



VERSION II

An American Civil War Wargame for Miniatures

RULES OF PLAY



Prepare for a tabletop game unlike any other!

Welcome to the world of



*W*hat is Miniature Wargaming?

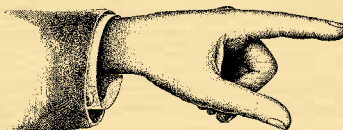
Miniature wargaming is a strategic tabletop game where players assume command of miniature armies and engage in turn-based combat. You will lead massive battalions of infantry, cavalry and artillery into battle against your opponent in hopes of a grand victory. You will need to maneuver your forces and engage in warfare both from afar and in close quarters hand-to-hand combat. As the general of your army, *you* will be

faced with many difficult decisions, such as placement of cannons and where to keep your reserves. You will feel the pressure of low morale amongst your troops; devastating cavalry flank attacks, and ground rumbling artillery barrages.

This wargame will allow you to relive the greatest battles of the American Civil War as well as test your skills at commanding an army using historical military tactics!



Let's get started!



The American Civil War

The American Civil War was fought between 1861 and 1865 as a result of deep tensions between the Northern and Southern States that formed the United States of America. Primarily based on issues related to states' rights and slavery, the tensions spiraled into all-out war shortly after Abraham Lincoln was elected President. One by one, states began to secede from the Union and join the Confederate States of America. The war began on April 12, 1861 when confederate forces fired on Fort Sumter in Charleston South Carolina. Four years later, the war came to an end and the Confederate armies surrendered. Over 600,000 Americans lost their lives in the struggle.

Commanding an Army

This game allows you to become the general of a grand army and make all the decisions necessary to bring victory for your cause. You will be in charge of every aspect of battle, from initial troop deployment, to strategically deciding whether to gamble for vital objectives. You will need to consider many important moves that could result in a glorious victory or a crushing defeat. You will learn how to manage soldiers using period tactics as well as learn to effectively manage morale amongst your troops. Good luck general!

Supplies You Will Need:

- GORDON & HAGUE miniatures
- Several 6-sided dice (10-30)
- A tape measure or ruler
- Pen and paper
- A gaming surface
- *Severed Union* Rulebook
- Battle Markers

The Hobby of Wargaming

Overview

Miniature wargaming is an amazing and vast hobby. Unlike most board games, there are endless possibilities with regards to scenarios and battles. You, your friends or gaming club can design entire campaigns and play games ranging from small skirmishes to large battles that take three days to finish. You can build your army from the ground up and design your own unique strategies. You can also customize your army with different flags and enhance your models with more detailed painting and ground cover for their Bases.

Building Your Game Board

To play this game you will need a gaming surface. This can be a simple tabletop with some model trees or an elaborate gaming board with farmhouses, fences and rivers. The gaming surface is a part of miniature wargaming that makes it so appealing to many first time gamers. There are many companies that sell modeling and terrain products to make building a gaming surface easier and more satisfying than ever before. Visit **GordonAndHague.com** for a full list of these retailers and be sure to check the Hobby Center on our website for articles on how to build gaming tables and scenery.

Enhancing Gameplay

There are many ways to enhance your game play and keep this hobby new and exciting for years to come. Unlike most board games, miniature wargaming is extremely customizable and there are virtually unlimited ways to play. Some of the ways to enhance your gaming experience are:

Gaming Tables – Build custom gaming boards with scenery that you can rearrange to make each battle completely different than the last.

Enhance Your Miniatures – Customize your miniatures with additional painting and modifications.

Enhance Unit Bases – You can add modeling flock and static grasses to enhance your Units' Bases.

Design Campaigns – Build custom campaigns or follow historical campaigns with your friends.

New Scenarios – Design custom scenarios and follow specific historical engagements.

New Opponents – Find new opponents with whom to play. Along with playing new gamers you can also arrange larger games with multiple players, larger layouts and more complex scenarios.

“What If” Scenarios – Replay the greatest battles of the war by creating “what if” scenarios and alternate battle plans. What if Lee hadn’t fought at Gettysburg and moved closer to Washington instead? What if Jubal Early was able to win the battle of Monocacy and lay siege to the northern Capital?

Unit Types:

General



The general is the leader of your army. He oversees every aspect of the army, from transportation and rations to the careful and meticulous planning of each battle. The general typically builds the entire battle plan for each engagement and then relays his plans to his staff. The general plays an important role during the actual battle as well. He will often ride along the lines to keep watch over the ever-changing landscape. A general’s presence on the field is important for the morale of the army. Often when soldiers see their beloved general riding along with them, they fight harder and believe in their cause all the more fervently. A general must be careful to keep his distance from the battle as to not put himself in harm’s way, but he also wants to be close enough to observe and support his soldiers on the front lines. As you take charge of your army, make sure to keep your generals close to the army for a major morale boost, but also keep them protected. If a general falls, it could cause mass panic and your army may crumble under the weight of no leadership.

Infantry



The infantry is the core of your fighting force. They will usually make up the highest percentage of your army and will be the primary tool in winning any engagement. Infantry is made up of men from all walks of life. Some are hardened veterans of past wars, some are farm boys with experience hunting and serving as militia but many are teenagers and young men who have never seen real combat and have received only light training before being rushed to the front. As general, you will need to utilize your infantry well and must consider their placement and movement carefully. You will need to work to keep their morale and confidence high throughout your battles or they may falter, causing panic amongst your entire fighting force. The infantry can be a somewhat cumbersome force to maneuver because they fight in long regimental lines and work as a cohesive Unit. However, they use several different formations to achieve specific tasks in battle and flexibility makes infantry extremely effective during engagements where the battle climate changes rapidly.

Infantry Command



The infantry command is a vital piece of every infantry Unit. The command typically consists of the battalion’s officers and flag bearers. The command helps to keep the infantry battalion organized and motivated. Having an infantry command present in an infantry battalion provides many advantages such as: leadership, experience, motivation, and confidence, and, therefore, is essential when the Unit reaches the thick of the fight. If an infantry command is wiped out, the captains and other noncommissioned officers will attempt to step up and keep control. But without the command present, the Unit will suffer and break much easier.

Cavalry



The Cavalry are the eyes and ears of your army. They play several key roles that make them extremely effective in battle. Cavalry, normally will not make up a very large portion of your

army, but if used properly, can be devastating to your opponent. They act as mounted scouts who can move quickly to observe the enemy, capture key objectives, set up light defenses, and hold until the infantry arrives. They can also serve a crushing blow when charging enemy lines with sabers drawn. Their swiftness allows them to expose the edges and flanks of enemy battle lines and they can often squeeze through enemy gaps to take out artillery positions and observation stations. Cavalry however is subject to mass volleys as they are large targets and horses are often frightened by artillery fire, which can cause slight panic when they are directly exposed to incoming bombardments. Use your cavalry wisely and keep them protected.

Artillery



The artillery is your long-range heavy hitting weapon. Artillery is broken down into Units called batteries. In this game, a battery typically includes two cannons and six crewmen. The artillery's objective is to pound the enemy from long distances before the main fighting force can get within range. They are also used to soften enemy defenses before a major attack, as well as force the enemy back from flank attacks. The artillery is often used to protect retreating Units and can be extremely effective in close quarters fighting with the use of canister shot. They use different types of shells for different needs and situations. Their one downfall is that they are cumbersome and slow to maneuver on the battlefield. The crew can push the cannon but it is very slow process. You do have the option of using a horse-drawn limber to quickly transport your cannons to where they are needed most on the battlefield. Placement of your artillery is the most important consideration to keep in mind. To be effective, they need to be able to see well over the field and have clear line of sight on the enemy.

Scouts/Skirmishers



Scouts are a unique addition to your army and represent infantry skirmishers and dismounted cavalry. The main purpose of scouts is to go up in front of the main army and do

reconnaissance work. They will find roads, towns and resources that will be useful. Being up in front of the main line, scouts often find themselves engaging the enemy first and suddenly. They are not typically meant for prolonged engagements or heavy fighting. They fight in smaller, loose formations and fall back quite easily in the face of a sizable opponent. Scouts are often used to hold forward locations that the general deems important, such as towns, fence lines and roads. Your scouts can be a useful tool in war, especially in the earlier stages of a battle when the rush to claim high ground and vital objectives is a top priority.

Militia



Militia Units are considered an inexpensive infantry option for your army. They are essentially the equivalent of rookie or green infantry.

These Units are made up of primarily fresh recruits, are generally untrained and have little experience fighting in real combat. Typically the militia will make a presence when the fight comes to their hometown and they feel threatened or pushed by others to make a stand. Most of these Units lack the presence of leadership and flags to keep their willpower and morale strong. In the face of intense fighting, their lines tend to break easily and they scatter for the hills. Militia however, can be effective when you need to plug gaps in a line or need to rush reserves to hold an objective. Use your militia wisely and do not rely on them too heavily in the face of intense drawn out combat.

Militia Command



Militia Units are often led by a small command. The officer in command may have some previous military experience or he may hold high status in the hometown where the militia Unit originated. Militia commands help bring organization to their battalions. They also help to raise morale and improve the Unit's drill.

Army Composition

How to Build Your Army for Gameplay

Your army is broken down into many separate Units. These Units help to keep the army organized and easier to manage. Below you will find information on how to build your army specifically for the *Severed Union* game.



This is a "Base".



This is a "Unit".

Infantry: Infantry soldiers are formed into Units also called "battalions". An Infantry Unit consists of 3-6 Bases that are grouped together side by side. An infantry Unit may include only one infantry command Base or none at all.

Militia: Similar to infantry, militia troops are formed into Units called "battalions" as well. A Militia Unit consists of 3-6 Bases that are grouped together side by side, and may include one militia command base or none at all.

Artillery: Artillery crews are formed into Units also called "batteries". An Artillery Unit consists of 1 to 2 artillery Bases. Artillery Bases in the same battery must be within 2 inches of each other.

Cavalry: Cavalry troops are formed into Units also called "battalions". A Cavalry Unit consists of 3 to 6 Bases of Cavalry grouped together side by side.

Scouts: Scouts are formed into Units also called "battalions". A Scout Unit consists of 2 to 5 Bases of scouts.

Generals: Generals are a stand-alone Base and cannot be grouped with any other Unit.

Unit Scale

Scale refers not only to the size of the miniatures that you are using, but also to how many soldiers each miniature or Base actually represents on the battlefield.

Generals: Each general's Base represents 1 actual general and his staff.

Infantry and Militia: Each infantry and militia Base represents 60 actual soldiers, which is roughly the size of a small company during the war after several engagements.

Artillery: Each artillery Base represents 3 artillery guns with a full crew and officers, so a Unit of 2 artillery Bases would actually represent 6 full guns and crew, which was the size of a small period battery.

Cavalry: Each cavalry Base represents 30 mounted soldiers.

Scouts: Each scout Base represents 30 actual skirmishers.



Understanding The Army Organizational Structure

American Civil War armies were all generally structured the same. A strong structure was essential to keeping an army organized and prepared for combat. The belief amongst an army's leadership was that an unorganized army would spell instant disaster when exposed to a real fight. The structure would change slightly as the war went on to compensate for dwindling man power and loss of officers.

Below you will find the army organizational structure used for *Severed Union*.

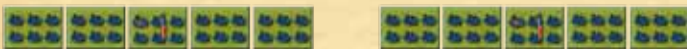
Example of a Company:



Example of a Battalion:



Example of a Brigade (at least 2 Battalions):



Example of a Division (at least two Brigades):



Gaming Style Options

There are several exciting ways to play this game with regards to army composition. This section will cover several styles of play ranging from casual games to tournament level engagements.

Play With What You Have – With this style of play, you simply play your opponent with whatever Units you currently have available. This works well for quick casual games where competition level is not a top priority. This is also a much quicker way to get a game started, if time is an issue.

Matching – With this style of play, you simply match what your opponent has, Unit wise. Identical armies will make this type of game extremely fair because both players will face off using the exact same army.

Scenario Driven – With this style of play, you will base your game off of custom scenarios that you design. You can also model your scenario after an actual historical engagement.

Example: At the Battle of Fredericksburg the Confederate army was well outnumbered but held an excellent defensive position.

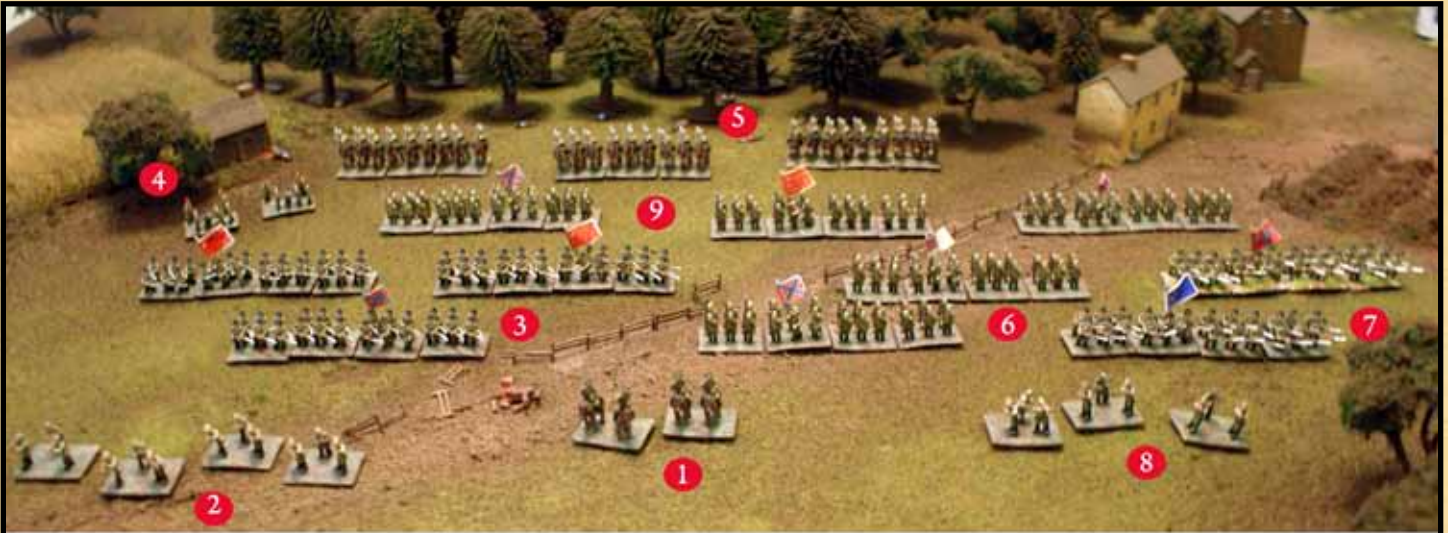
Army Build System – The Army Build System is a point-based system where you delegate a specific point amount for the game. Each opponent builds his army based off of that point amount using the army build point chart below.

