it is Disrupted for any other reason, it must take that Disruption. A Disrupted or Routed stack that receives a D combat result treats that result as 1 O hit.

1: The stack suffers 1 Organization Hit. Check for Disorganization. If the roll is less than, or is equal to, its average modified morale, then there is no additional effect. If the roll exceeds its morale it is Disrupted or Routed, depending upon its previous state of disorganization.

2: The stack suffers 2 O Hits. As (1) above.

3: The stack suffers 3 O Hits. As (1) above.

NOTE: Flip a unit at full effectiveness to its reduced effectiveness side when it suffers its third O hit. Remove a unit at reduced effectiveness when it suffers its third O hit (it is destroyed). See 3.3.5 about apportioning losses in a stack.

Fire Line Modifiers Schedule, Fire Combat Only

Modify the Fire Line according to the schedule below. All modifications are cumulative. Make all positive adjustment before negative ones.

Terrain. Make these modifications for the terrain in the target's hex.

Woods/Marsh (-1) Target unit in a woods or marsh hex, **DECREASE** the fire line by 1.

Clear or target using Road (+1). Target in a Clear hex or using Road, **INCREASE** the fire line by 1. Modifier does not apply when artillery firing range is 2 hexes or more.

Low Terrain (+1). Target on a lower elevation than the firing unit, **INCREASE** the fire line by one.

Unit behind Abatis or Stone Wall (-1). Target protected by Abatis or Stone Wall, **DECREASE** the fire line by 1.

Target Status. Make these modifications for the status of the target.

Target Flanked (+1). Target fired at through a flank hexside, **INCREASE** the fire line by 1.

Target Advance/Pre-Assault (+1). Target executing an Advance or Assault, **INCREASE** the fire line by 1.

Target charge (+1). Target is Charging, **INCREASE** the fire line by 1. This is in addition to any modifiers for advance or pre-assault fire.

Small-Arms vs. Artillery (-1). Small arms unit vs. artillery, **DECREASE** the fire line by 1.

Target Density (+1). Target contains 5+ fire factor points, **INCREASE** fire line by 1.

Firing Unit Status. Make these modifications for the status of the firing stack.

Firing Unit Disrupted (-3). Firing stack Disrupted, **DECREASE** fire line by 3.

Advance Fire Marker (-2). Firing stack has advance fire marker, **DECREASE** fire line by 2.

Firing unit behind an Abatis, Fence or Stone Wall (+1). Unit stacked directly behind an abatis, wall or fence and fire is directed through the hexside, **INCREASE** fire line by 1.

Artillery vs. Small Arms at 1 hex range (+1). Artillery firing into an adjacent hex against a small arms stack, **INCREASE** fire line by 1.

Artillery No LoS fire (-1). Artillery firing down a slope and which does not have a clear LoS to its target.

Fire Line Modifiers Schedule, Assault Combat Only

Modify the Fire Line according to the schedule below. All modifications are cumulative. Make all positive adjustment before negative ones.

Terrain. Make these modifications for the terrain in the target's hex.

vs. Hi Elevation (-1). Defender on a higher elevation than the assaulting units, **DECREASE** the fire line by 1.

Stream (-1). Attacker on a stream hex, **DECREASE**, fire line by 1.

vs. Lo Elevation (+1). Assaulting unit on higher elevation than defender, **INCREASE** fire line by 1.

Attacker in Marsh (Dsprtd). Assaulter Disrupted before the first round if occupying Marsh hex.

Stone Wall, Abatis(-1) Defender behind a stone wall or Abatis, Attacker **DECREASES** the fire line by 1.

Target Status. Make these modifications for the status of the target.

Target Flanked (+1). Target flanked by assault, **INCREASE** fire line by 1.

Firing Unit Status. Make these modifications for the status of the firing stack.

Disrupted (-3). Assaulting stack Disrupted (attacker or defender), **DECREASE** the fire line by 3.

Leader (+1). Stack includes leader, **INCREASE** fire line by 1.

Charge (+1). Assaulting unit executing Charge, **INCREASE** the fire line by 1.

