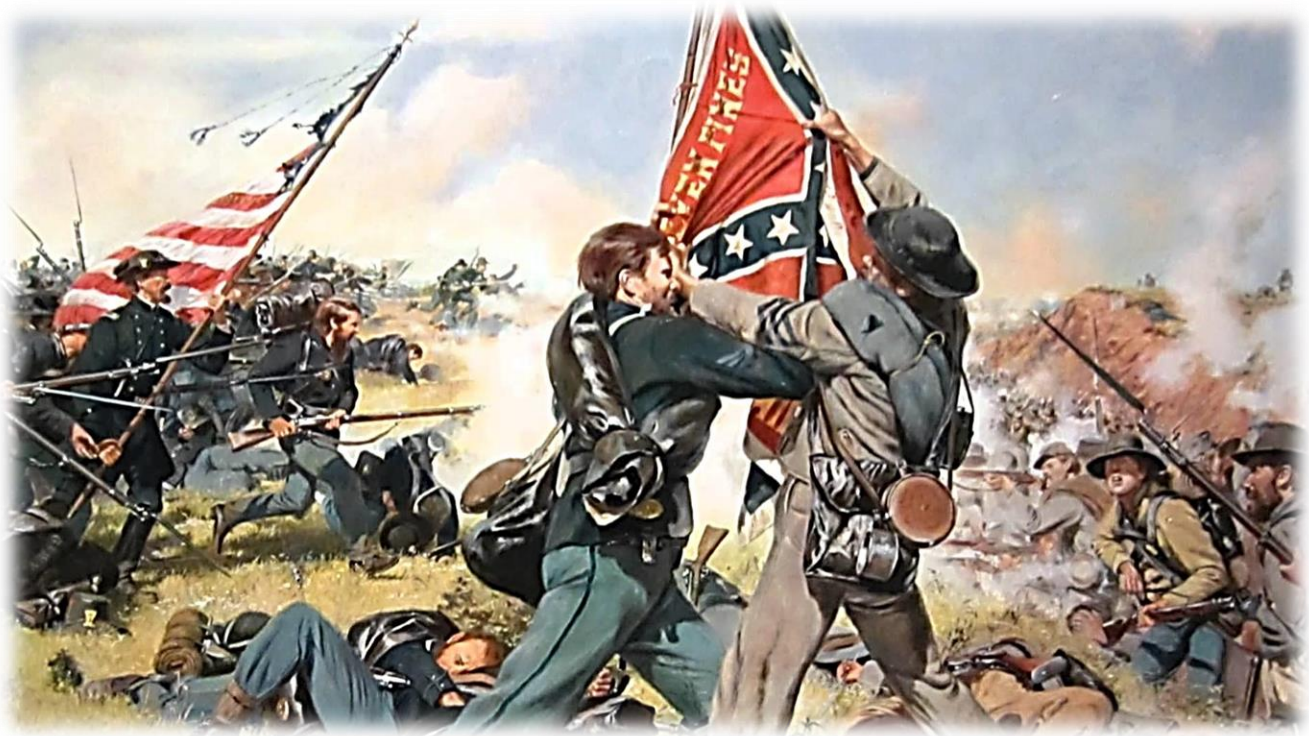




THIS HALLOWED GROUND

MINIATURE WARGAME RULES FOR THE AMERICAN CIVIL WAR



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1 INTRODUCTION

I've always found the American Civil War to be a fascinating period in history. I've played many rule sets for various periods over the years, but I've never found the right set of rules that work for me. I've sought a rule set that provides the right feel for the period while being straight forward and easy enough to remember after I've gone off and played some of my other periods and rules. Having not found a set of rules that I liked, I've created these rules as my own attempt to provide the right feel for the American Civil war combined with a straight forward and fun gaming experience.

2 MUSTERING YOUR ARMY

This section describes how to assemble your army of miniatures for the game.

2.1 UNIT TYPE, SIZE & BASING

Although this section provides recommendations on how to represent your units on the tabletop, it is important to note that the only requirement is that your units can properly represent the various formations used in the game. Units are categorized as infantry, cavalry, artillery or commanders.

INFANTRY

An infantry unit is represented in the game using 30 miniatures based six figures to a base, with each base being 45mm wide by 40mm deep. A total of five bases make a single infantry unit.

CAVALRY

A cavalry unit can be represented during a game as mounted or dismounted. A mounted cavalry unit is represented using 12 mounted miniatures based two figures to a base, with each base being 50mm wide by 50mm deep. A total of six bases make a single mounted cavalry unit.

A dismounted cavalry unit is represented using 12 dismounted miniatures based three figures to a base, with each base being 45mm wide by 30mm deep. Additionally, when dismounted, two bases of horse holders are represented. Each based of horse holders includes a single mounted miniature and three horses mounted on a base that is 80mm wide by 45mm deep. A total of four dismounted bases and two horse holder bases make a single dismounted cavalry unit.

ARTILLERY

An artillery unit can be represented during a game as limbered or deployed. A limbered artillery unit is represented using a six horse limber team, two horses wide by three horses deep, pulling a limber and gun. The first two ranks of horses, consisting of four horses with two ridden by crew, are mounted on a single 50mm wide by 100mm deep base. The third rank of horses consists of two horses with one ridden by crew, the limber carrying three crew and the towed gun, are mounted on a single 50mm wide by 150mm deep base.

A deployed artillery unit consists of two gun bases, each consisting of four crew and one gun model, mounted on a single 50mm wide by 100mm deep base. Additionally, two limber bases are represented, each consisting of one crew and one limber model, mounted on a single 50mm wide by 75mm deep base. A total of two gun bases and two limber bases make a single deployed artillery unit.

Note: Although two guns are represented when an artillery unit is deployed, only a single limbered team (limber and gun) is used to represent the unit when limbered.

COMMANDERS

A brigade commander is represented by two mounted figures (one general and one standard bearer), mounted on a single 60mm round base. An army commander is represented by three mounted figures (two generals and one standard bearer), mounted on a single 80mm round base.

2.2 BRIGADES

All units in your army must be formed into brigades. Typically a single brigade will consist of between three to six units, but using fewer or more units is acceptable. Each brigade in the army must have a brigade commander. The army must include a single army commander who will lead you to victory!

2.3 FRONT, FLANKS & REAR

All units (except commanders) have four arcs: front, left flank, right flank and rear. Each arc is determined by drawing a 45° angle from each corner of the unit.

2.4 UNIT LEADER POINT

The unit leader point refers to the exact center of the front arc of a unit. The unit leader point is used throughout the game when determining line of sight (LOS), front, rear and flank charges, and more.