Unit Point Values	
Infantry Base	10 points per Base
Veteran Infantry Base	18 points per Base
Militia Base	6 points per Base
Scouts Base	6 points per Base
Cavalry Base	16 points per Base
Artillery Base	25 points per Base
General Base	50 points per Base
Upgrade Unit to rifled muskets*	3 points per Base
* Cavalry cannot be upgraded	

General Restriction: A standard size army (40-80 Bases) may only contain at the most 3 generals, with a minimum of one required. For larger games, have the players involved agree upon a maximum number to be allowed.

Artillery Restriction: A standard sized army of 40-80 bases may only contain at most 10 bases of artillery.

Army Examples



1. Mounted Generals (2 bases)
2. Confederate Skirmisher Detachment (4 bases)
3. Confederate Militia Battalions (3 battalions, 4 bases each)
4. Confederate Artillery Battery (2 teams)
5. Confederate Cavalry Battalions (3 bases each)
6. Confederate Heavy Infantry (3 battalions, 4 bases each)
7. Confederate Militia Battalions with Rifled Muskets (2 battalions, 4 bases each)
8. Confederate Skirmisher Detachment (3 bases)
9. Confederate Heavy Infantry Upgraded to Veterans (2 battalions, 4 bases each)

SAMPLE CONFEDERATE ARMY LIST



1. Federal Skirmisher Detachments (2 battalions, 3 bases each)
2. Federal Militia Battalions (4 battalions, 4 bases each)
3. Federal Artillery battery (2 teams)
4. Federal Cavalry Battalions (4 battalions, 3 bases each)
5. Federal Infantry Battalions with Rifles Muskets (2 Battalions, 4 bases each)
6. Federal Mounted Generals (2 bases)
7. Federal Infantry Battalions (3 Battalions, 4 bases each)
8. Federal Artillery Battery (2 teams)

SAMPLE FEDERAL ARMY LIST

Useful Terms used in this Rulebook:

At Distance Range: Firing at an enemy that is at medium range.

At Extreme Range: Firing at an enemy that is at long range.

Attack Rolls: The amount of dice that a Unit receives when it strikes in close combat.

Base: A Base refers to one Base of miniatures. All miniatures in the GORDON & HAGUE line are placed on a Base that makes them easier to move on the gaming board.

Continuous Fight: This term is used when referring to Units that remain locked in close combat until the next turn.

#D6: Refers to the number of normal 6-sided gaming dice to be thrown. These are the only type of dice used in this game.

Deadly Range: Firing at an enemy that is within close range.

Engage: Initially firing at an enemy and striking them.

Major Casualties: Causing enough casualties to warrant removing an entire Base from a Unit at which you are firing.

Minor Casualties: Causing enough casualties to warrant a willpower test for the targeted Unit.

Resilience Roll: An attempt to save heavily hit Bases in a Unit. If the Resilience Roll fails, the Base will turn into a Major Casualty.

Unit: A group of Bases that are put together to form a fighting force; also referred to as a *battalion*.

Willpower Test: A test that is taken every time a Unit receives Major Casualties from gunfire, artillery, or close combat.

Beginning The Game**Who Goes First?**

For a standard game, each player rolls a die and whoever rolls higher can decide to go first or second. For custom scenarios, there may already be rules stating who goes first, such as a surprise attack scenario, but this is entirely up to you and your opponent.

Determining the Readiness of Your Army (Optional Advanced Rule)

Armies were rarely fully deployed when battles began. Often there would be entire division's days away from the actual engagement. To represent this in *Severed Union* we created a reserve system for determining how prepared an army is for the upcoming engagement.

At the beginning of the game—before any Units have been placed on the field—each player must roll 1D6 (i.e., one standard six-sided die) for *each* Unit in his army to determine how close the Unit is to the battlefield. Consult the chart below.

Roll of 1, 2 or 3: The Unit is at the front of the army's column and will be ready to start the battle first turn. You may place these Units on the field at the beginning of the battle during initial deployment.

Roll of 4 or 5: The Unit is not far away and is rushing to arrive. The Unit will arrive at the beginning of your 3rd turn. Keep these Units on another table until their arrival to the battle.

Roll of 6: The Unit is at the rear of the column and will be late to the battle. The Unit will arrive at the beginning of your 4th turn. Keep these Units on another table until the arrival to the battle.

Note: All scout Units and one general automatically start on the first turn. For each other general you must roll separately to determine when he arrives on the field.

Arrival of Reserves

When it is time to place reserves on the battlefield, place them on the table at the beginning of your turn anywhere within the original deployment zone. They may move and fire normally that same turn.



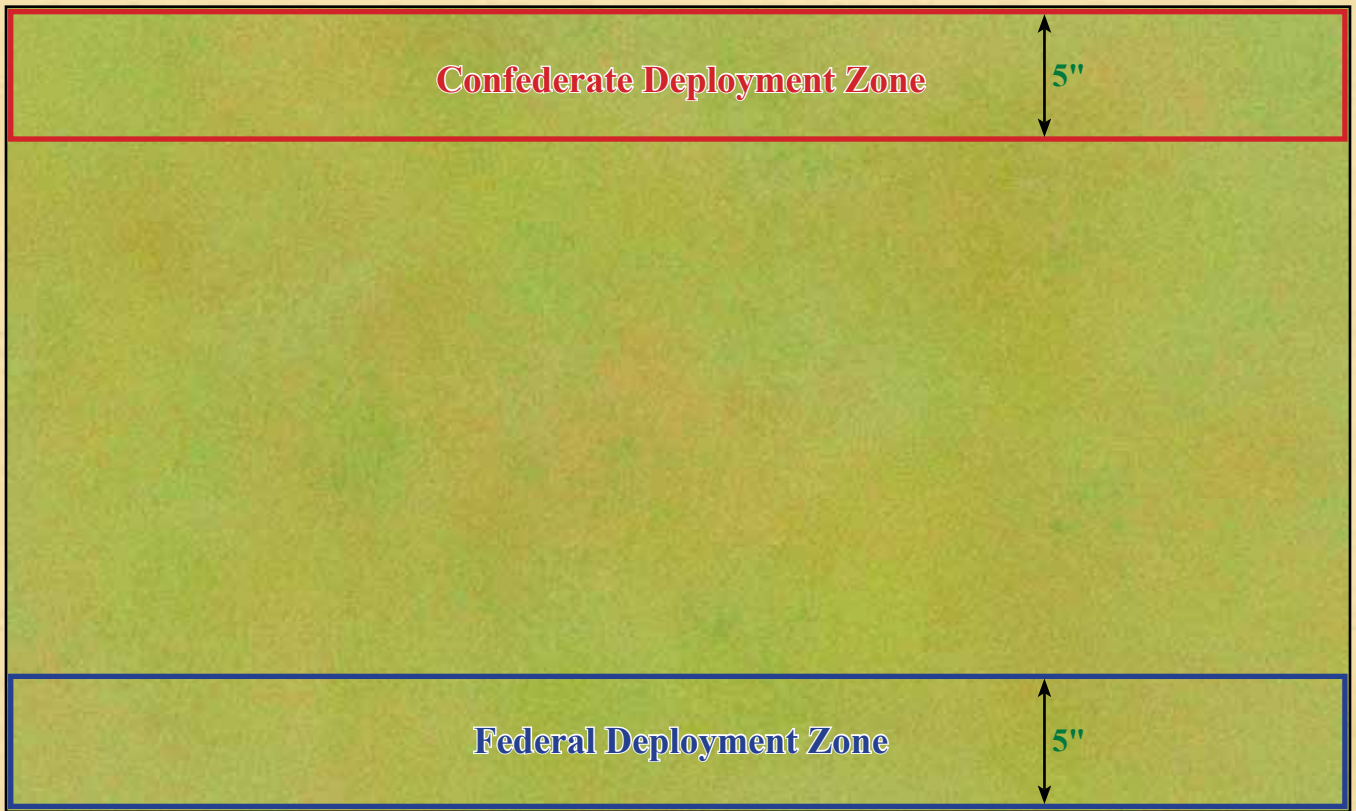
Deploying Your Army for Battle

Whoever has the first turn will set up on the field first. You are allowed to set up your army along the entire length of your designated side within 5 inches from the table's edge. Scout Units have a deployment zone of 15 inches from the table's edge. Once the first player has his army in place, the second player may then set up their army in his deployment box.

You may initially set up your Units in marching column or battle line. Scouts and *dismounted* cavalry always start and stay in skirmish formation.

Deployment of Skirmishers

For the initial deployment of skirmish Units, simply have both players write down on a separate piece of paper where their skirmish Units will be placed within the 15-inch deployment zone. Once both sides have deployed their main armies, they will reveal their scout locations and proceed to place the models in those locations at the same time.



Deployment Zone diagram





The Turn Sequence

Each turn is broken up into five phases. When a player begins his turn he will move through each phase in order until all phases are complete, at which point his turn is over and the opposing player will then begin his turn. In the following sections, we will review each phase and describe in detail how one carries out that phase.

The Phases of a Complete Turn:

1. Measure of Resolve Phase
2. Movement Phase
3. Reactionary Artillery Phase
4. Offensive Firing Phase
5. Close Quarters Combat Phase

A Full Turn Sequence:

Example: Player A's First Turn

- Player A conducts the Measure of Resolve Phase
- Player A conducts the Movement Phase
- Player B conducts the Reactionary Artillery Phase
- Player A conducts the Offensive Firing Phase
- Player A conducts the Close Quarters Combat Phase

Player A's first turn is now complete. Player B now begins his first turn and conducts the same phases just completed by player A. Once each player has completed each of the phases then the first full *Game Turn* is complete.

Phase 1: Measure of Resolve Phase



During this first phase, you will determine the fate of any of your Units that are currently on the retreat. This phase determines if the Unit tries to reform and rejoin the engagement or continues to fall back in fear.

To determine the outcome of a retreating Unit, roll **3D6**, total up the outcome and refer to the chart below:

3-6: The Unit remains in an all-out panic and continues to retreat **1D6 +2 inches** to the rear. (Remember to keep a retreat token behind the Unit.)

7-12: The officers begin to stabilize the retreating Unit, they move only **4 inches** to the rear and on your *next* turn will be able to move and shoot as normal. Once moved 4 inches backwards, face the models forward to signal that they are now re-grouping. (Keep the retreat token on the Unit until your next turn, then remove.)

13-18: The Unit is energized by its officer's plea to stand fast and fight on. The men immediately reform their battle line and can now move and fire that same turn. (Remember to remove the retreat token from the Unit as well.)

General's Influence Rule: If a General is within 6 inches of the retreating unit then add +2 to their final roll before determining their fate.



Phase 2: The Movement Phase

During this phase you may move any Units that are eligible to be moved. Follow the movement chart below, which shows you how far Units may move and the different types of movements available.

MOVEMENT CHART			
Unit	Basic Advance ¹	Double Quick ¹	Marching Column ²
Infantry & Militia	3 inches	5 inches	7 inches
Cavalry	5 inches	8 inches	10 inches
Generals	5 inches	8 inches	NA ³
Scouts	4 inches	6 inches	NA ³
Limbered Artillery	6 inches	NA ³	NA ³
Unlimbered Artillery	2 inches	NA ³	NA ³

Notes:

¹ Basic Advance and Double Quick movements can only be used when a Unit is in *battle line* or *skirmish* formation.

² Marching Column movement can only be used when a Unit is in *marching column* formation.

³ NA means the particular Unit cannot make this type of move.

Types of Movements

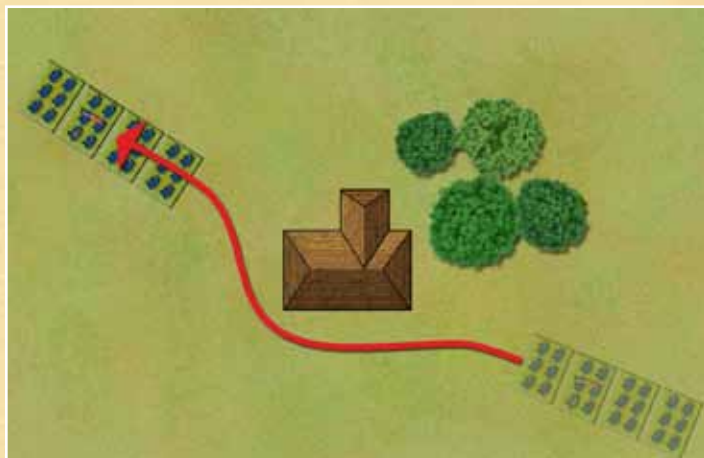
Basic Advance: The basic advance is essentially a normal walking pace and it's meant to keep blocks of troops organized and in line. It is not the quickest movement option, but your men will stay organized and will not suffer from exhaustion. They will have more energy and time to fire more rounds during the firing phase if they move at the basic advance speed.