HUZZAH!: BATTLE OF IUKA

37th AL 2-5	37th AL 2-5	37th AL 2-5	36th MS 2-6	36th MS 2-6	2nd MO 1-5	2nd MO 1-5	2nd MO 1-5	Liddle 5	Price 3
37th MS 2-6	37th MS 2-6	37th MS 1-6	38th MS 2-6	38th MS 2-6	2nd AR 1-4	2nd AR 1-4	2nd AR 1-4	Herbert 5	Martin 3

CONFEDERATE

3rd TX 2-5	3rd TX 2-5	3rd TX 2-5	1st TX 2-6	1st TX 2-6	3rd LA 2-6	3rd LA 2-6	17th AR 1-7	17th AR 1-7	Roscrns. 2
Clark 2-6	Clark 2-6	14th AR 1-7	14th AR 1-7	40th MS 2-6	40th MS 2-6	1st TX 1-6	St. Louis 2-6	St. Louis 2-6	Nower 2

12th WS 2-6	12th WS 2-6	2nd IA 2-6	2nd IA 2-6	2nd IA 2-6	26th IL 2-5	26th IL 2-5	26th IL 2-5	3rd MI 1-4	3rd MI 1-4
47th IL 2-6	47th IL 1-6	47th IL 1-6	11th MO 2-5	11th MO 2-5	11th MO 1-5	8th WS 2-5	8th WS 2-5	8th WS 1-5	3rd MI 1-4

UNION

48th IN 3-3	48th IN 2-3	48th IN 2-3	5th IA 2-6	5th IA 2-6	5th IA 1-6	26th MO 2-5	26th MO 2-5	26th MO 2-5	Sanborn 3
16th IA 2-6	16th IA 2-6	16th IA 1-6	4th MN 2-4	4th MN 2-4	4th MN 2-4	11th OH 2-6	11th OH 2-6	11th OH 2-6	12th WS 2-6

10th IA 3-4	10th IA 2-4	10th IA 2-4	17th IA 3-4	17th IA 2-4	17th IA 2-4	Sullivan 2	Hamilton 2	Turn Segment	Game Turn
10th MO 2-5	10th MO 2-5	10th MO 2-5	80th OH 3-4	80th OH 3-4	80th OH 2-4				

adv fire	adv fire	adv fire	adv fire	adv fire	adv fire	adv fire	adv fire	adv fire	adv fire	adv fire
adv fire	adv fire	adv fire	adv fire	adv fire	adv fire	adv fire	adv fire	adv fire	adv fire	adv fire

HUZZAH!: BATTLE OF NEWBERN

53rd NY 2-4	53rd NY 2-4	53rd NY 2-4	5th RI 2-6	5th RI 1-6	4th RI 2-5	4th RI 2-5	4th RI 2-5	9th NJ 2-6	Parke 2
11th CT 2-6	11th CT 2-6	11th CT 2-6	8th CT 2-6	8th CT 2-6	51st PA 2-7	51st PA 2-7	51st PA 2-7	9th NJ 2-6	Burnside 2

UNION

51st NY 2-6	51st NY 2-6	51st NY 2-6	23rd MA 2-6	23rd MA 2-6	23rd MA 2-6	10th CT 2-6	10th CT 2-6	Rend 3	
Navy 1-7	21st MA 2-7	21st MA 2-7	21st MA 1-7	24th MA 2-5	24th MA 2-5	24th MA 1-5	27th MA 2-6	27th MA 1-6	

25th MA 2-5	25th MA 2-5	25th MA 2-5	1st NY 2-7	Foster 3	Indpndt 1-6	Indpndt 1-6	Militia 2-4	Militia 1-4	Branch 5
1st NY 2-7	1st NY 2-7	F/1st RI 2-7	F/1st RI 2-7	F/1st RI 2-7	Latham 2-6	Latham 2-6	Latham 2-6	2nd NC 2-5	2nd NC 2-5

CONFEDERATE

7th NC 2-7	7th NC 2-7	Newbrn 2-6	26th NC 2-6	26th NC 2-6	27th NC 2-6	27th NC 2-6	27th NC 1-6	37th NC 2-7	37th NC 1-7
Brem 2-6	Brem 2-6	Brem 2-6	33rd NC 2-7	33rd NC 2-7	28th NC 2-5	28th NC 2-5	28th NC 1-5	35th NC 2-6	35th NC 2-6

adv fire	adv fire	adv fire	adv fire	adv fire	adv fire	adv fire	adv fire	adv fire	adv fire	adv fire
adv fire	adv fire	adv fire	adv fire	adv fire	adv fire	adv fire	adv fire	adv fire	adv fire	adv fire

HUZZAH!: BATTLE OF NEWBERN: BACK

	9th NJ	4th RI	4th RI	4th RI	5th RI	5th RI	53rd NY	53rd NY	53rd NY
Purkes	1-3	1-2	1-2	1-2	0-3	1-3	1-1	1-1	1-1
	9th NJ	51st PA	51st PA	51st PA	8th CT	8th CT	11th CT	11th CT	11th CT
Burnside	1-3	1-4	1-4	1-4	1-3	1-3	1-3	1-3	1-3

	10th CT	10th CT	23rd MA	23rd MA	23rd MA	51st NY	51st NY	51st NY
Remo	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3
	27th MA	27th MA	24th MA	24th MA	24th MA	21st MA	21st MA	21st MA
Navy	0-3	1-3	0-2	1-2	1-2	0-4	1-4	1-4