2.5 LINE OF SIGHT

Units can only draw LOS from the unit leader point to targets in their front arc. Units cannot draw LOS from their flank or rear arcs.

FULL & PARTIAL LOS

To determine LOS, draw a line from the unit leader point to any part of the target units base. A unit has full LOS to a unit if it can see ½ or more of the target units facing. If LOS can only be drawn to less than ½ of the target units facing then LOS is considered to be partial. Friendly and enemy units, as well as some terrain can block LOS to a target unit. So long as at least some of the unit is not blocked then LOS can be drawn successfully.

2.6 UNIT STATISTICS

Unit statistics are covered the table below.

Type	Formation	Weapons	Move	Shooting	Melee	Morale
Infantry	Line	Rifled Muskets	8"	10D6	4D6	18/20
	Supported Line		8"	6D6	5D6	
	March Column		12"	2D6	1D6	
Cavalry	Supported Line	Carbines	12"	6D6	4D6	14/16
	March Column		18"	-	1D6	
	Dismounted Line		8"	8D6	2D6	
Light Artillery	Deployed	Light Guns	4"	5D6/4D6/2D6	1D6	12/14
	Limbered		12"	-	-	
Regular Artillery	Deployed	Regular Guns	4"	6D6/5D6/3D6	1D6	
	Limbered		12"	-	-	
Siege Artillery	Deployed	Siege Guns	2"	8D6/7D6/4D6	1D6	
	Limbered		8"	-	-	
Commanders	Commander	-	24"	-	-	-

3 FORMATIONS

This section covers the valid formations for each unit type in the game. Commanders are not listed as they don't have a specific formation; they move freely about the tabletop as individual units.

3.1 INFANTRY

The following formations are valid for infantry units:

- **Line** – Five bases wide by one base deep.
- **Supported Line** – Three bases wide by two bases deep. The rear two bases should be centered.
- **March Column** – One base wide by five bases deep.

3.2 CAVALRY

The following formations are valid for cavalry units:

- **Supported Line** – Three bases wide by two bases deep.
- **March Column** – One base wide by six bases deep.
- **Dismounted Line** – Consists of four bases wide by one base depth of the dismounted troopers with two bases of horse holders placed 2" to the rear of the main line.

3.3 ARTILLERY

The following formations are valid for artillery units:

- **Limbered** – This formation is used when the artillery unit needs to move as quickly as possible or retire from the field of battle. A single limber team represents both guns on the move.
- **Deployed** – This represents the artillery unit ready to fire. Two deployed guns represent the deployed artillery unit acting together (dice are not rolled separately for each gun model).

4 GAME RULES

Now that you've organized your army let's jump into how to play the game.

4.1 PREPARING TO PLAY

In order to play the game you'll need a few gaming aids. A tape measure, several six-sided dice (D6), a marker for tracking hits on units, smoke markers, 45° arc template, *Shaken* markers and orders dice (or markers for each order type).

ORDERS DICE

Orders dice are a standard six-sided die with one of the six orders printed on each face. You don't have to use order dice, any marker showing the order issued to the unit will suffice.



4.2 TURN SEQUENCE

At the start of the game determine which side has the initiative. Initiative can be scenario based or each side can roll a D6 to determine who goes first (highest roll chooses). Initiative order is established at the start of the game and stays in effect until the end of the game.

Each game turn consists of the following turn sequence:

1. Initiative Player
 - a. Command Phase
 - b. Shooting Phase
 - c. Melee Phase
2. Non-Initiative Player
 - a. Command Phase
 - b. Shooting Phase
 - c. Melee Phase

3. End Phase

ROUNDS

A round is complete when a player completes their *Command* phase, *Shooting* phase and *Melee* phase. Each complete game turn consists of two rounds (initiative and non-initiative player) and the *End* phase.

4.3 MEASURING DISTANCES

Distances can be measured at any time. Proximity of units is determined by the closest points between two units. Note that the proximity of units is different than determining LOS.

4.4 PROXIMITY OF ENEMY

Unless engaging in melee, units must maintain a minimum distance of 1" from enemy units. Note there is no minimum distance necessary to maintain between friendly units, although it is best to keep at least a little separation between friendly units to delineate which bases belong to each unit.

5 COMMAND PHASE

The command phase is resolved in the following sequence:

1. Attach or detach commanders
2. Resolve Charges
3. Activate Brigades
 - a. Select a brigade to activate
 - b. Resolve orders for all units in the brigade (that have not charged)
 - c. Move brigade commander (if not attached)
 - d. Repeat steps a thru c until all brigades have been activated
4. Move army commander (if not attached)

5.1 ATTACHING & DETACHING COMMANDERS

At the start of the command phase you must decide if the army or brigade commanders will attach or detach themselves from friendly units. To attach a commander to a unit simply move that commander into base contact with the unit. Once attached, the commander will move with the unit when the unit is activated. To detach a commander from a unit, move the commander 1" away from the unit. This separation is to show that the commander is no longer attached and will move normally after resolving orders for all brigade units.

A commander is allowed to detach from a unit and attach to another unit in the same activation.

5.2 RESOLVE CHARGES

The Charges section details how to resolve charges. Note that this phase only resolves the charge order and that any resulting melee is fought in the Melee phase.

5.3 BRIGADE ACTIVATION

When it is your turn to activate a brigade, you select any brigade from your army that has not already activated this turn. Next, issue orders to each unit in the brigade, resolving each order fully before moving to the next unit. Note that charges occur before this phase, so charge orders will have already been resolved at this point. Once all units have received and resolved an order, you can choose to move the brigade commander (if not attached to a unit). At this point you've fully activated a brigade and can move to the next brigade activation and so on until all brigades in the army have been activated. After all brigades have been activated, you can move the army commander (if not attached to a unit).

5.4 ORDERS

Orders are used to maneuver and redress your units during the game. Each unit in a brigade must be given one of the following orders during brigade activation. Once the order is resolved, put an order dice behind the unit to mark that it has been activated and what order it was issued.

- **Hold** – The unit maintains its current position. The unit can shoot in the shooting phase. Maneuvers allowed are *Halt*. An orders test is never required when issuing a *Hold* order.
- **Advance** – The unit conducts a movement up to its normal movement rate. The unit may shoot in the shooting phase. Maneuvers allowed are *Forward*, *Retire*, *Back* or *Sidestep*.
- **March** – The unit moves up to double its normal movement rate. The unit cannot enter difficult terrain. The unit cannot shoot in the shooting phase. Maneuvers allowed are *At The Double*. Deployed artillery cannot be issued a *March* order.
- **Charge** – This order is explained in the Charges section. *Charge* orders are the only orders resolved prior to brigade activation. Maneuvers allowed are *Charge*.
- **Rally** – Each brigade commander is limited to a single *Rally* command per turn. The unit recovers 1D3 hits and if *Shaken*, the unit becomes *Steady* (if the current numbers of hits is less than the *Shaken* value). The unit can shoot in the shooting phase. Maneuvers allowed are *Halt*.
- **Reform** – The unit can change formation and facing. The unit can shoot in the shooting phase. Maneuvers allowed are *Change Formation*.