Marching Column: Marching is intended to move columns of troops quickly to distant locations. You may only march a Unit if it is in marching column. Marching Units, however, are more vulnerable to enemy artillery and musket fire as a result of the tightly packed formation that a marching column creates.

A unit that has marched in its Movement Phase may *not* fire in the subsequent Offensive Firing Phase of its turn, even if it has changed formation to battle line. Mark such a unit with a “Marched” token.

Marching columns have more flexibility when moving. A marching column may move forward, follow a curving road, or off at an angle, and may move around obstacles if necessary.



Example: The marching column shown above follows a curving path in order to move around the obstacle.



Double Quick: Moving at the double quick almost doubles the speed of the basic advance. It is not an all out sprint but rather a steady jog intended to move troops rapidly in order to plug gaps or capture objectives. Mark a Unit that uses double quick movement with a “Double Quick” token.

Using double-quick movement affects your troops' ability to fire. A Unit that moves at the double quick will not produce the same amount of firepower as a Unit that moved at the basic advance. A Unit that moves at the double quick will only be able to fire half of what it normally could had it moved at the basic advance speed.

A Unit marked with a “Double Quick” token has that token *removed* at the end of its move if it did not use Double Quick move during that Movement Phase.

A Unit marked with an “Exhausted” token may *not* use double quick movement.



Exhaustion Rule: Double-quick movement is an effective way to gain the upper hand in a battle by moving troops quickly. However, moving fast can take its toll on men and can negatively affect their fighting ability.

If a Unit *already* marked with a “Double Quick” token elects to double quick again, it must take an exhaustion roll to test its ability to continue moving. After the unit’s double quick move is *completed*, roll 1D6. On a roll of a 1-3, the Unit becomes “Exhausted” (mark it with an “Exhausted” token); on a roll of a 4-6, the Unit is not affected.

A Unit marked with an “Exhausted” token may not use double quick movement, and may only have that token removed at the end of a Movement Phase if it rests by *not moving* during that Movement Phase.

Special Movement Rules

Use of Roads: Roads played an important role in the war and were considered vital objectives to control during battles. Moving on roads made it much easier for large masses of soldiers to maneuver forward as well as stay in communication with an army’s command.

When moving on roads or paths, add 2 *inches* to the Unit’s movement distance. The Unit must be in marching column and at least one Base in the Unit has to be on the road for the Unit to be considered as starting on a road or path.

Example: An infantry Unit begins its move on a road and plans to march, therefore it may march the normal 7 inches +2 more inches for a total march move distance of 9 inches.

Moving Backwards: It is difficult to move a Unit backwards while it is still facing forwards. If you plan to move a Unit backwards, you lose 2 *inches* off the total movement distance. A unit may not move backwards when marching or using double-quick movement.

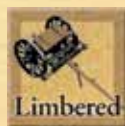
Note: Generals, scouts and dismounted cavalry are exempt from this rule.

Example: An infantry Unit plans to move backwards at the basic advance distance. Usually it would have a move distance of 3 inches for the basic speed, but because it is going backwards its movement is limited to 1 inch.

Artillery Movement Rules

Cumbersome Piece Rule: If you choose to move an artillery battery without the use of limbers, then the cannons cannot fire that turn. It is assumed that the crew is too busy with mobilizing the guns to the new location.

Limbering and Unlimbering Guns: Artillery guns can be limbered for rapid deployment to other areas of the battlefield. Having the capability to move artillery quickly is vital to seizing and holding objectives in a battle. Mobilizing artillery, however, is an arduous task and takes some time to coordinate.



Limbering an Artillery Unit: To limber an artillery unit, declare that you are limbering the specific Unit. You may limber an artillery Unit during your Movement Phase or during your Reactionary Barrage Phase, only if the Unit has *not* fired during that phase. The limbering process takes a good deal of time to complete so you will not be able to move the Unit as well in that same turn. Place a “Limbered” token behind the artillery Unit to signal that it is now limbered and ready to move. During your next turn’s Movement Phase, you may then move the limbered Unit. A limbered artillery Unit may move 6 inches and can take advantage of the movement bonus for moving on a road or path.

Note: If one artillery Base limbers then the other artillery Base in the Unit, if there is one, must limber up as well. Artillery Units must move as one.

Choosing to Limber Artillery instead of Firing during the Reactionary Barrage Phase: During the Reactionary Barrage Phase you may limber an artillery Unit if it did not fire in that phase. If a unit limbers during the Reactionary Barrage Phase it may move during its upcoming Movement Phase.

Moving Artillery during the Reactionary Barrage Phase: If an artillery Unit starts the Reactionary Barrage Phase limbered, it may move its normal 8 inches during this phase instead of unlimbering or firing.

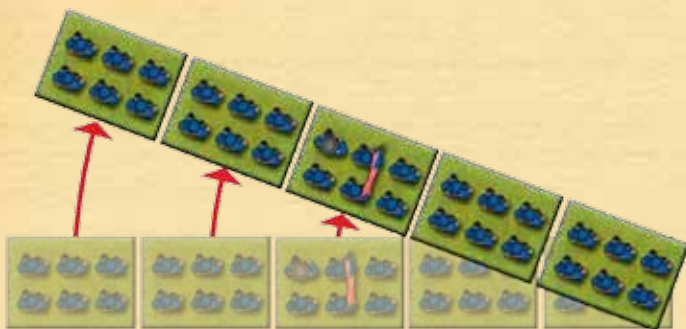
To Unlimber an Artillery Unit: To unlimber an artillery unit, declare that you are unlimbering the Unit during your movement phase. The unit may fire during its next Reactionary Barrage Phase.

Examples of Limbering and Unlimbering: An artillery Unit decides not to fire during its Reactionary Barrage Phase. Instead it limbers and waits for its upcoming Movement Phase. During its Movement Phase, the artillery Unit moves forward to a new location and unlimbers. The Unit may now fire from its new location during its next Reactionary Barrage Phase.

An artillery Unit is being approached by enemy cavalry and needs to fire at them during its Reactionary Barrage Phase. During its next movement phase it limbers and prepare to retreat. During the following Reactionary Barrage Phase the Unit now makes its retreat move of 6 inches. During its next Movement Phase it continues the retreat and moves another 6 inches away from the enemy cavalry. During its next Reactionary Barrage Phase it decides to unlimber and fire.

Advanced Movements

Left and Right Wheels: Wheeling a Unit is essentially pivoting the Unit just like a door being opened and closed. You are allowed to wheel a Unit up to 90 degrees in either direction. To wheel, simply state whether you are making a left or right wheel and then wheel the Unit. If you make a left wheel you are pivoting the Unit off of the leftmost Base in the Unit. The leftmost Base does not move at all; it is simply turned slightly to form the angle of the wheel. The rest of the Bases in the Unit are then brought on line to form the new battle line pointing in the new direction.



A Unit in battle line performing a right wheel.

When doing a right wheel simply, turn the rightmost Base in the Unit to your intended angle and bring the rest of the Bases online to form the new battle line. *Wheeling a Unit costs 3 inches off its total move distance.* You may make as many wheels as you want in a Movement Phase.

Note: Only Units in battle line formation may make a wheel.

Example: A cavalry Unit plans to move at the double quick. It moves forward 3 inches, makes a left wheel (3 inches) and continues forward another 2 inches for a total move of 8 inches, which is the normal cavalry movement distance while moving at the double quick.

Example: An infantry Unit plans to move at the double quick. It begins its move by making a slight right wheel (3 inch cost) then continuing 2 inches forward for a total turn of 5 inches.

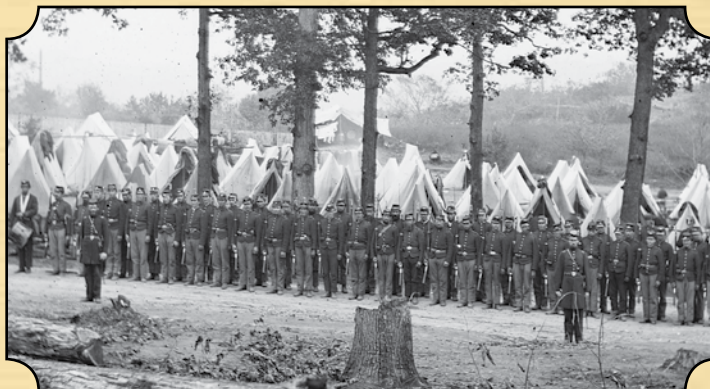
Example: An infantry Unit plans to make a basic advance left wheel. The Unit is wheeled left and its move is complete because wheeling is considered 3 inches, which is the equivalent of an infantry's basic advance move distance.

About Face: About facing a Unit is the same as turning the Unit around 180 degrees, so a Unit facing forward that is ordered to about face would now be facing the rear. This may be used when you want to face a rear flanking threat or plan to move troops to the rear. *Each about face a Unit performs during its turn costs 1 inch off its total move distance.*



A Unit in battle line doing an about face.

Example: An infantry Unit plans to move at the double quick to the rear. They make an about-face movement costing 1 inch and continue forward to the rear 4 inches, for a total move distance of 5 inches.



Left Face and Right Face: When you order a left or right face of a Unit each Base in the Unit moves 90 degrees in place. Note that by doing a left face to a battle line it will put the Unit into marching column facing to the left. If you right face a Unit in marching column, the Unit will then be in a battle line formation facing to the right. This is a good move for quickly getting troops formed up to face immediate threats. General's and artillery cannot be left or right faced. *Each left or right face a Unit performs during its turn costs 1 inch off its total move distance.*



A Unit in battle line left-faces into marching column.

Example: *An infantry Unit in battle line orders a left face. The Unit is now in a marching column formation ready to "march by the left flank."*

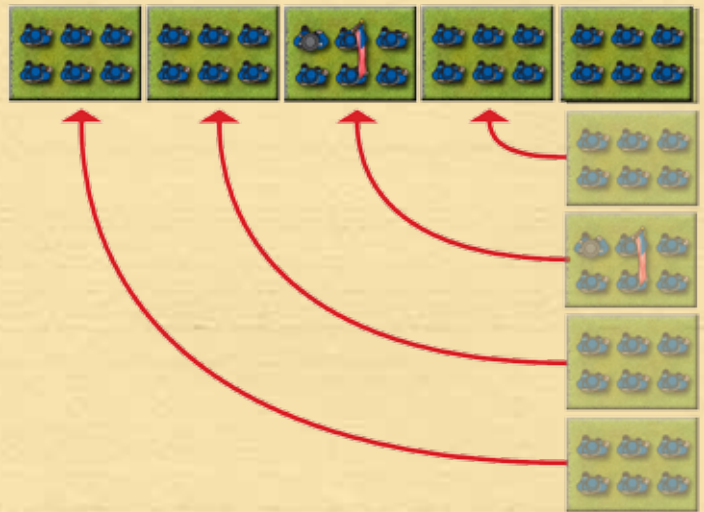
Left and Right Oblique Movements: Moving a Unit forward at an angle is considered moving at the oblique. Units may make a left or right oblique as part of their movement. There is no penalty for moving a Unit at the oblique; it will however move slightly less naturally by moving at an angle.



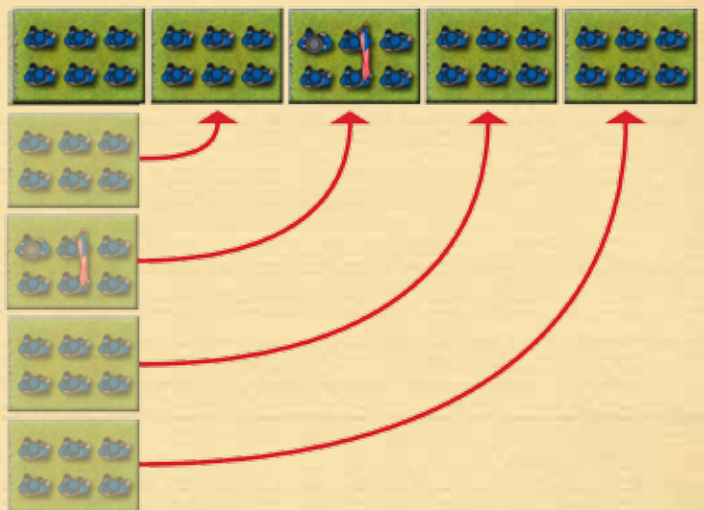
A Unit in battle line performing a right oblique.

Marching Column into Battle Line: Moving a Unit from marching column into a battle line is a fairly simple maneuver that will be used often when bringing troops online quickly. To conduct this maneuver, the Unit must start off in marching column and then declare that it is changing the formation. You may either march the Unit first then change to battle line formation, *or* change the Unit into battle line formation and then move. *Forming a Unit into the battle line from column costs that Unit 3 inches off its total movement distance.*

The battle line may be formed either to the left *or* right of the first Base in the column (see the diagrams below).