Branch	Militia	Militia	Indpndt	Indpndt		1st NY	25th MA	25th MA	25th MA
5	0-1	1-1	0-3	0-3	Forster	1-4	1-2	1-2	1-2
2nd NC	2nd NC	Latham	Latham	Latham	F/1st RI	F/1st RI	F/1st RI	1st NY	1st NY
1-2	1-2	1-3	1-3	1-3	1-4	1-4	1-4	1-4	1-4

37th NC	37th NC	27th NC	27th NC	27th NC	26th NC	26th NC	Newbrn	7th NC	7th NC
0-4	1-4	0-3	1-3	1-3	1-3	1-3	1-3	1-4	1-4
35th NC	35th NC	28th NC	28th NC	28th NC	33rd NC	33rd NC	Brem	Brem	Brem
1-3	1-3	0-2	1-2	1-2	1-4	1-4	1-3	1-3	1-3

-3	-3	-3	-3	-3	-3	-3	-3	-3	-3
-3	-3	-3	-3	-3	-3	-3	-3	-3	-3

charge	charge	charge	charge	charge	charge	charge	charge	charge	charge
charge	charge	charge	charge	charge	charge	charge	charge	charge	charge

HUZZAH!: BATTLE OF IUKA: BACK

Price	Little	2nd MO	2nd MO	2nd MO	36th MS	36th MS	37th AL	37th AL	37th AL
		0-2	0-2	0-2	1-3	1-3	1-2	1-2	1-2
Martin	Herbert	2nd AR	2nd AR	2nd AR	38th MS	38th MS	37th MS	37th MS	37th MS
1	3	0-1	0-1	0-1	1-3	1-3	0-3	1-3	1-3

	17th AR	17th AR	3rd LA	3rd LA	1st TX	1st TX	3rd TX	3rd TX	3rd TX
Roscrns	0-4	0-4	1-3	1-3	1-3	1-3	1-2	1-2	1-2
	St. Louis	St. Louis	1st TX	40th MS	40th MS	14th AR	14th AR	Clark	Clark
Mower	1-3	1-3	0-3	1-3	1-3	0-4	0-4	1-3	1-3

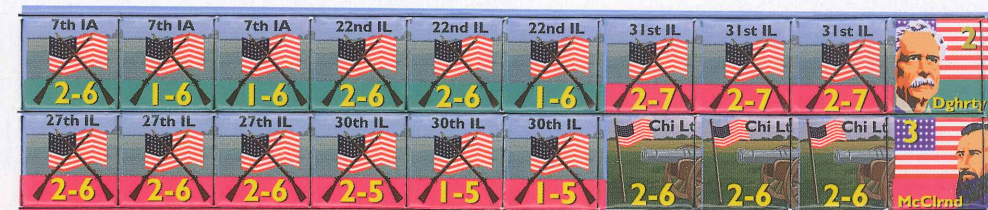
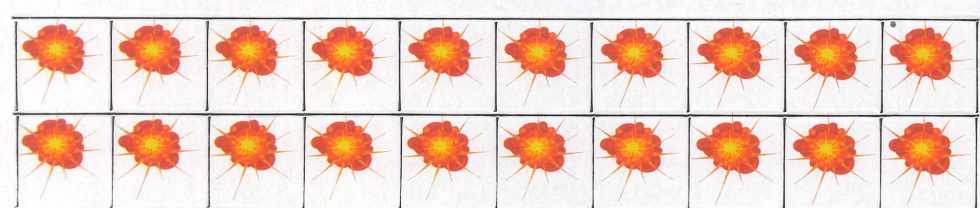
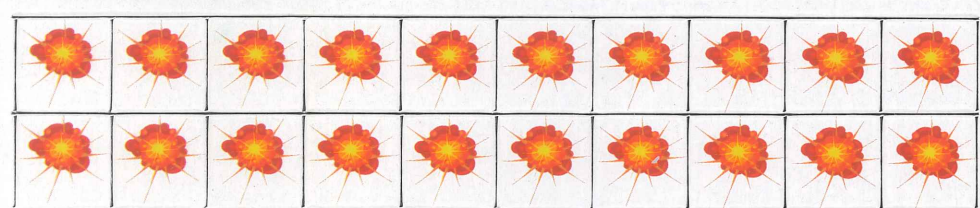
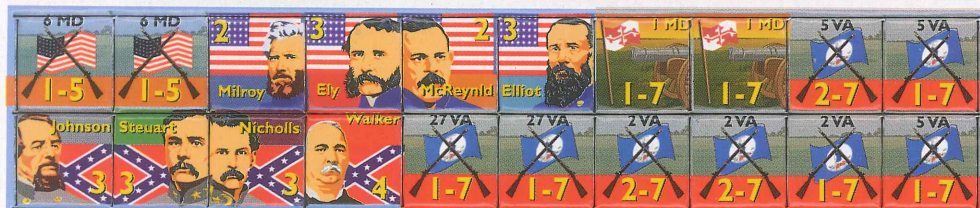
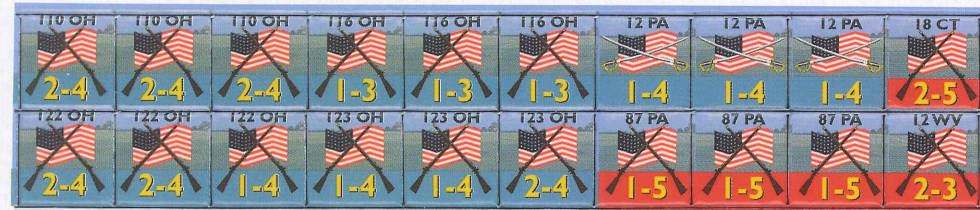
3rd MI	3rd MI	26th IL	26th IL	26th IL	2nd IA	2nd IA	2nd IA	12th WS	12th WS
0-1	0-1	1-2	1-2	1-2	1-3	1-3	1-3	1-3	1-3
3rd MI	8th WS	8th WS	8th WS	11th MO	11th MO	11th MO	47th IL	47th IL	47th IL
0-1	0-2	1-2	1-2	0-2	1-2	1-2	0-3	0-3	1-3