UNITS ENGAGED AT THE START OF ACTIVATION

Units that are engaged in melee at the start of their brigade's activation are automatically issued a *Hold* order (no order test required). Note that units that remain engaged at the end of a melee should retain their orders. Use a *Charge* order to indicate which side won the previous round of melee and a *Hold* order for the side that did not.

5.5 MANEUVERS

Maneuvers available to a unit are dependent upon the order issued. A unit may execute a single maneuver per turn. Specific maneuvers are described in more detail below.

- **Halt** – The unit does not move at all.
- **Change Formation** – The unit can change from its existing formation into a new formation that is valid for the unit type. Additionally, the unit may pivot around its center to face any direction.
- **Forward** – The unit can move forward up to its normal movement rate. At any point during this move the unit can also make a single pivot around its center up to 90° from its original facing. The unit may also oblique left or right, so long as the unit maintains its original facing and moves at a 45° angle from its starting position.
- **Back** – The unit can move to its rear arc (backwards) up to ½ its normal movement rate. The unit must maintain its facing based on its starting position and is not allowed to pivot. The unit may also oblique left or right, so long as the unit maintains its original facing and moves at a 45° angle from its starting position.
- **Sidestep** – The unit can move sideways straight to its left or right up to ½ of its normal movement rate.
- **At The Double** – The unit can move forward up to double its normal movement rate. Movement *At The Double* is only allowed in open terrain. If the unit is on a road the unit may follow curves and turns in the road. The unit may also oblique left or right, so long as the unit maintains its original facing and moves at a 45° angle from its starting position.
- **Charge** – The unit moves up to double its normal movement rate while ignoring difficult terrain. Charge movement is described further in the Moving Chargers section. At any point during this move the unit can also make a single pivot around its center up to 90° from its original facing. The unit cannot oblique.
- **Retire** – A unit can voluntarily retire or be forced to retire as a result of melee or morale. The unit must move at its normal movement rate (full distance). Friendly units may be interpenetrated. If the retiring unit cannot avoid ending its movement while interpenetrating a friendly unit, the retiring unit must continue movement until it clears the interpenetrated unit. This movement will take the retiring unit beyond its normal movement rate and should be done so by minimizing the amount of extra movement necessary to clear the interpenetrated unit. A retiring unit is moved to its current rear arc and ends its movement with the same facing and formation.

RETIRING AND ENEMY UNITS

It is possible that enemy units may be present in the direction that a unit is forced to *Retire*. A unit is not allowed to interpenetrate an enemy unit. Therefore, if a retiring unit is unable to avoid contacting an enemy unit, the retiring unit is immediately *Broken*. Note that if a unit is engaged to its rear, this means that the unit will be automatically *Broken* if it is forced to *Retire*.

CAVALRY MOUNTING & DISMOUNTING

Cavalry units may mount or dismount at the start or end of their movement when using the *Advance* order but will do so at $\frac{1}{2}$ their normal movement rate (based on starting formation). Cavalry units must still use the *Reform* order for other types of formation changes. Cavalry are not allowed to mount or dismount when charging. When mounting, cavalry must form a supported line.

ARTILLERY PROLONG, LIMBERING & DEPLOYING

Artillery units may deploy or limber at the start or end of their movement using the *Advance* order but will do so at $\frac{1}{2}$ their normal movement rate (based on starting formation). An artillery unit cannot both limber and deploy in the same activation.

When deploying, the deployed gun bases are placed in base contact with the front of the limber team (prior to removing the limber team and placing the deployed limbers behind the guns). When limbering, the limber team is placed no further ahead than the front of the deployed gun bases. Deployed artillery can prolong (move) when issued an *Advance* order. Deployed artillery cannot be issued a *March* order.

MOVING OFF THE TABLE EDGE

Units that voluntarily leave the table (by moving off the table edge) cannot return to the game. If steady, the unit leaving the table is not considered lost for victory points and does not count as lost for determining brigade and army morale. If *Shaken*, the unit leaving the table is considered *Broken* for victory points and when determining brigade and army morale.

It is possible that a unit may be forced to retire off the table. In this case, move the unit to the table edge and halt (it is not required to move off the table). The unit may be given orders in their next *Command* phase. If an enemy unit is within 1" of the retiring unit after stopping at the table edge, the unit is considered *Broken* and removed from the game.

5.6 ORDERS TEST

Order tests are resolved when an order is issued to a unit during brigade activation. Units with no hits do not take an orders test, while units with one or more hits must test to see if the order is successful. When issuing a *Hold* order it is never necessary to take an orders test.

BLUNDER

If you roll snake eyes (both dice are a natural one result) the order test is automatically failed.

TESTING & RESULTS

An order test is taken by rolling 2D6 and applying modifiers to the result. If the result is greater than the current number of hits on the unit the test is passed. If passed, the order is successfully received and carried out in the appropriate manner. If the result is less than or equal to the current number of hits on the unit the test is failed. If failed, the unit automatically receives a *Hold* order.

MODIFIERS

After rolling 2D6 for an orders test, modify the result as follows:

- **+2** – A commander is attached to the unit.
- **+1** – Brigade commander is unattached and within 12".
- **+1** – Army commander is unattached and within 12" (cumulative with Brigade commander bonus).
- **+1** – The unit is currently *Steady*.
- **-1** – For each full 12" increment the unit is away from its brigade commander.
- **-1** – If the brigade commander is attached to another unit.

- -1 – An enemy unit is within 6” of the unit.
- -2 – The unit is currently *Shaken*.

5.7 INTERPENETRATION OF UNITS

Except when charging, friendly units may freely move through each other (including when pivoting) so long as the unit’s final position does not interpenetrate another unit (it must be able to clear the unit it moves through completely). Enemy units always block movement and cannot be interpenetrated.

6 TERRAIN

This section discusses how terrain affects the game. How players represent terrain can vary greatly, therefore it is best to discuss terrain elements prior to starting a game to make sure all players have the same understanding.

6.1 TERRAIN TYPES

There are three types of terrain in the game: open, difficult and impassable.

OPEN

Open terrain is any area of the tabletop that is clear or contains purely decorative terrain. Units can move freely (without penalties) in open terrain.