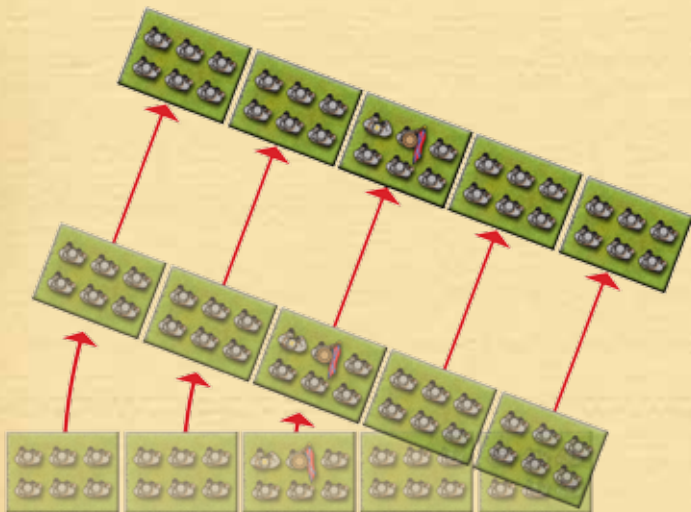
A Unit in column deploying into battle line on the left.



A Unit in column deploying into battle line on the right.

Examples of Some Combination Moves

Units may make what is known as combination moves. This is when several different movements are made to equal the distance they are planning to make. Units may combine moves such as wheels, left and right faces, oblique and normal forward advances. Below are some examples of combination moves that you can make.



Right wheel + advance

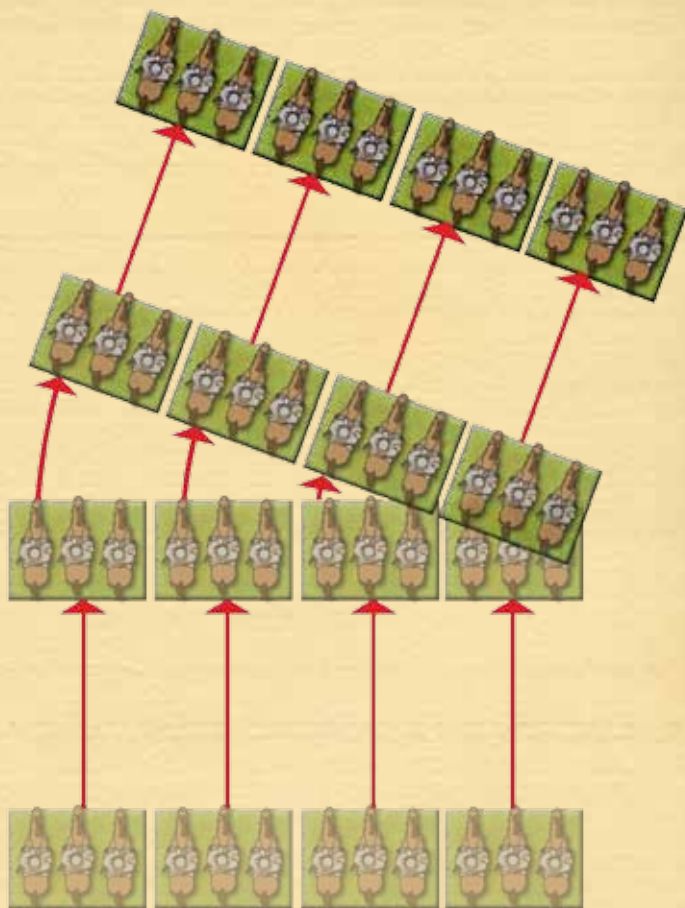
The right-wheel maneuver costs 3 inches; the Unit then advances forward another 2 inches.

An infantry Unit makes a left face (cost of 1 inch) and then marches 6 inches for a total move of 7 inches. This is the equivalent of the infantry's normal marching distance.



Left Face + March

The left-face maneuver costs 1 inch; the Unit then marches forward 6 inches.



Cavalry advance + right wheel + advance

The cavalry Unit moves forward 2 inches, then executes a Right Wheel maneuver (costs 3 inches), then moves forward again (this time 3 inches), making the total move 8 inches (the maximum for cavalry moving at the double quick).

Skirmish Formation: This formation is reserved only for scouts and dismounted cavalry. It is a loose formation with the Bases in the Unit *not* touching like every other formation; rather they must be within 2 inches of each other.



Scout skirmish formation

Scouts always operate in this formation. Bases can be up to 2 inches apart.

Note: Dismounted cavalry and scouts may *only* be in this formation. They cannot form marching columns or battle lines. They may, however, conduct wheels, obliques, and about faces.

Mounting and Dismounting Cavalry

Cavalry can dismount from their horses if the situation calls for it. They may want to take a defensive position behind a fence or conceal themselves in a forest or town.



To dismount cavalry, you must have extra scout Bases to represent that the cavalry is now dismounted or have tokens to place next to the cavalry to signal this.

You may dismount cavalry during the Movement Phase *before or after* they have made their normal movement. You will declare that the Unit is dismounting and replace the cavalry models with scouts or place tokens on the board. If you have dismounted before moving, you may now move as dismounted cavalry on foot. If you choose to dismount after moving, you may not move again once dismounted that turn.

To remount a Unit, you must declare that you are remounting during the Movement Phase. Waiting for the horses to arrive from the rear will take the entire Movement Phase. After remounting the Unit, you may not make an additional move that turn but may fire, which is considered firing after a double quick.

Note: You cannot dismount during hand to hand combat.

Special Rule: Concealment

Dismounted Cavalry also benefit from the “Concealed” special rule that Skirmishers have. See skirmisher special rules.

Important Note: Dismounted cavalry act exactly the same as skirmishers when on foot (i.e., same movement, firing and rules).

Phase 3: Reactionary Artillery Phase

During this phase, the opposite player of the one whose turn it currently is may react to the movements just made by his opponent by firing any artillery that is eligible to fire. This phase allows the non-phasing player to react to the movements of the enemy.

As with infantry fire, an artillery Unit may only target one enemy unit. For example, if you have an artillery Unit with two Bases, both must target the same enemy Unit. You cannot split fire amongst two separate enemy Units.

Artillery Units may *only* fire during this phase. They are not allowed to fire during the Offensive Firing Phase.

See page 19 for detailed rules on firing artillery.

Phase 4: Offensive Firing Phase

Who may Fire?

A Unit that remains stationary makes a basic advance or moves at the double quick may fire during the firing phase. A Unit that is engaged in close combat, retreating, in marching column or has just marched may not fire that same turn.

Rate of Fire

Infantry, Militia & Dismounted Cavalry	2 dice per Base
Cavalry	1 die per Base
Scouts/Skirmishers	1 die per Base
Generals	May not fire

Example: An infantry Unit containing 5 Bases that moved a basic advance may roll 10 dice to fire at an enemy Unit.

If a Unit did not move in its Movement Phase that Unit receives +1D6 when firing during its Offensive Fire Phase. This bonus does not apply to scouts and cavalry.

Example: An infantry Unit containing 5 Bases that does not move may roll 10 dice +1 for a total of 11 to fire at an enemy Unit.

If a Unit moved at the double quick during the Movement Phase, it may fire with half the allotted amount of dice. For Units with an odd number of bases, simply round up when determining the amount of firing dice.

Example: An infantry Unit consisting of 4 Bases that moved at the double may roll 4 dice (half their normal amount) to fire at the enemy.

If a Unit moved by marching column, it may not fire at all that turn.

Note: Skirmishers always fire their full amount of shots (1 die per Base) regardless if they make a basic advance or a double quick.

How to Fire on an enemy:

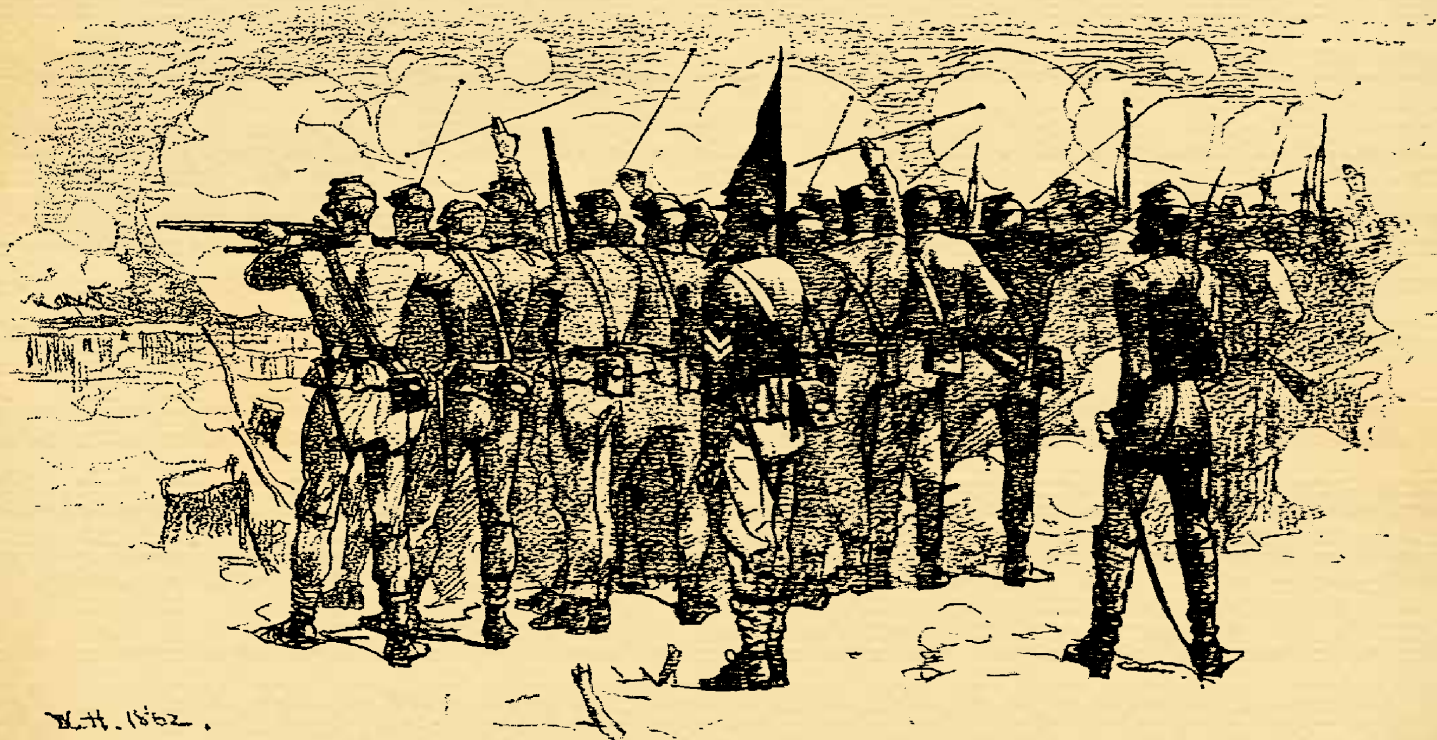
- Declare firing Unit and intended target.
- Measure to see if the targeted Unit is in range.
- Determine if the target is within Deadly Range, at distant range or out of range.
- Determine how many dice with which the Unit is allowed to fire.
- Roll to *Engage* the targets.
- Roll to *inflict Minor/Major Casualties*.
- Consider defender's level of terrain cover (if any).
- Defender takes a Willpower Test if any Minor Casualties are taken.
- Defender makes any needed *Resilience Rolls* to attempt to save heavily hit Units (Major Casualties).
- Remove casualties, if any.
- Take a *Willpower Test* for the attacked Unit if any Bases have been removed as casualties.

How to Engage Units

To Engage an enemy Unit, roll the allotted amount of dice determined by the rate of fire chart. Refer to the appropriate Engagement Chart below to see if your shots successfully engage.

Smooth Bore & Carbine Engagement	
At Deadly Range 1-5 inches	4 or more on 1D6
At Distance Range 6-10 inches	5 or more on 1D6
At Extreme Range 11-16 inches	6 or more on 1D6

Optional Upgraded Rifled Musket Engagement	
At Deadly Range 1-7 inches	3 or more on 1D6
At Distance Range 8-14 inches	4 or more on 1D6
At Extreme Range 15-22 inches	5 or more on 1D6



Inflicting Casualties & Types of Casualties

Once you have successfully Engaged an enemy Unit it is time to try and cause casualties. To do this, take any successful Engagement rolls and Re-roll them again and refer to the chart below to see if you cause any Minor or Major Casualties.

Minor Casualties

Minor Casualties are light losses, which are not enough to warrant removing a base of miniatures from the targeted Unit. If any Minor Casualties are caused—whether it is 1 or 4—the affected Unit must make one Willpower Test roll. See the Willpower Test section of the rulebook for details.

Major Casualties

Major Casualties are heavy losses, which are enough to remove bases of miniatures from the targeted Unit. If any Major Casualties are caused then the targeted Unit must make a Resilience Roll for each Major Casualty caused. If any of the Resilience Rolls aren't successful then you must remove a Base from the Unit for each unsuccessful roll and take a Willpower Test.

Firing Charts

Standard Smooth Bore Inf. Muskets & Carbines			
Engage	Minor Casualty	Major Casualty	Range
4+	4-5	6	At Deadly Range 1-5 in.
5+	5	6	At Distance Range 6-10 in.
6	6	–	At Extreme Range 11-16 in.

Optional Upgraded Rifled Muskets			
Engage	Minor Casualty	Major Casualty	Range
3+	4-5	6	At Deadly Range 1-7 in.
4+	5	6	At Distance Range 8-14 in.
5	6	–	At Extreme Range 15-22 in.