	26th MO	26th MO	26th MO	5th IA	5th IA	5th IA	48th IN	48th IN	48th IN
Sanborn	1-2	1-2	1-2	0-3	1-3	1-3	1-0	1-0	2-0
12th WS	11th OH	11th OH	11th OH	4th MN	4th MN	4th MN	16th IA	16th IA	16th IA
1-3	1-3	1-3	1-3	1-1	1-1	1-1	0-3	1-3	1-3

Game Turn	Turn Segment			17th IA	17th IA	17th IA	10th IA	10th IA	10th IA
		Hamilton	Sullivan	1-1	1-1	2-1	1-1	1-1	2-1
-3	-3	-3	-3	80th OH	80th OH	80th OH	10th MO	10th MO	10th MO
				1-1	2-1	2-1	1-2	1-2	1-2

charge	charge	charge	charge	charge	charge	charge	charge	charge	charge
charge	charge	charge	charge	charge	charge	charge	charge	charge	charge

HUZZAH!: BATTLE OF BELMONT



[illegible]

ROSEY AND THE WOODPECKER
PRICE VS. ROSECRANS
THE BATTLE OF IUKA, MISSISSIPPI
SEPTEMBER 19, 1862
2014 BY OSS GAMES

CSA ORDER OF APPEARANCE
2:30 PM, SEGMENT (N):
3RD TX, CLARK'S ARTY, HEBERT (LDR)
3:00 PM, SEGMENT (F):
1ST TX, 3RD LA, 14TH AR, 17TH AR, 40TH MS, LITTLE (LDR)
3:00 PM, SEGMENT (N):
MARTIN'S BRIGADE (ALL), ST. LOUIS ARTY,
MARTIN (LDR), PRICE (LDR)
5:00 PM, SEGMENT (D):
2ND MO CAVALRY

USA ORDER OF APPEARANCE
(ALL UNITS ENTER SEGMENT (G))
2:30 PM: 5TH IA, 26TH MO, 11TH OH ARTY, SANBORN (LDR)
3:00 PM: 48TH IN, 4TH MN, 16TH IA, HAMILTON (LDR)
4:00 PM: 10TH IA, 80TH OH, SULLIVAN (LDR)
4:30 PM: 17TH IA, 10TH MO, 12TH WS ARTY, ROSECRANS (LDR)
6:00 PM: MOWER'S BRIGADE (ALL), 2ND IA ARTY, MOWER (LDR)

2:30 PM	3:00 PM	3:30 PM	4:00 PM	4:30 PM	5:00 PM
5:30 PM	6:00 PM	6:30 PM*	7:00 PM	7:30 PM*	

	A. USA ARTILLERY SEGMENT	B. USA SMALL ARMS SEGMENT	C. USA HORSE SEGMENT	
N. CSA ACTION SEGMENT	O. GAME TURN SEGMENT		D. CSA HORSE SEGMENT	E. CSA ARTILLERY SEGMENT
M. USA ACTION SEGMENT	SEGMENT DISPLAY			F. CSA ACTION SEGMENT
L. USA ARTILLERY SEGMENT	K. USA HORSE SEGMENT		H. CSA ARTILLERY SEGMENT	G. USA ACTION SEGMENT
		J. CSA HORSE SEGMENT	I. CSA SMALL ARMS SEGMENT	