DIFFICULT TERRAIN

Difficult terrain consists of elements that can be entered by units but impeded movement and potentially obscure targets. Units are not allowed to *March* through difficult terrain. A unit with a *March* order must stop movement when it encounters difficult terrain.

IMPASSABLE TERRAIN

Impassable terrain consists of any area of the tabletop that cannot be entered by units under any circumstances. Units are required avoid impassable terrain and are not allowed to temporarily interpenetrate impassable terrain.

6.2 TERRAIN SUMMARY TABLE

The table below summarizes common terrain elements and their effect on the game.

Description	Type	March?	Cover?	Obscure?	Block LOS?
Light woods	Difficult	No	No	Yes	No
Dense woods	Impassable	-	-	-	Yes
Streams	Difficult	No	No	No	No
Rivers	Impassable	-	-	-	No
Obstacles	Difficult	No	Yes	Yes	No
Dirt, wheat or similar fields	Open	Yes	No	No	No
Corn or similar fields	Difficult	No	No	Yes	No
Buildings	Impassable	-	-	-	Yes
Gentle hills	Open	Yes	No	No	See Note
Steep hills	Difficult	No	No	No	See Note
Rocky or broken ground	Difficult	No	No	No	No
Hedge rows	Difficult	No	No	Yes	No
Roads	Open	Yes	No	No	No

Note: LOS is blocked to units behind a hill while LOS is not blocked to units that occupy a hill.

HILLS

Units on a hill are capable of seeing over other units that are not on a hill. Depending on how your hills are represented on the tabletop, players should determine what makes the most sense (discuss before the game starts) when drawing LOS from units located on hills. If you can't agree, roll a D6 and the player who wins can determine the outcome.

Movement is affected when moving up or down a steep hill, but not when "on top" of a hill (as would be the case with large hills). Plateaus or large flat areas at the top of hills are considered open terrain.

LIGHT AND DENSE WOODS

Light woods should be represented by individual trees with some undergrowth around them. Dense woods should have their area clearly marked on the tabletop. Use a base with multiple trees and underbrush to represent dense woods.

FIELDS

Dirt, wheat or similar fields refer to waste height vegetation that would not obscure or provide any significant movement impediment to units moving through such areas. Corn fields and similar refer to vegetation that is man height or taller and as such would obscure a target located within or cause a movement impediment to units moving through such areas.

STREAMS AND RIVERS

Unless otherwise specified by a scenario, streams are always considered fordable and rivers are always considered impassable.

OBSTACLES

Obstacles refer to any wall, fence, barricade or similar vertical impediment that is "man" height. Obstacles that are taller than "man" height are impassable.

7 CHARGES

Prior to brigade activation it is necessary to resolve all charge orders for all units in the army. Issuing a charge order follows all the normal rules for issuing orders (take an orders test if necessary). Use the following sequence to resolve a *Charge* order:

1. Determine if the unit is allowed to charge.
2. Declare the charging unit and intended target.
3. Determine LOS, line of charge and if the unit has sufficient movement to contact target unit.
4. Take an orders test if necessary.
5. Take a charge home test for each unit charging and apply the results.
 - a. Conduct defensive fire and movement into contact as necessary.
 - b. Resolve any morale tests resulting from shooting.

7.1 WHO CAN CHARGE?

Steady infantry and mounted cavalry units can declare charges. Artillery, commanders, dismounted cavalry and units that are currently *Shaken* cannot declare charges. Infantry cannot charge mounted cavalry.

7.2 DECLARE CHARGES

To declare a charge you must first successfully issue a *Charge* order to the unit(s) that will charge. Rules for taking order tests apply normally to *Charge* orders. If the order is successful, use an order dice turned to the "Charge" side to indicate which units are charging. A charge home test must be resolved to determine the result of the charge.

7.3 CHARGE HOME TEST

A charge home test is taken to determine if the charge successfully contacts the enemy.

MODIFIERS

Roll 2D6 for a charge home test and modify the result as follows:

- **+1** – A commander is attached to the unit.
- **+1** – Charging Confederate infantry unit (*Rebel Yell*).
- **+1** – Charging unit is *Elite*.
- **-1** – Charging unit is *Green*.
- **-1** – For each full 12" the unit is away from their brigade commander.
- **-1** – Unit must pass through difficult terrain to complete the charge.

TEST RESULTS

After determining the modified result of the charge home test, consult the following:

- **2 or less: Yellow Bellied!** – The charge fails. The unit executes a *Hold* order and becomes *Shaken*. The unit cannot shoot in the shooting phase.
- **3-6: Forward Men!** – The charge fails. The unit executes an *Advance* order and is required to move up to point blank range (6") of the target unit (or as far as possible if there is insufficient movement to get to point blank range). The unit may shoot in the shooting phase and is not required to target the unit it charged.
- **7-10: Charge!** – The charge is successful. The unit executes a *Charge* maneuver. If infantry, move the chargers to point blank range. The defending unit conducts defensive fire if the chargers started more than ½ of their move distance away (measured from the unit leader point of the charging unit to the closest point of the target unit); otherwise the defenders are caught by surprise and cannot shoot. If the chargers pass any necessary morale tests triggered by the defensive fire, they charge home (move the unit into base contact).
If cavalry (mounted), the defender may countercharge using a *Charge* maneuver (take an orders test if the units currently has hits on it). If countercharged, both units meet in base contact ½ way between the two units along the line of charge. Otherwise, the charging unit moves into base contact with the target unit.
- **11+: Determined Charge!** – The charge is successful. The unit executes a *Charge* order. If infantry, move the chargers to point blank range. The defending unit conducts defensive fire if the chargers started more than ½ of their move distance away (measured from the unit leader point of the charging unit to the closest point of the target unit); otherwise the defenders are caught by surprise and cannot shoot. The chargers do not take a morale test and continue to charge home regardless of casualties inflicted.
If cavalry (mounted), the defender may countercharge using a *Charge* maneuver (take an orders test if the units currently has hits on it). If countercharged, both units meet in base contact ½ way between the two units along the line of charge. Otherwise, the charging unit moves into base contact with the target unit.

7.4 MOVING CHARGERS

Charge movement is executed using a *Charge* maneuver (double normal movement rate while ignoring difficult terrain) and may include a single 90° pivot. Charging units cannot oblique. Charging units must endeavor to take the shortest route to the target as possible. Units cannot interpenetrate friendly units when charging.

MOVING PAST ENEMY UNITS

Charging units must not pass directly across the front of an enemy unit (within 4") that is not the target of the charge in order to charge a target that is beyond the enemy unit being past. If this occurs, the charging unit must stop moving (failing the charge and instead executing an *Advance* order) prior to entering the 4" zone of control as projected by the front arc of the enemy unit.