Firing at a Unit in Marching Column:

If you fire at a Unit that is in Marching Column you receive +1 firing dice. Firing into tightly packed Marching Columns greatly raises your chances of hitting flesh!

Handling a Unit that receives both Minor and Major Casualties from a Volley

There may be times when a Unit fires at an enemy Unit and causes both Minor and Major Casualties. If this occurs simply work out the Resilience Rolls first for the Major Casualties taken, then handle the Willpower Test that is required for the Minor Casualty. Even if you successfully pass the Resilience Roll, the additional Minor Casualty would require a Willpower Test as well.

Examples of Minor & Major Casualties:

*A Unit is fired upon and receives 2 Minor Casualties and 1 Major Casualty. It makes the 1 Resilience Roll first to handle the Major casualty. If it passes the Resilience Roll must still make a Willpower Test because of the Minor Casualties incurred. Even though there were 2 Minor Casualties, the Unit need only take **one** Willpower Test.*

*A Unit is fired upon and receives 3 Minor Casualties. It therefore needs to make 1 Willpower Test. Remember: regardless of how many Minor Casualties are incurred by a Unit, it need only take **one** Willpower Test.*

A Unit is fired upon and receives 3 Major Casualties. The Unit therefore needs to make 3 Resilience Rolls. If it successfully passes all three no Willpower Test is required.

Making Resilience Rolls

Any Unit that suffers Major Casualties is allowed to make a save attempt to keep the Bases alive and continue fighting. The owning player rolls 1D6 for each Major Casualty taken. On a roll of 1-4, the Base is wiped out and is removed from the gaming surface. On a roll of 5-6, the Base suffers multiple casualties but not enough to justify removing an entire Base of troops.

If a General is within 6 inches of a Unit that needs to make a Resilience Roll, that Unit receives a +1 bonus. The Unit would be saved on a roll of 4+ instead of the normal 5+.

Example: An attacking Unit of four Bases rolls 8 firing dice. It successfully Engages the enemy Unit with four of those shots. It then rolls those 4 dice representing the successful Engagements to see if it also causes Major Casualties. The Unit rolls two sixes and two ones, therefore the attacker causes two Major Casualties. The defender now must make two Resilience Rolls to attempt to save the

two heavily hit Bases. He rolls a 2 and a 5, so one Base is saved and one must be removed as a Major Casualty.

Take A Unit Willpower Test

If the attacked Unit takes any Minor/Major Casualties and fails to make the necessary Resilience Rolls, then the Unit must take a Willpower Test to see how it reacts emotionally to the heavy losses.

Note: See the Willpower Test section (page 28) of this rules manual.

Additional Firing Rules

Each Unit can only fire at one other Unit. It cannot split its fire amongst multiple Units.

The defender also chooses which Bases are removed after it takes casualties (intended to keep command Units alive).

Firing at Units Protected by Cover or Terrain Features

When firing at Units that are protected by terrain features, roll to Engage and inflict casualties as usual. When making Resilience Rolls, the attacked Unit receives a bonus for being in cover.

- If the Unit is in *light cover*, it receives +1 to its Resilience Roll attempt for any Major Casualties taken (4, 5 or 6 on 1D6).
- If the Unit is in *heavy cover*, it receives a +2 to its Resilience Roll attempt for any Major Casualties taken (3, 4, 5 or 6 on 1D6).

See the Terrain section (page 23) of this rules manual for detailed information on cover.

Example: An infantry Unit is behind a stone wall and is attacked by an enemy Unit. The attackers cause 4 Major Casualties. Typically the save roll is 5 or 6 on 1D6 to stay alive but factoring in the heavy cover, the battalion now makes its save rolls on a 3 or more on 1D6. The attacked player rolls 4 save rolls and gets 3 fives and a 2. This means one Base is removed as a Major Casualty.

Handling Units Partially in Cover

From time to time you may come across a situation where a Unit has Bases partially behind cover and Bases partially exposed. If this is the case and you choose to shoot at a Unit like this, simply designate

what amount of attack dice are for the Bases exposed and what amount are for the Bases in cover and conduct the firing separately.

Firing Unit in Forest

If a unit in a forest fires at a unit not in the forest (such as a unit in the open) the targeted unit is considered to be in light cover for cover purposes. This compensates for the reduced visibility of the firing unit, bullets hitting branches, and protection from tree trunks and debris.

Firing at Unit in a Forest

If a unit in the open fires at a unit in a forest, the unit in the forest benefits from light cover.

Firing at Generals

Firing at a general is not permitted unless they are the closest viable target for a Unit. Keep your generals behind your lines, otherwise you risk losing them early on in a battle. If an artillery shell misses its intended target and strikes a general then, that is permissible. Such is the peril of war.

Targeting Artillery Crews with Musket Fire

Artillery crews can be targeted like any other Unit, however artillery crews are always considered to be in light cover because they are able to take cover behind the guns when they receive incoming fire. If the crew is actually behind light or heavy cover, then they are considered behind heavy cover.

Firing at a Unit with Bases both In Range and Out of Range

There may be times when you plan to fire at a Unit with Bases in range of your muskets and some Bases that are out of range from your muskets. When these situations arise, conduct firing normally, but only those Bases in range can be affected.

Firing at a Unit with Bases at Different Ranges

When firing at a Unit that has Bases at two different ranges, simply determine which range has the majority of the enemy Bases in it and use that range for firing purposes.

Example: A Unit wants to fire at an enemy Unit with two


Bases within deadly range and four at distance range. Therefore the Unit is considered at distance range from the firing Unit because the majority of the target's Bases are at that range

Weapon Firing Distances	
Smooth Bore Muskets and Carbines	
Deadly Range	1-5 inches
Distance Range	6-10 inches
Extreme Range	11-16 inches
Optional Upgraded Rifled Muskets	
Deadly Range	1-7 inches
Distance Range	8-14 inches
Extreme Range	15-22 inches
Artillery Guns	
Exploding Shell	12-60 inches
Canister Round	1-12 inches

Firing Artillery Guns

Keep in mind that when firing artillery you will roll one shot per artillery Base. In reality you are attacking with 3 artillery guns which is the scale equivalent of that Base.

1. Declare which artillery gun is firing and designate its target (down to the specific Base. You may also target objects, such as trees, houses, etc.).
2. Declare what type of round the artillery gun will fire. (Exploding shell or Canister shot)
3. Roll 1D6 to determine if the round is successfully fired from the gun.

-  On a roll of 1, several things could have gone wrong. The cannon could have misfired, the crew may have been slow to load the piece or there could have been a miscommunication issue. Use a "Jam!" token to mark the affected Unit. The piece is out of commission for this phase but will be back in action and ready to fire again on your next reactionary barrage phase.
- On a roll of 2-6, the gun fires successfully.

For Exploding Shell:

- Guess the range of the shot and then measure to see where the cannonball flies. When measuring, measure from the tip of the gun directly toward the intended target using a tape measure. Place a die where the cannonball flies to.
- Next determine where the cannonball actually lands after factoring in modifiers such as wind, misjudgment and quality of the shell. To do this roll a 6-sided scatter die (available in our online store) *or* use a normal D6 and refer to the chart below.

- 1 – Backwards
- 2 – Forwards
- 3 – Left
- 4 – Right
- 5 – Direct hit
- 6 – Direct hit


One a roll of 1-4, roll another D6 to see how far in that direction the cannonball goes.

- Place the artillery explosion marker over top of that spot. Any Bases wholly or partially within the 2 inch radius of the explosion marker, are struck by the round and considered Engaged automatically.
- Roll to inflict Major Casualties amongst the Bases that are within range of the blast. You must roll a 3-6 on 1D6 to inflict Major Casualties. Anything less is considered minor losses. Any Bases that have taken casualties must make a normal Resilience Roll or they are removed. If casualties are taken, your opponent must pass a Willpower Test to see if his men panic or remain intact.



For Canister Shot:

Follow all rules for shooting artillery guns (see page 19) up to step 3 and then...

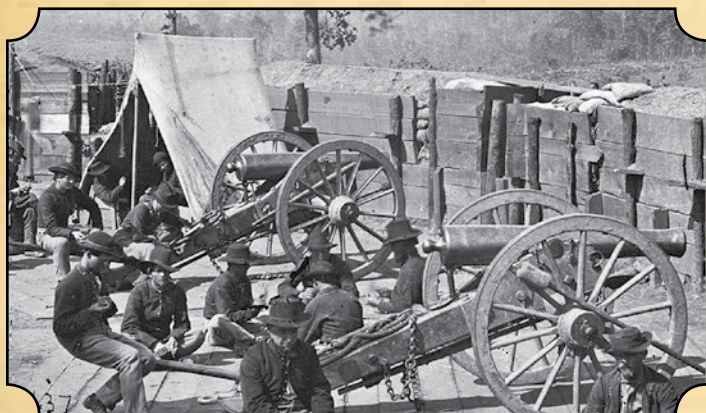
- Choose an enemy Base within **12** inches of the artillery gun and that is in direct line of sight of the firing cannon. The targeted Base is considered sprayed by the canister round.
- You Engage that Base on a **2-6 on 1D6**.
-  On a roll of **1**, several things could have gone wrong. The cannon could have misfired, the crew may have been slow to load the piece or there could have been a miscommunication issue. Use a “Jam!” token to mark the affected Unit. The piece is out of commission for this phase but will be back in action and ready to fire again on your next reactionary barrage phase.
- You cause Major Casualties on a roll of **3-6 on 1D6**.
- Any Base that takes Major Casualties must make a normal Resilience Roll or it is removed.

If casualties are taken, your opponent must pass a Willpower Test to see if his men panic or remain intact.

Artillery Special Rules:

Artillery may not fire if *line of sight* is blocked by friendly Units within 11 inches of the front of the firing gun. A friendly Unit in front of the firing gun but *beyond* 11 inches allows enough space for the battery to safely fire its rounds over top.

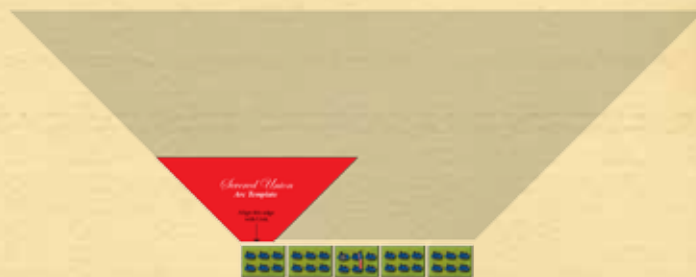
Note: Artillery may not fire at an enemy Unit that they cannot see. They must have *direct* line of sight to their intended targets.



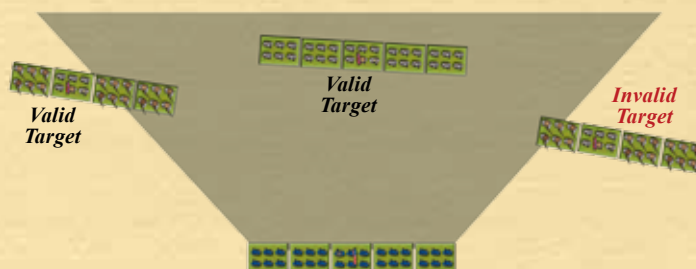
Line Of Sight

Line of Sight refers to what Units can physically see and successfully shoot at. In general, if your Unit can plainly see an enemy Unit in front of it then it can fire. If the enemy Unit is hidden behind a hill or other Unit then line of sight may be blocked, thus preventing your Unit from firing.

A basic way to determine line of sight is to get down at eye level with the miniatures and check for yourself. Both players should agree on any questionable line of sight issues before continuing with the shooting. If both players cannot agree, simply roll 1D6. A roll of 1-3 indicates a clean line of sight, and a roll of 4-6 indicates the line of sight is blocked.



Use the Arc Template to determine a Unit's field of fire.



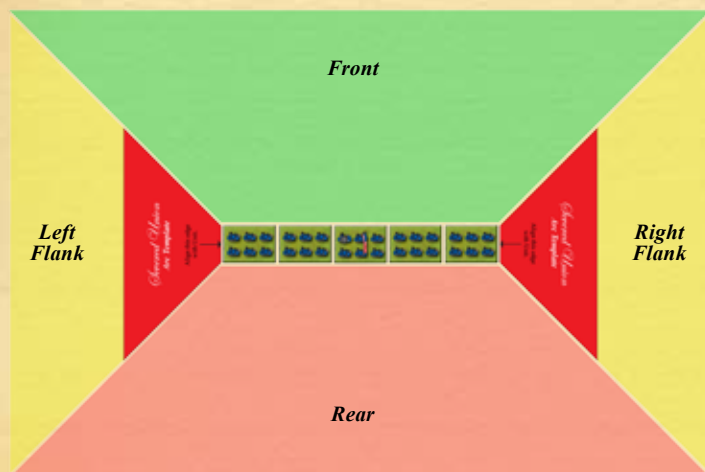
How to determine if a target is valid or not. To be a valid target, at least half of a Unit's Bases must be wholly or partially within the firing Unit's field of fire.

Note: Only Bases wholly or partially in the arc can take Major Casualties.

Example: A Unit fires at an enemy Unit that has 3 Bases inside the firing arc. The Unit causes 4 Major Casualties and all 4 Resilience Rolls fail. Only 3 Bases can be removed because only 3 are in the arc.