CORNER-TO-CORNER CHARGES

Corner-to-corner contact does not result in melee. Players must endeavor to maximize the units involved in situations when multiple units are involved in a charge (even if a little extra movement is necessary after units make

contact), but at least some part of the units must be touching. If proper contact is not possible, the units must be separated by at least 1" as per the normal rules for proximity to enemy.

7.5 COMMANDERS

Any commander (army or brigade commander) that is attached to a charging unit will remain in base contact with the unit as they resolve the charge. Commanders who are not attached and located path of a charging unit get a free evade move out of the way (this cannot be used to attach to a unit).

7.6 DEFENSIVE FIRE

Units conducting defensive fire in response to charges are not marked with a smoke marker and will be able to shoot (if not engaged) in their next activation. Defensive fire is resolved by conducting shooting against the charging unit after it has moved to point blank range. Morale tests are taken if hits are inflicted by defensive fire. If the charging unit becomes *Shaken* or *Break* as a result of defensive fire, the units charge is considered failed.

7.7 CHARGING ARTILLERY

Limbered artillery contacted by chargers are automatically destroyed at the start of the melee phase. Unlimbered artillery will hold and conduct defensive fire as per the charge home test results. If an unlimbered artillery unit with a friendly infantry unit in base contact with one or both of its flanks is charged, the chargers must include the closest infantry unit (based on the line of charge) as part of the target. In this case treat the target as both the artillery unit and infantry unit. Both defending units conduct defensive fire normally as per the charge home test results.

7.8 FLANK & REAR CHARGES

Flank and rear charges are determined by the starting position of the charging unit and the orientation of the target unit. Determine if the unit leader point of the charging unit is in the front, flank or rear arc of the target unit. If located in the flank, the charge is resolved against the target flank. If located in the rear arc, the charge is resolved against the target units rear. If located in the front arc, the charge is resolved against the target units front.

7.9 MULTIPLE CHARGES AGAINST THE SAME UNIT

When multiple units are charging the same target, a charge home test is conducted for all charging units as a single group. Modifiers are applied for the group, meaning that a modifier that applies to one unit will apply to the group as a whole. Defensive fire is conducted against all charging units as a group with any hits scored being distributed evenly across all charging units (to the defending units front arc). Any "uneven" hits are allocated by the defender to the charging units of their choice. If any charging unit negates defensive fire, then the defending unit cannot conduct defensive fire against any of the charging units (as they are treated as a single group to resolve the charge).

Players must endeavor to maximize the units involved in the melee, however if any charging unit simply cannot fit in the space available, the unit cannot charge and will move as far along the line of charge as possible before stopping (following the rules for proximity to enemy).

8 SHOOTING PHASE

Friendly units that are capable of shooting (infantry, cavalry and artillery) based on their current order can do so in the shooting phase. The shooting procedure is as follows:

1. Declare the shooting unit and target unit.
2. Determine LOS and range to the target unit.
3. Determine number of shooting dice based on formation.
4. Determine the to-hit value based on range to the target and modifiers.
5. Roll to-hit.
6. Target rolls saving throws.
7. Mark the shooting unit with a smoke marker.
8. If hits taken, the target unit takes a morale test at the end of the shooting phase.

8.1 PICK A TARGET

Declare the shooting unit and target unit. To be a valid target, the shooting unit must be able to draw full or partial LOS to the target unit. Range to the target unit is measured from the unit leader point of the shooting unit to the closest point of the target unit.

UNITS ENGAGED IN MELEE

Units engaged in melee cannot be targeted by shooting.

8.2 WEAPONS

Each unit is armed with weapons listed in the Unit Statistics section. Ranges for weapons are as follows:

- **Carbines** – Maximum range is 24”.
- **Rifled Muskets** – Maximum range is 30”.
- **Light Guns** – Maximum range is 40”.
- **Regular Guns** – Maximum range is 60”.
- **Siege Guns** – Maximum range is 80”.

POINT BLANK RANGE

Point blank range for all weapons is 6”.

8.3 NUMBER OF DICE

The number of shooting dice to roll depends upon the existing formation of the shooting unit. The Unit Statistics section details how many dice a unit rolls for shooting. *Shaken* units halve their shooting dice (round up).

ARTILLERY UNITS

Artillery units have three entries in the Unit Statistics table for their number of shooting dice. The three entries reflect (from left to right) the number of dice used at point blank range (6” or less), ½ range (6” to ½ range) and long range (greater than ½ range).

8.4 TO-HIT

The basic to-hit value for shooting is 3+. Roll the number of dice as determined by your formation and modify the results with the shooting modifiers.

SHOOTING MODIFIERS

When shooting, the resulting dice are modified as follows:

- **+1** – Target unit is at point blank range (within 6”).
- **+1** – Target unit is in march column formation or is limbered artillery.
- **+1** – Target unit is mounted cavalry.
- **+1** – Shooting unit are *Sharpshooters*.
- **-1** – Shooting unit moved this turn.
- **-1** – Target unit is deployed artillery.
- **-1** – Target unit is over ½ range.
- **-1** – Target unit is in cover.
- **-1** – Target unit is obscure.
- **-1** – Cavalry unit shooting while mounted.

SHOOTING RESULTS

A die result of 1 is always a miss. A die result of 6 is always a hit. If the dice score needed to-hit is 7 or more, the number of shooting dice are halved and dice results of 6 are needed to score hits. Shooters always roll at least a single die when shooting (for units that are capable of shooting).

8.5 COVER OR OBSCURE?

The following outlines when targets are obscure, in cover or both:

- **Cover** – Obstacles provide cover from shooting depending on the location of the target unit. A unit gains cover from an obstacle if it is located “at” the obstacle (within a ½”) and LOS to at least ½ of the target unit facing is behind the obstacle.
- **Obscure** – If LOS to at least ½ of the target units facing is intersected by obscuring terrain the target is considered obscure for shooting. If a unit is located within obscuring terrain and draws LOS through 1” or less of the terrain element, the unit can ignore the terrain element for the purposes of shooting. This applies to the terrain element the unit is occupying; if other obscuring terrain intersects LOS it will count as obscuring the target unit.
- **Both** – Any unit that gains a cover bonus is also considered to be obscured (the modifiers stack).

8.6 SAVING THROWS

The basic saving throw against shooting is 6. If the target has cover this is improved to 5+. Each successful saving throw cancels a single hit. Unsuccessful saving throws result in hits on the unit that must be marked appropriately. Units suffering unsaved hits must take a morale test at the end of the shooting phase.

8.7 SMOKE MARKERS

Using smoke markers is a great way to add a visually pleasing effect to your miniature games but they are not required to play the game. A smoke marker (cotton balls or pillow cotton works well) is used to mark which units have shot this turn and should be removed in the *End Phase*.

9 MELEE PHASE

Units that have successfully charged home fight a melee during this phase. A melee is only fought if unfriendly units are in base-to-base contact. All units in a melee from both sides fight simultaneously each round.

The sequence for resolving a melee is as follows:

1. Determine number of dice for each unit in melee.
2. When multiple units are in melee, divide dice evenly across enemy units (for both sides). Any uneven dice are assigned by the owning player to enemy units.
3. Determine to-hit result needed for both sides. This is determined on a unit-by-unit basis, so it may be necessary to separate dice if different to-hit results are needed.
4. Both sides roll their melee dice.
5. Mark hits and determine the winner.
6. All units in melee on the losing side take a morale test (winner does not).
7. Winner determines if they can breakthrough or if enemy units recoil.

SAVING THROWS

There are no saving throws in melee.

9.1 NUMBER OF DICE

The number of melee dice rolled depends upon the existing formation of the unit. The Unit Statistics section details how many dice are rolled for melee. *Shaken* units halve their melee dice (round up). Each attached commander adds one die to the number of dice rolled.

UNITS FIGHTING TO THEIR FLANK OR REAR

A unit fighting to either of its flanks removes a single die from their number of melee dice. A unit fighting to its rear removed two dice from their number of melee dice. Regardless of dice reduction, a unit always rolls a minimum of one die in melee.

9.2 TO-HIT

The basic to-hit value for melee is 4+. Roll the number of dice as determined by the units formation and modify the dice results with the melee modifiers.

MELEE MODIFIERS

In melee, the dice results are modified as follows:

- **+2** – Unit is fighting against enemies rear.
- **+1** – Unit is fighting against enemies flank.
- **+1** – Unit is charging, counter-charging or won the previous round of melee.
- **+1** – Unit is defending an obstacle or prepared position.
- **-1** – Units charge movement passed through difficult terrain.
- **-2** – Unit is *Shaken*.

MELEE RESULTS

A die result of 1 is always a miss. A die result of 6 is always a hit. If the dice score needed to-hit is 7 or more, the number of melee dice are halved (round up) and dice results of 6 are needed to score hits. Units always roll at least a single die when fighting in melee. Mark successful hits against units in melee.

9.3 DETERMINING A WINNER

To determine a winner, add up the total number of hits per side. The side with the highest resulting number of hits wins the melee and is not required to take a morale test as a result of hits incurred during the melee. All units from the losing side are required to take a morale test regardless of number of hits taken (even if no hits occurred).

DRAWS

If both sides are tied, the melee is a draw and units will remain engaged. Melee will be fought against in the next melee phase. If all units from a side retire from melee due to the number of hits sustained, the remaining unit or units simply hold in place until their next command phase.

CONSOLIDATING UNITS

After morale tests, some units from one or both sides may have *Broken* or *Retired*, leaving units offset or even out of base-to-base contact. If this occurs, consolidate the units remaining in melee together so they are in base-to-base contact and maximized. It is possible that some units may not be able to remain in contact due to the remaining frontage of units involved. If this occurs, units that are unable to consolidate into base contact are now considered disengaged from the melee and must be moved at least 1" away from enemy units (following the rules for proximity to enemy).

9.4 RETIRING FROM MELEE

If a unit is forced to *Retire* from a melee as a result of a morale test, each enemy unit in base contact rolls 1D6 and scores an additional hit on a 3+. The retiring unit does not take a morale test as a result of these "free" hits.

9.5 BREAKTHROUGH & RECOIL

Breakthrough only applies to units that have charged or counter-charged this turn. Units fighting subsequent rounds of melee or that were the target of a charge cannot breakthrough. Recoil applies to all units engaged from both side in a melee. A unit may only breakthrough once per turn.

BREAKTHROUGH

If all enemy units engaged in melee are *Broken* or forced to *Retire* as a result of the initial round of melee, the charging unit(s) may (optionally) make a breakthrough charge. An orders test is not taken for a breakthrough charge (it is automatically successful). Units that have become *Shaken* as a result of melee are not allowed to conduct a breakthrough charge (and will be left behind if other units are not *Shaken*).

Units breaking through must have a valid charge target, take a charge home test, and resolve a round of melee immediately if contact is made. Defensive fire can be conducted normally based on the result of the charge home

test. If multiple units are breaking through, they must target the same unit and move as a single group in the breakthrough charge.

The breakthrough charge must target the nearest enemy unit located from the unit leader point of the unit that is breaking through. If no charge target exists, the unit holds its current position.

RECOIL FROM DEFENDED OBSTACLE

If a unit wins a melee against a unit defending an obstacle and the units remain in melee, the losing unit(s) are recoiled (pushed) back the distance of a single base depth (use the winning units base depth). The winning unit then occupies the vacated space while remaining in base contact with the enemy unit. When pushing a unit back in this manner any friendly unit it contacts as a result is also pushed back. Move units as much as is needed to make space for the winning unit(s). If this is not possible due to impassable terrain, enemy units or other factors, use a marker to indicate the recoil instead. The marker indicates that the losing unit no longer gains the advantage of defending the obstacle.

10 END PHASE

The end phase is used to clean up markers and check victory conditions.

10.1 CLEANUP

During the end phase remove all orders dice and smoke markers from all units. For units that remain engaged in melee, use an orders dice with the *Charge* order face up to indicate which side won the previous round of melee and a *Hold* order dice for the other sides units.

10.2 VICTORY & DEFEAT

At the end of each turn check scenario objectives and victory conditions. If either army breaks (see army morale) the game is over. When the game is over, determine who has won by counting up victory points for each side. Victory points are used to determine which side has won or if the battle was a draw.

VICTORY POINTS

Victory points are awarded as follows:

- **+3** – Each *Broken* infantry or cavalry unit.
- **+2** – Each *Broken* artillery unit.
- **+1** – Each infantry, cavalry or artillery unit that is currently *Shaken*.
- **+X** – Points awarded based on scenario objectives.

BATTLE RESULT

Count up the victory points for each side. If the difference in victory points between each side is five or less, the battle is a draw. If one side has six or more victory points than their opponent, they are victorious!

11 MORALE

Morale values are reflected in the game with two numbers. The first number is the units *Shaken* value and the second is the *Break* value. If at any time the number of hits on a unit is equal to or higher than the *Shaken* value (and less than the *Break* value) the unit is immediately *Shaken*. Units engaged in melee that become *Shaken* are required to immediately *Retire* from melee. If at any time the number of hits on a unit is equal to or greater than the *Break* value of the unit, the unit is immediately *Broken* and removed from the game.

11.1 UNIT STATES

A unit can be *Steady*, *Shaken* or *Broken*.