Firing on an Enemy's Flank or Rear

There will be times when a Unit shoots at an enemy's flank or even its rear. This can be devastating because, at an angle, the shots have a better chance of hitting bodies as they pass through the line than from straight on.



How to determine if you attack a Unit in its front, flank or rear aspect.

Use the arc template to assist in determining if a Unit is receiving fire from the flank or rear. Whatever quadrant has the majority of the firing Unit's Bases determines the angle at which they are firing.

Bonus Given

- +1 firing dice to the total for the Engagement roll if you fire on an enemy's flank or rear.



Phase 5: Close Quarters Combat Phase

During this phase you can charge into close quarters fighting with enemy Units that are within charging distance. This type of fighting is especially brutal because it is done face to face, often using bayonets and knives. Often the charging Unit will have the advantage because it has the momentum as it crashes into the defender's ranks.

Steps to Conducting Close Quarters Combat:

1. Declare which Unit is charging and which enemy Unit is being charged.
2. Measure to see if the charging Unit successfully reaches the enemy Unit.

Note: The charging distance is **5** inches for Units on foot, and **8** inches for cavalry.

- If the charging Unit is within distance, move the Unit's Bases in contact with the enemy Unit's Bases.
 - If the charging Unit falls short, the charge is considered halted and the Unit remains at the position where it ended its charge.
3. The defending Unit declares how it will *react* to the oncoming charge by choosing *one* of the following two options (see pages 22-23):
 - Brace for Impact
 - Attempt to Countercharge
 4. The attacking Unit always strikes first in the first round of close combat, unless it is charging up a hill, against a Unit behind or in cover, or is successfully countercharged. In these cases the Units will strike simultaneously.



5. Once you have determined which Unit strikes first in the first round of the close combat, total up how many Attack Rolls each Unit receives using the following list and any bonuses.

Attack Rolls Per Base

- **Infantry:** 1 Attack Roll for each Base in Unit.
- **Militia:** 1 Attack Roll for each Base in Unit.
- **Cavalry:** 2 Attack Rolls for each Base in Unit.
- **Scouts & Dismounted Cavalry:** 1 Attack Roll for each Base in Unit.
- **Generals:** 1 Attack Roll for each general's Base.
- **Artillery teams:** 1 Attack Roll for each artillery Base. **Note:** Artillery may not charge. They may only defend themselves when attacked.

Bonuses

- **+1** Attack Roll to your total for the Unit that charged representing the advantage of charging in with momentum. **Note:** This bonus is not applicable if the attacker is charging a Unit in (or behind) cover, or is charging up a hill.
- **+1** Attack Roll to your total if you charge an enemy's flank.
- **+2** Attack Rolls to your total if you charge an enemy in the rear.
- **Exception:** Scouts and *dismounted* cavalry (usually deployed as skirmishers) do not receive these flank and rear bonuses because they are not strong enough numbers-wise. The bonuses *are* granted to a scout or dismounted cavalry Unit however when it is charging another scout or dismounted cavalry Unit.

Example: A Unit containing 5 infantry Bases charges into hand-to-hand combat will get 5 Attack Rolls +1 more Attack Roll for charging into the fight, for a total of 6 Attack Rolls.

6. The player that strikes first will roll to Engage the enemy with his allotted amount of Attack Rolls. A 4-6 roll on 1D6 will successfully Engage and strike the enemy Unit.

7. Next, with any successful rolls to Engage, roll again to cause Major Casualties on a 4-6 roll on 1D6.

8. If any Major Casualties are taken the defender must make a Resilience Roll for each Major Casualty.

Example: An attacker causes 3 Major Casualties. The defender will have to roll 3 Resilience Rolls. If all 3 rolls fail then 3 of the defenders Bases in that Unit are removed as Major Casualties

9. If any of the Resilience Rolls fail and Bases are removed, the defender must take a Willpower Test for that Unit. See the Willpower Tests section on page 28.

10. If the defender passes the Willpower Test (or if he never had to take one in the first place) he now has a chance to fight back. If he fails the Willpower Test, refer to the willpower close combat chart to see what happens to his defeated Unit.

If both sides remain in the fight and the turn ends, it is considered a *Continuous Fight* and will carry over to the next turn. Units engaged in a Continuous Fight may not move or shoot.

Note: On all subsequent hand-to-hand combat turns, both sides roll to Engage and cause Major Casualties simultaneously.

Reactions to Being Charged

When a Unit is charged, it must decide how it is going to react to that charge. There are **two** charge reaction options available to the player commanding the defending Unit, as listed below:

1. Brace For Impact: If the Unit decides to brace for impact, that means that the Unit intends to hold its ground and wait for the charging Unit to hit its lines.

2. Attempt to Countercharge: If the Unit decides to attempt a countercharge, the Unit is going to take a major gamble by trying to counter-charge the charging Unit in an attempt to turn the tide of the battle and reverse the momentum. This is a risky maneuver that can easily break a Unit if not carried out correctly by the officers.

To Conduct a Countercharge:

- Declare which Unit is attempting the countercharge.
- Move the countercharging Unit 3 inches toward the charging Unit.
- Both players roll 1D6 at the same time and compare their die rolls. The attacker gets a +2 to his roll for being the first to charge. Reroll any ties.

- If the original *charging* Unit rolls higher, the countercharge has failed.



The countercharging Unit is now immediately broken and must retreat 8 inches to the rear. Place a "Retreat" token on the Unit.

- If the *countercharging* Unit rolls higher the countercharge has succeeded. Move the countercharging Unit into direct Base contact with the charging enemy Unit. The countercharging Unit will strike first and receive the +1 bonus for charging in instead of the engaging Unit.

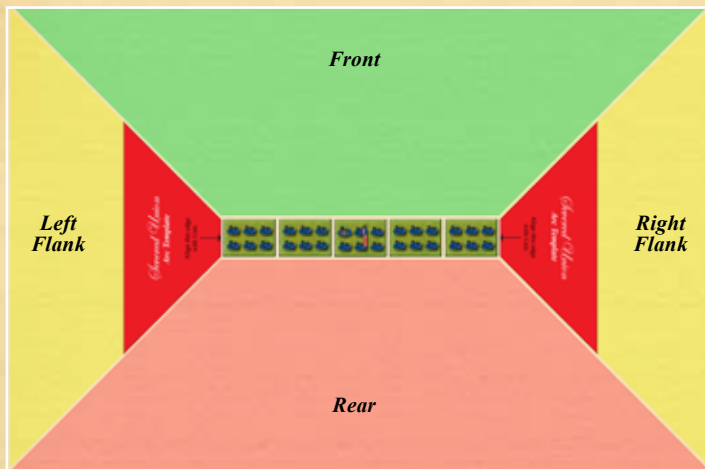
Charging a Unit in the Flank or Rear

Charging an enemy Unit in its flank or rear can be absolutely devastating. Entire battle lines will crumble when a Unit is hit on a vulnerable, undefended flank. Therefore, Attack Roll bonuses are given to Units that charge an enemy in the flank or rear.

- +1 Attack Roll to total if you charge an enemy's flank.
- +2 Attack Rolls to total if you charge an enemy's rear.

Note: This bonus is only applicable during the *first* round of close combat.

To determine if a Unit is charged in the front, flank or rear, simply use the arc templates and place them on the edges of the Unit as shown. Determine in which quadrant the majority of the charging Unit's Bases are. This will tell you where they will charge the enemy.



The quadrant containing the majority of the charging Unit's Bases determines the aspect of that attack.

Advanced Close Combat Rules

Supporting Units in Close Combat

There will be times when two Units are fighting each other and another friendly Unit arrives to help.

Note: *Only* the first Unit that is in Base contact with the enemy Unit can fight. All other Units that join the fight are only assisting.

Any Unit that charges an already charged Unit simply moves up behind its friendly Unit to assist. The Unit that is in direct Base contact with the enemy Unit receives a +2 Attack Roll bonus when it engages to represent the extra support it has just received from the rear.

If a Unit with support retreats, the supporting Unit moves up into immediate Base contact with the enemy and continues close combat next turn.

Disengaging a Supporting Unit from a Close Combat Fight: A supporting Unit can disengage a close combat fight that it has joined. It may do so only during its Movement Phase.

Fix Bayonets!



Instead of firing during the firing phase, a Unit may choose to fix bayonets and prepare to charge.

If a Unit charges into close combat in the same turn that it fixes bayonets, it will receive +1 Attack Rolls to its total number of attacks for the first round of that close combat. This bonus can be added to the +1 bonus for initiating a charge as well.

Note: Only infantry and militia can fix bayonets.

Be sure to declare the fixing of bayonets for any Units during your firing phase and place the appropriate token behind the Units to signal that they are preparing to charge with bayonets fixed.



Example: An infantry Unit containing 7 Bases is positioned behind a stone wall. Two of the seven Bases are not behind the wall and are exposed. Since more than half of the Unit is behind cover, this Unit is considered entirely behind cover for close combat charging purposes.

Generals in Close Combat

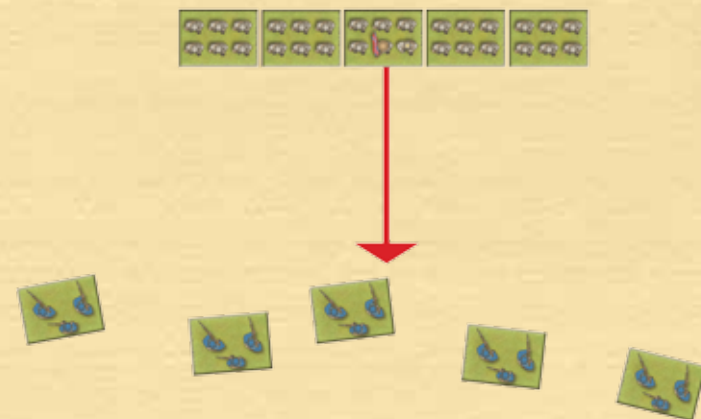
Generals do not count as a supporting unit if they charge into an existing close combat fight. They may however, move up behind the fight to provide their fellow Unit with morale support.

If a General is within 6 inches of a friendly unit that needs to test its willpower in close combat, then add +2 to that Unit's total roll when determining its fate.

If a General is assisting a Unit that ends up breaking and retreating from the close combat, roll one D6. On a roll of a 1-2 the General is caught in the melee and killed by the pursuing enemy Unit. On a roll of 3-6 the General narrowly escapes and rides 2D6 inches in any direction he wants.

Handling Skirmishers in Close Combat

If deployed skirmishers are charged, they "rally" upon each other before the Close Combat attack is conducted.



When deployed skirmishers are charged (as shown above) they automatically "rally" on each other (as shown below) before the Close Combat is conducted.



Determined Charge



Another advanced close combat rule is known as the determined charge. Similar to the "fix bayonets" rule, a determined charge can be declared instead of a Unit firing during the firing phase. This action signals an extended charge intended to reach enemies at a greater distance away. Cannot be combined with the "fix bayonets" rule.

If a Unit declares a determined charge it will be able to charge an extra 2 inches during the charging portion of the close combat phase. Cavalry may move an extra 4 inches.

Declare any determined charge during your firing phase and place the appropriate token behind the Unit(s) to indicate that it will be performing a determined charge.

A unit that marched that same turn is not allowed to conduct a determined charge.

Charging a Unit Behind Cover

If a Unit charges an enemy Unit that is in or behind cover, such as a wall, fence, or tree-line, then both Units will fight simultaneously. If the defending Unit is partially covered, meaning that at least half of its bases are out of cover, then the charging Unit strikes first.



Terrain

Terrain played a major role in the civil war. High-ground is important from a strategic standpoint and should be a primary objective in any battle plan. Terrain features provide protection to your soldiers and it is important to gain control of such features early on in an engagement. There are three levels of *terrain* and two levels of *cover* in *Severed Union*. In this section you will find all the rules needed to handle moving and shooting when terrain and cover affects game play. It is always a good idea to go over all of the terrain features on the gaming surface with your opponent before the game begins and determine what the terrain features are and under which level of protection they fall.

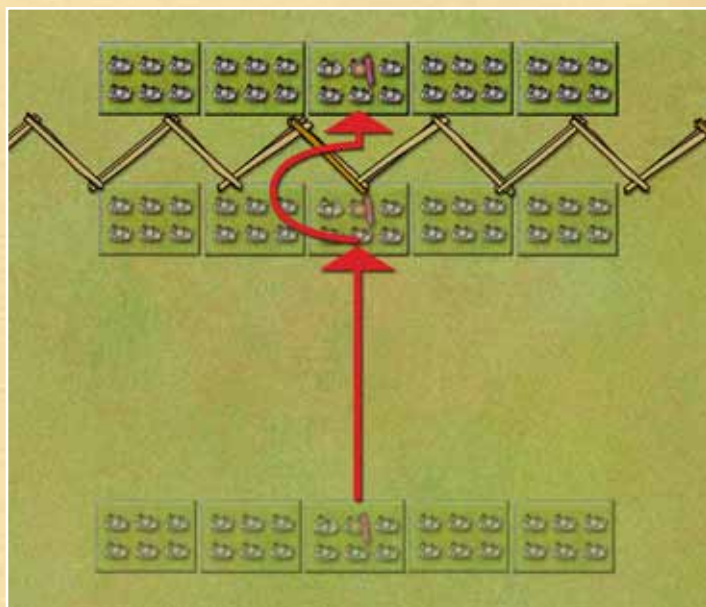
Levels of Terrain

Level One Terrain (Obstacles)

Level one terrain is considered terrain that is fairly easy to maneuver. Examples of level one terrain are:

- Fences
- Stone walls
- Streams
- Piles of debris
- Shallow ditches/trenches

Moving through Level One Terrain: Moving through or over level one terrain is not a particularly difficult task, but it will slow your troops slightly. When a Unit wants to maneuver over a level one terrain feature, it must first move into contact with the feature. From there the actual movement over or through the terrain feature will cost *2 inches*.