STEADY

A unit is considered *Steady* so long as it is currently not *Shaken* or *Broken*. *Steady* units act normally through all phases of the game.

SHAKEN

A unit that is *Shaken* can be returned to *Steady* by issuing the unit a successful *Rally* order. If the current number of hits on the unit is equal to or greater than the *Shaken* value of the unit, the unit will remain *Shaken* until the number of hits on the unit are reduced below the *Shaken* value.

A *Shaken* unit:

- Cannot declare charges.
- Halves (rounding up) all dice in shooting and melee.
- Suffers negative modifiers to-hit in melee and when taking an orders test.

BROKEN

Broken units are destroyed and immediately removed from the game.

11.2 MORALE TESTS & RESULTS

A unit is required to test morale in the following situations:

- At the end of a shooting phase in which the unit takes unsaved hits.
- At the end of a melee in which the unit was not victorious.

To take a morale test roll 2D6 and modify the results using the morale test modifiers.

MORALE TEST MODIFIERS

Morale test dice results are further modified as follows:

- **-2** – A commander is attached to the unit.
- **-1** – Current number of hits is less than $\frac{1}{2}$ of its *Break* value.
- **-1** – Unit is currently *Steady*.
- **-1** – Unit is *Elite*.
- **+1** – Unit is part of a *Broken* brigade.
- **+1** – One or more *Steady* enemy units are within 6" and LOS.
- **+1** – Unit is currently engaged to its flank.
- **+2** – Unit is currently engaged to its rear.
- **+X** – Where X is the current number of hits on the unit.

Adjust the 2D6 result. Note that reducing the result is a good thing, whereas increasing the result is bad as it means you are more likely to exceed your *Shaken* or *Break* values.

MORALE TEST RESULTS

Determine the modified result of the morale test and consult the following:

- If the resulting number is equal to or greater than the *Break* value of the unit, the unit is immediately *Broken* and removed from the game.
- If the resulting number is equal to or greater than the *Shaken* value of the unit (and less than the *Break* value), it must immediately *Retire* and become *Shaken*.
- If the resulting number is less than the *Shaken* value of the unit, the test is passed and the unit is *Steady*.

11.3 BRIGADE & ARMY MORALE

Brigade and army morale is just as important as the morale of individual units. *Broken* brigades lead to a *Broken* army and the end of the game (usually in the other players favor).

BROKEN BRIGADES

A brigade is considered *Broken* when more than ½ of its starting number of infantry and cavalry units (rounded down) are *Broken*. When this happens, any *Shaken* units in the brigade are automatically *Broken* and removed from the game. Steady units from *Broken* brigades can only be issued *Hold*, *Reform* or *Advance* orders (it is no longer possible to issue *Charge*, *Rally* or *March* orders). When given an advance order, units from *Broken* brigades may only *Retire* away from enemy units.

Brigade commanders of a *Broken* brigade should be marked with an appropriate marker.

ARMY BREAK POINT

When more than ½ (rounded up) of the brigades in an army are *Broken*, the army becomes *Broken* and the game ends at the end of the current game turn.

12 COMMANDERS

Commanders play an important role in the game. Commanders are used to issue orders to units throughout the army, provide the essential ability to *Rally* damaged units and provide much needed encouragement (bonuses) to units during pivotal moments in the battle. There are two types of commanders: brigade and army.

ARMY COMMANDER

The army commander is the one commander for the entire army. The army commander can influence any friendly unit during the game.

BRIGADE COMMANDER

A single brigade commander must exist for each brigade in an army. A brigade commander can only interact (attach, issue orders and provide bonuses) with units from their own brigade.

12.1 ATTACHING & DETACHING

To attach a commander to a unit, move that commander into base contact with the unit. To detach a commander from a unit, move the commander 1" away from the unit. A commander is allowed to detach and move to reattach to another unit in the same activation.

ATTACHED TO A BROKEN UNIT

If the unit a commander is attached to becomes *Broken*, the commander immediately takes a full move away from their current position. This movement occurs outside of the normal activation sequence (free movement).

DETACH FROM A UNIT IN MELEE

Commanders are not allowed to detach from a unit engaged in melee and will stay attached until the unit is no longer in melee or becomes *Broken*.

12.2 CONTACTED BY ENEMY UNITS

Commanders that are contacted during the game by enemy units simply evade out of the way. The evade movement should use the least amount of distance required (within a reasonable direction) to remove the commander from the path of the enemy unit. Commanders must still respect the proximity to enemy rule when evading enemy units.

If the commander is contacted while attached (in base contact with a friendly unit) to a unit that is charged, simply reposition the commander to make way for the charging unit (while still doing your best to indicate that the commander is attached to the unit).