Total move is 5 inches (double quick). The Unit uses 3 inches to reach the obstacle, and 2 inches to cross it.

Example: An infantry Unit plans to double quick forward and overtop a fence line. A double quick movement for infantry is 5 inches. The infantry Unit moves 3 inches forward so that it is touching the fence line. It then uses the other 2 inches of its move to climb the fence and reform on the other side.

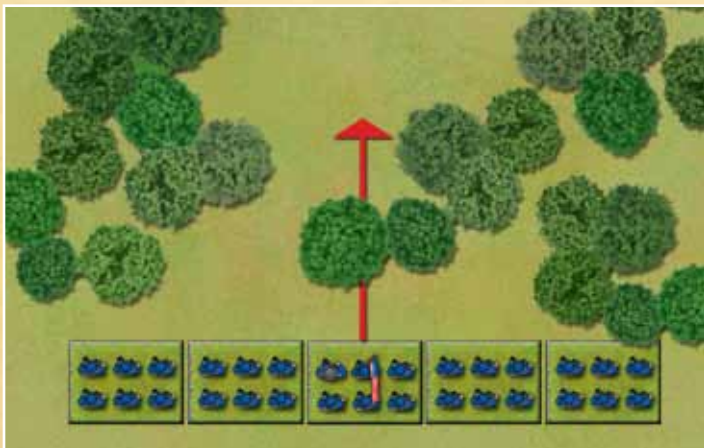


Level Two Terrain (Rough)

Level two terrain is considered moderately difficult terrain to maneuver:

- Shallow Rivers
- Forests
- Swamps
- Overgrown and or thick crop fields

Moving Through Level Two Terrain: Moving through level two terrain can be cumbersome and it often tends to slow a Units movement greatly To represent this, any Unit that is moving through level two terrain moves at exactly *half* of its normal distance rate.



When moving through rough terrain, a Unit moves at half its normal rate.

Example: An infantry Unit plans to move through a forest toward an enemy. It moves at the double quick, which is 5 inches, so therefore the Unit may only move 2 and a half inches, which is half of what the double quick movement normally is because of the difficulty of the terrain.

Level Three Terrain (Impassable)

Level three terrain is considered non-passable terrain such as:

- Deep rivers/lakes
- Ravines
- Cliffs

Moving Through Level Three Terrain: You better send out scouts to find an alternate route because your Units cannot move through, under, or over impassable terrain.

Cover and Protection from Terrain

When available, soldiers often use cover to protect themselves from incoming musketry and artillery fire. Cover, such as fences and walls, can make for excellent defensive positions as it protects the defenders from gunfire, and make it harder for the enemy to charge them as well.

Light Cover

- Fences
- Cornfields/high crops
- Barrels/debris
- Forests/trees

Heavy Cover

- Stone walls
- Buildings
- Large rock formations and boulders
- Trenches

How Cover Affects Being Fired Upon

If a Unit is concealed behind cover, it receives a better Resilience Roll attempt than normal, when rolling to save for Major Casualties.

- If a Unit is behind *light* cover, add a +1 bonus to the Resilience Roll.
- If a Unit is behind *heavy* cover, add a +2 bonus to the Resilience Roll.

Example: If a Unit is behind light cover and receives 3 Major Casualties, then their 3 Resilience Roll attempts must be a 4 or more on 1D6 to keep the Bases alive. If they were not behind light cover the Resilience Rolls would have to be a 5 or higher on 1D6.



Willpower Tests

When a Unit takes Minor/Major Casualties from musketry, artillery, or hand-to-hand combat, it must test its willpower to see if the men remain determined and fight on, or if they panic and retreat in fear. To conduct a Willpower Test, roll **3D6**, total the outcome, and refer to the charts below.

Willpower Test from Musket or Artillery Fire

- | | |
|--------------|--|
| 3-5 | The Unit suffers one Base of casualties (remove one base) and retreats 8 inches to the rear. |
| 6-7 | The Unit breaks and retreats 8 inches to the rear. |
| 8-12 | The Unit does not break but the line falters and it moves back 1D6 inches. |
| 13-15 | The Unit stands its ground. |
| 16-18 | Furious advance! The Unit moves 1D6 inches towards the attacker. |

Willpower Test for Close Combat

- | | |
|--------------|--|
| 3-8 | All-out panic! Roll 2D6 to determine how many inches the Unit falls back. |
| 9-15 | The Unit stands its ground and fights on. |
| 16-18 | The Unit becomes enraged and fights on even harder with the men knowing that their lives are on the line. If there is another close combat situation next turn, this Unit receives +1 Attack Roll for being enraged. |

Artillery teams and Willpower Tests

When an artillery unit takes casualties they will need to take a Willpower Test as well. Note that this will only happen when the artillery unit has the maximum amount of bases allowed, which is 2. Roll **1D6** and refer to the following chart:

Unlimbered

- | | |
|------------|---|
| 1-2 | The Unit quickly manages to limber its gun to a horse team nearby and retreats backwards 1 D6 + 4 inches. |
| 3-4 | The Unit frantically pulls its gun back 4 inches but it stays intact as a Unit and fights on. |
| 5-6 | The Unit ignores the damage taken and stands its ground. |

Limbered

- | | |
|------------|--|
| 1-2 | The Unit retreats 2d6 backwards. |
| 3-4 | The Unit moves back 6 inches but stays intact. |
| 5-6 | The Unit ignores the damage taken and stands its ground. |

Retreating Unit Taking More Damage

If an already retreating Unit gets attacked again, it must take any required resilience rolls but it *does not* have to take any more Willpower tests, as it is already on the run.

Retreating to the Table's Edge

If a retreating Unit reaches the table's edge, it receives one last ditch effort to reorganize. If the Unit fails to regroup next turn during the Measure of Resolve Phase, then it is removed from the battle and considered totally broken.

Retreating into a Friendly Unit

If a retreating Unit runs into a friendly Unit as it is retreating, it simply passes through the friendly Unit and continues retreating. The passed-through friendly Unit is not affected.





Winning The Battle

There are countless ways to win a game and will usually depend on the scenario that you are playing. Some of the more popular ways of winning are:

Total Destruction

To win you must kill or break all of your opponents Units and run them from the board.

Objective Based

To win you must hold more key objectives on the battlefield than your opponent after a specified amount of turns. Objectives are usually set up and agreed upon before the game begins. These can be things such as towns, high ground, bridges, etc.

Determining Who Controls an Objective: The closest Unit to an objective determines who currently controls that objective. Retreating Units cannot hold objectives, but all other Units including artillery can hold them.

Scenario Driven

To win you must successfully complete the mission of the scenario whatever it may be. Some examples might be to capture a series of hills, defend a bridge from constant attacks, or escort a number of supply wagons to a depot.

Advanced Rules

Unit Special Rules & Abilities

Generals

Push On: If a General is within 6 inches of a friendly Unit that must take a Willpower Test, then add +2 to the total rolled to determine that Unit's fate.

Disengage: A general is allowed to disengage from close combat only during the Movement Phase. He can ride out of the combat if he feels he is needed elsewhere on the field, or if he fears for his life.

Ease of Movement: Generals are not restricted to moving in blocks on the field. To represent this, Generals may move freely in any direction and receive no movement penalties for wheeling or moving backwards.

Rally On Me: If a General is within 6 inches of a retreating unit making a measure of resolve roll, add +2 to that Unit's roll.

Just a Flesh Wound!: If a General is within 6 inches of a Unit making a Resilience Roll, add +1 to that Unit's roll. Does not count in close combat situations, it's just too brutal!

Example: The normal Resilience Roll is 5+ on 1D6, but if a General is within 6 inches of that Unit a roll of 4+ saves the Base.

Infantry & Militia Command Bases

Scouts

Lightfoot: Scouts are quick, agile and aren't restricted to moving in formations. For this reason they are able to cover more ground and rush forward to hold key objectives until the main force arrives.

Note: Scouts have a deployment zone of 15 inches at the beginning of the game.

Skirmish Formation: Scouts can operate in skirmish formation to cover more ground and make themselves harder to Engage with musketry and artillery if exposed. Scout Bases can move separately but must be within 2 inches of another Base in the scout Unit.

Concealed: Scouts are considered to be in light cover for firing purposes because they are in loose formation and typically lay down or kneel. If scouts are actually in light (or heavy) cover then they are considered to be in heavy cover for firing purposes.

Militia

Raw Recruits: Militia Units are formed from mainly raw recruits and civilians with little or no military experience. Militia Units lack organization and morale, which leads to major problems when they see real combat.

Note: Whenever militia Units take Willpower Tests, subtract 2 from their total roll.

Veteran Infantry

Battle Proven: Veterans are hardened troops who know how to conduct themselves in the thick of battle. To represent this, all veteran infantry Units receive +1 to any Willpower Tests that they need to take. This can be combined with the +1 bonus for having an infantry command Base in the Unit as well.

Steady Shot: Many veterans have mastered their firearms and have become expert marksmen even under pressure. To represent this, veteran infantry Units may re-roll one missed roll to Engage an enemy each turn that they fire.

Cavalry

Trample & Slice: When cavalry charges an enemy they smash into them full gallop with sabers drawn. The horses often trample bodies and smash the uniformity of the battle line into the looks of a civilian street mob. For this reason, cavalry receives 2 attack dice per Base, which is one more Attack Roll than that of foot troops.

Confederate Special Rule

The Rebel Yell: This army-specific special rule can be used twice per battle by the Confederate army. You may declare “Rebel Yell” when a Confederate Unit charges into close combat. This gives the charging Rebel Unit another +1 Attack Roll bonus for the first round of close combat (*only*).

The commander of the Confederate army may use this special rule only once per game.

For larger games or tournament matches, simply agree upon a maximum amount to be used.

Federal Special Rule

For The Union: This army-specific special rule can be used twice per battle by the Federal army. You may declare “For the Union” when a Federal Unit charges into close combat. This gives the charging Federal Unit another +1 Attack Roll bonus for the first round of close combat (*only*).

The commander of the Federal army may use this special rule only once per game.

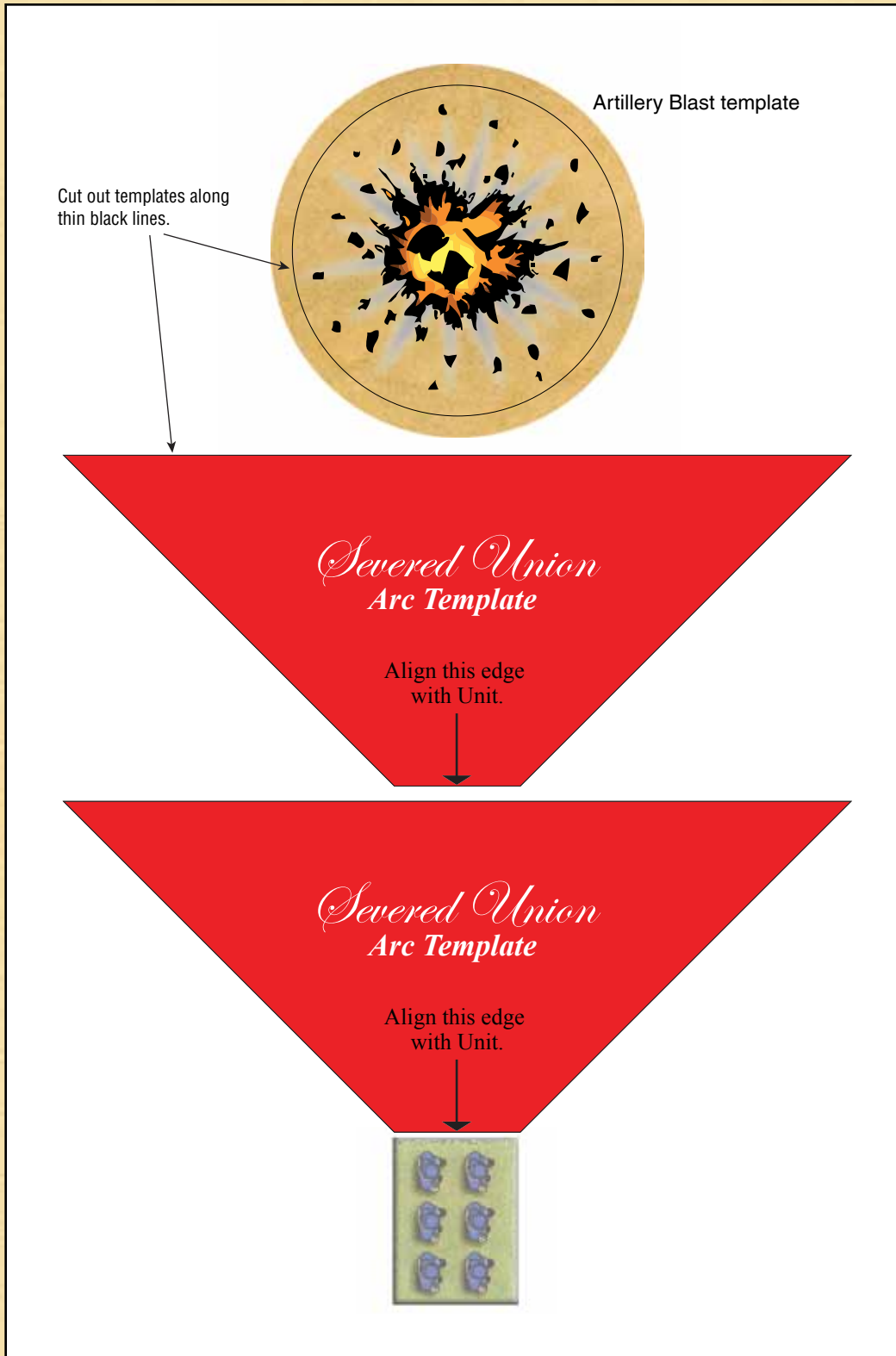
For larger games or tournament matches, simply agree upon a maximum amount to be used.

*Happy Gaming & Good
Luck, General!*





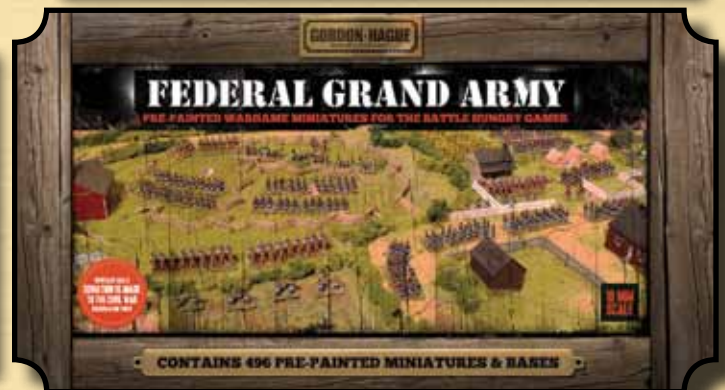
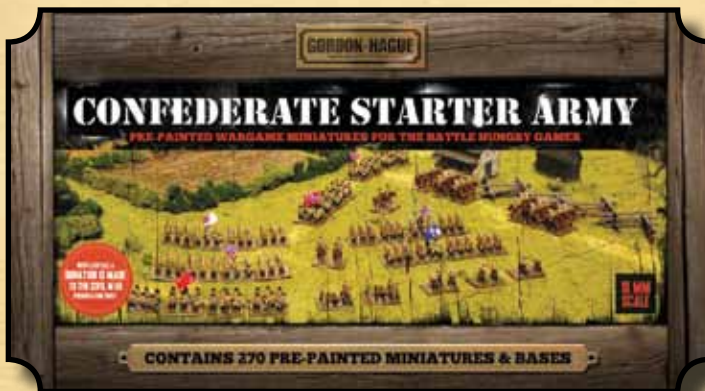
Double Quick!	Double Quick!	Double Quick!	Double Quick!	Double Quick!	Double Quick!	Double Quick!	Double Quick!
Double Quick!	Double Quick!	Double Quick!	Double Quick!	Double Quick!	Double Quick!	Double Quick!	Double Quick!
Double Quick!	Double Quick!	Double Quick!	Double Quick!	Double Quick!	Double Quick!	Double Quick!	Double Quick!
Double Quick!	Double Quick!	Double Quick!	Double Quick!	Double Quick!	Double Quick!	Double Quick!	Double Quick!
Marched	Marched	Marched	Marched	Marched	Marched	Marched	Marched
Marched	Marched	Marched	Marched	Marched	Marched	Marched	Marched
Marched	Marched	Marched	Marched	Marched	Marched	Marched	Marched
Marched	Marched	Marched	Marched	Marched	Marched	Marched	Marched
Exhausted	Exhausted	Exhausted	Exhausted	Exhausted	Exhausted	Exhausted	Exhausted
Exhausted	Exhausted	Exhausted	Exhausted	Exhausted	Exhausted	Exhausted	Exhausted
Jam!	Jam!	Jam!	Jam!	Jam!	Jam!	Jam!	Jam!





Presents

**ALL-NEW "SERIES 2"
ARMY BOX SETS!**



*Get to the gaming table fast
with GORDON & HAGUE Series 2 Army Box Sets!*

All Miniatures Come Fully Painted & Pre-Assembled.



Check them out at www.GordonAndhague.com

Credits

Design & Production:

Gordon & Hague Historical Wargames

Proofreading:

Lauren Rizzo & Charles Kibler

Logo Design:

Tears of Envy Design

Rules Layout & Graphics:

Charles Kibler

Miniature Photography:

Lord Ashram

Made in:

Baltimore, Maryland, USA

Rule Contributions and Playtesting

Aaron Filter, Steve Black, Tom Davenport,
Scott Clark, Paul Brelsford, Rob Munn,
Andrew Gattinger, Steve Carroll



Severed Union

Quick Reference Card

The Phases of a Complete Turn:

1. Measure of Resolve Phase
2. Movement Phase
3. Reactionary Artillery Phase
4. Offensive Firing Phase
5. Close Quarters Combat Phase

Full Turn Sequence:

- Player A Measure of Resolve Phase
- Player A Movement Phase
- Player B Reactionary Artillery Phase
- Player A Offensive Firing Phase
- Player A Close Quarters Combat Phase

MOVEMENT CHART

Unit	Basic Advance ¹	Double Quick ¹	Marching Column ²
Infantry & Militia	3 inches	5 inches	7 inches
Cavalry	5 inches	8 inches	10 inches
Generals	5 inches	8 inches	NA ³
Scouts	4 inches	6 inches	NA ³
Limbered Artillery	6 inches	NA ³	NA ³
Unlimbered Artillery	2 inches	NA ³	NA ³

Road Bonus:

+2 inches if in Column/Limbered (at least one stand starts on the road)

Notes:

- 1 Basic Advance and Double Quick movements can only be used when a Unit is in battle line or skirmish formation.
- 2 Marching Column movement can only be used when a Unit is in Marching Column formation.
- 3 NA = not applicable (the particular Unit cannot make this type of move).

How to Fire on an Enemy

1. Declare firing Unit and intended target.
2. Measure to see if the targeted Unit is in range.
3. Determine if the target is within Deadly Range, at Distant range or Extreme range.
4. Determine how many dice with which the Unit is allowed to fire.
5. Roll to Engage the targets.
6. Roll to inflict Minor/Major Casualties.
7. Consider defender's level of terrain cover (if any).
8. Defender makes Willpower Test rolls if he received any minor casualties, and/or makes Resilience Rolls if he received any Major Casualties.
9. Remove casualties, if any.
10. Take a Willpower Test for the Unit if it took Major Casualties and failed to make all of the required Resilience Rolls.

Firing Bonuses:

- +1 firing dice if firing into enemy's flank or rear
- +1 firing dice if the firing unit did not move that turn

Weapon Firing & Distances

Standard Smooth Bore Infantry Muskets and Carbines

Engage	Minor Casualty	Major Casualty	Range
4+	4-5	6	At Deadly Range 1-5 inches
5+	5	6	At Distance Range 6-10 inches
6	6	-	At Extreme Range 11-16 inches

Optional Upgraded Rifled Muskets

Engage	Minor Casualty	Major Casualty	Range
3+	4-5	6	At Deadly Range 1-7 inches
4+	5	6	At Distance Range 8-14 inches
5+	6	-	At Extreme Range 15-22 inches

Engagement Bonuses:

- +1 to Engage when firing at Mounted Cavalry
- +1 to Engage when firing at troops in Marching Column

Measure of Resolve (3D6)

- 3-6 All Out Panic Retreat 1D6 +2 inches
- 7-12 Reform Retreat 4 inches and form up Move as normal next turn
- 13-18 Rally-Immediately reform
- +2 for General within 6 inches (does not stack)

Making Resilience Rolls

- Defender rolls 1D6 for each Major Casualty
- 1-4 Base is destroyed
- 5-6 Base is not removed
- Bonuses (*maximum: +2*):
 - +1 Light Cover; +2 Heavy Cover
 - +1 General within 6 inches (can't use for close combat)

Willpower Test

Musket and Artillery Fire (Roll 3D6)

- 3-5 The Unit suffers one Base of casualties (remove one Base) and retreats 8 inches to the rear.
- 6-7 The Unit breaks and retreats 8 inches to the rear.
- 8-12 The Unit does not break but the line falters and it moves back 1D6 inches.
- 13-15 The Unit stands its ground.
- 16-18 Furious advance! The Unit moves forward 1D6 inches towards the attacker.

Close Combat (Roll 3D6)

- 3-8 All-out panic! Roll 2D6 to determine how many inches the Unit falls back.
- 9-15 The Unit stands its ground and fights on.
- 16-18 The Unit becomes enraged and fights on (+1 die next round if combat continues).

Bonuses:

- +1 for Veteran Infantry Units. Add to total roll.
- +2 for General within 6 inches. Add to total roll.
- 2 for Green/Militia Units. Add to total roll.

Unlimbered Artillery (1D6)

- 1-2 The Unit quickly manages to limber its gun to a horse team nearby and retreats backwards 1D6 + 4 inches.
- 3-4 The Unit frantically pulls its gun back 4 inches but stays intact as a Unit and fights on.
- 5-6 The Unit ignores the damage taken and stands its ground.

Limbered Artillery (1D6)

- 1-2 The Unit retreats 2d6 inches
- 3-4 The Unit moves back 6 inches
- 5-6 The Unit ignores the damage taken and stands its ground.

Firing Artillery

1. Declare Which Gun is firing and Target
2. Declare Type of Round (shell or canister)
3. Roll 1D6

1: Misfire

2-6: Successful fire

4. *Continue below, depending on type of ammunition...*

...**Exploding Shell (Range 12-60 inches)**

4. Estimate the range and then place a D6 where the round lands on the table

5. Determine where shell lands. Roll 1D6:

1: Backwards

2: Forwards

3: Left

4: Right

5-6: Direct hit

(Roll another D6 to determine distance traveled in direction, or use a 6-sided scatter die and 1d6 to determine this.)

6. Determine engagement radius (use shell template)

7. Roll for Major Casualties 3-6

8. Perform Resilience Roll (if needed)

9. Perform Will Power Test (if needed)

...**Canister Shot (Range 1-12 inches)**

4. Identify one stand as target

5. Roll to cause Major casualties (3-6)

6. Perform Resilience Roll (if needed)

7. Perform Willpower Test (if needed)

* Artillery must have Line of Sight

* LOS is blocked by Friendly Units within 11 inches in front

Terrain

Level One Terrain (Obstacles): Cost 2 inches Movement.

Fences, Stone walls, Streams, piles of debris, shallow ditches/trenches

Level Two Terrain (Rough): Cost half of unit's Movement.

Shallow Rivers, Forests, Swamps, Overgrown and or thick crop fields

Level Three Terrain (Impassable): Movement not allowed.

Deep rivers/lakes, Ravines, Cliffs

Steps to Conducting Close Quarters Combat

1. Declare which Unit is charging and which enemy Unit is being charged.
2. Measure to see if the charging Unit successfully reaches the enemy Unit.

Note: The charging distance is 5 inches for Units on foot, and 8 inches for cavalry.

- If the charging Unit is within distance, move the Unit's Bases in contact with the enemy.
- If the charging Unit falls short, move Unit towards the enemy half its charge distance and halt, signaling a failed charge attempt.

3. The defending Unit declares how it will react to the oncoming charge:

• **Brace for Impact** (If given the opportunity will counterattack with all bases.)

• **Attempt to Countercharge** (Move 3 inches forward; both players roll to determine who will have initiative. Attacker receives +2 on die roll, re-roll any ties. If countercharge fails retreat 8 inches; if successful, the defender gets to attack first in the first round of the close combat and receives +1 attack die for charging.)

4. The attacking Unit always strikes first in the first round.

Exceptions: Charging up a hill, Defender behind or in cover, or Defender successfully countercharged. In these cases the Units attack each other simultaneously.

5. Total up how many Attack Rolls each Unit receives using the following list and any bonuses.

Attack Rolls Per Base:

• **Infantry:** 1 Attack Roll for each Base in Unit.

• **Militia:** 1 Attack Roll for each Base in Unit.

• **Cavalry:** 2 Attack Rolls for each Base in Unit.

• **Scouts & Dismounted Cavalry:** 1 Attack Roll for each Base in Unit.

• **Artillery Teams:** 1 Attack Roll for each artillery Base.

Note: Artillery may not charge; they may only defend.

Bonuses:

+1 die initiating the charge

+2 dice attacking enemy rear

+2 dice for units in Support

+1 die attacking the flank

+1 die for each General involved

+1 die Fixed Bayonets (Optional Rule)

6. The player that strikes first will roll to Engage the enemy with his allotted amount of Attack Rolls. (4+ roll on 1D6 will successfully Engage and strike the enemy Unit.)

7. Roll again to cause Major Casualties for each successful engagement (4+ roll on 1D6.)

8. Make required Resilience Roll for each Major Casualty. (5+ roll on 1D6 stand survives)

9. If any of the Resilience Rolls fail and Bases are removed, the defender must take a Willpower Test

10. If the defender passes the Willpower Test defender fights back.
Note: Charge distance is 5 inches for units on foot and 8 inches for mounted units; +2 inches if using optional Determined Charge rule.

Types of Movement and Cost

Wheels: Cost 3 inches of Movement (page 12)

About Face: Cost 1 inch of Movement (page 12)

Facing (Right/Left): Cost 1 inch of Movement (page 13)

Oblique Marching (Right/Left): No penalty (page 13)

Change March Column to Battle Line: Cost 3 inches of Movement (page 13)

Road Bonus: Add 2 inches if in March Column or Limbered and at least one stand starts on Road.