13 SPECIAL RULES

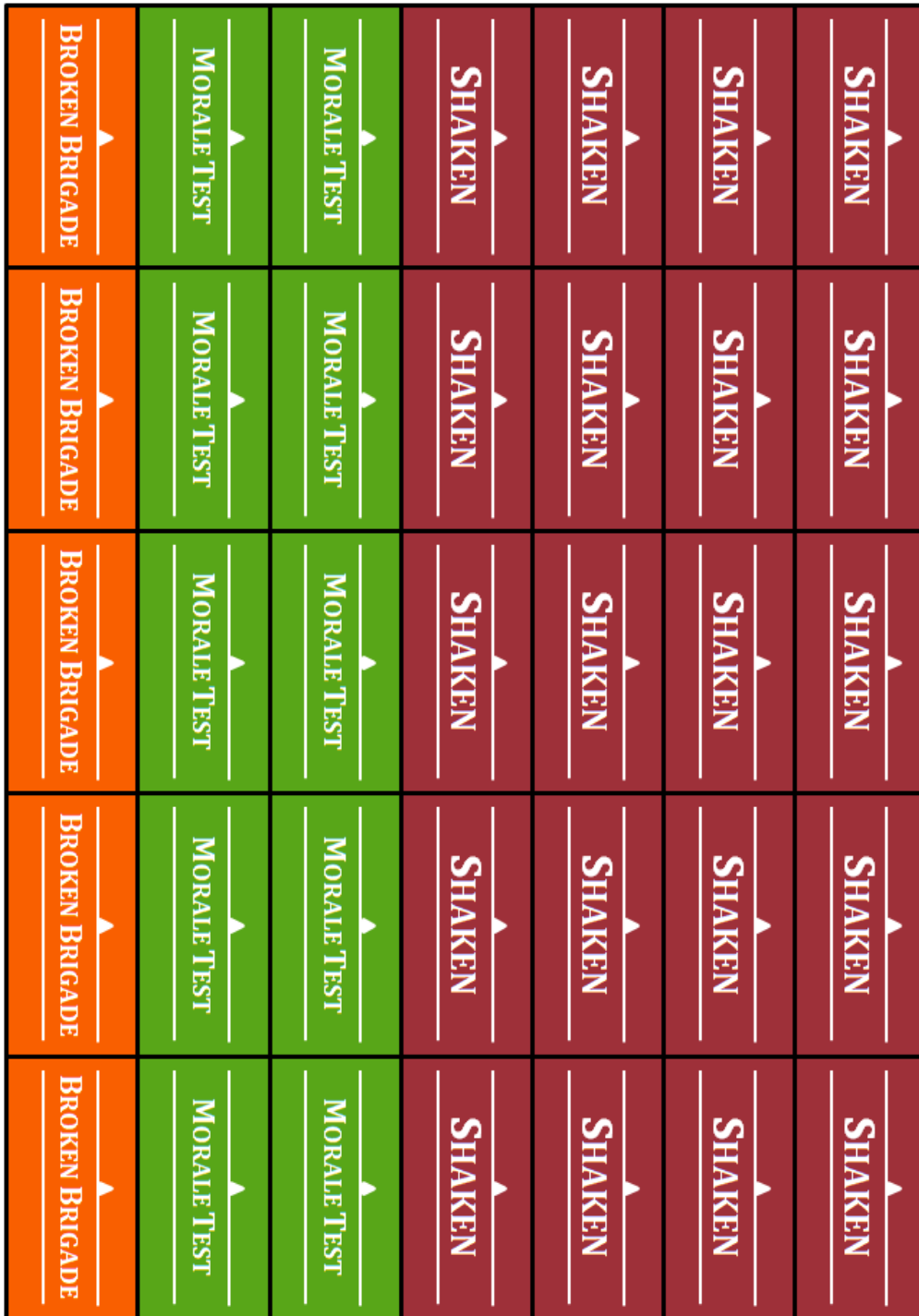
A number of special rules are reflected throughout the game rules. Additional special rules are included below to allow you to customize units for a particular scenario. Special rules are as follows:

- **Rebel Yell** – Charging Confederate infantry units gain a +1 modifier to charge home tests.
- **Sharpshooters** – Unit gains a +1 modifier to-hit when shooting.

- **Elite** – Unit gains a +1 modifier to charge home tests and a -1 modifier to morale tests.
- **Independent** – Unit does not suffer -1's to order tests for being farther than 12" from the brigade commander.
- **Green** – Unit has a -1 modifier on charge home tests.
- **Stubborn** – Unit can reroll a failed morale test (a test that results in the unit becoming *Shaken* or *Broken*).

14 APPENDIX A: GAME MARKERS

Markers are included below for orders, unit and brigade states as well as for marking which units need to take a morale test.



HOLD	HOLD	HOLD	HOLD	HOLD	HOLD	HOLD	HOLD	HOLD	HOLD
ADVANCE	ADVANCE	ADVANCE	ADVANCE	ADVANCE	ADVANCE	ADVANCE	ADVANCE	ADVANCE	ADVANCE
MARCH	MARCH	MARCH	MARCH	MARCH	MARCH	MARCH	MARCH	MARCH	MARCH
RALLY	RALLY	RALLY	RALLY	RALLY	RALLY	RALLY	RALLY	RALLY	RALLY
REFORM	REFORM	REFORM	REFORM	REFORM	REFORM	REFORM	REFORM	REFORM	REFORM
CHARGE	CHARGE	CHARGE	CHARGE	CHARGE	CHARGE	CHARGE	CHARGE	CHARGE	CHARGE
HOLD	HOLD	HOLD	HOLD	HOLD	HOLD	HOLD	HOLD	HOLD	HOLD
ADVANCE	ADVANCE	ADVANCE	ADVANCE	ADVANCE	ADVANCE	ADVANCE	ADVANCE	ADVANCE	ADVANCE
MARCH	MARCH	MARCH	MARCH	MARCH	MARCH	MARCH	MARCH	MARCH	MARCH
RALLY	RALLY	RALLY	RALLY	RALLY	RALLY	RALLY	RALLY	RALLY	RALLY
REFORM	REFORM	REFORM	REFORM	REFORM	REFORM	REFORM	REFORM	REFORM	REFORM
CHARGE	CHARGE	CHARGE	CHARGE	CHARGE	CHARGE	CHARGE	CHARGE	CHARGE	CHARGE
HOLD	HOLD	HOLD	HOLD	HOLD	HOLD	HOLD	HOLD	HOLD	HOLD
ADVANCE	ADVANCE	ADVANCE	ADVANCE	ADVANCE	ADVANCE	ADVANCE	ADVANCE	ADVANCE	ADVANCE
MARCH	MARCH	MARCH	MARCH	MARCH	MARCH	MARCH	MARCH	MARCH	MARCH
RALLY	RALLY	RALLY	RALLY	RALLY	RALLY	RALLY	RALLY	RALLY	RALLY
REFORM	REFORM	REFORM	REFORM	REFORM	REFORM	REFORM	REFORM	REFORM	REFORM
CHARGE	CHARGE	CHARGE	CHARGE	CHARGE	CHARGE	CHARGE	CHARGE	CHARGE	CHARGE
HOLD	HOLD	HOLD	HOLD	HOLD	HOLD	HOLD	HOLD	HOLD	HOLD
ADVANCE	ADVANCE	ADVANCE	ADVANCE	ADVANCE	ADVANCE	ADVANCE	ADVANCE	ADVANCE	ADVANCE
MARCH	MARCH	MARCH	MARCH	MARCH	MARCH	MARCH	MARCH	MARCH	MARCH
RALLY	RALLY	RALLY	RALLY	RALLY	RALLY	RALLY	RALLY	RALLY	RALLY
REFORM	REFORM	REFORM	REFORM	REFORM	REFORM	REFORM	REFORM	REFORM	REFORM
CHARGE	CHARGE	CHARGE	CHARGE	CHARGE	CHARGE	CHARGE	CHARGE	CHARGE	CHARGE

HOLD	HOLD	HOLD	HOLD	HOLD	HOLD	HOLD	HOLD	HOLD	HOLD
ADVANCE	ADVANCE	ADVANCE	ADVANCE	ADVANCE	ADVANCE	ADVANCE	ADVANCE	ADVANCE	ADVANCE
MARCH	MARCH	MARCH	MARCH	MARCH	MARCH	MARCH	MARCH	MARCH	MARCH
RALLY	RALLY	RALLY	RALLY	RALLY	RALLY	RALLY	RALLY	RALLY	RALLY
REFORM	REFORM	REFORM	REFORM	REFORM	REFORM	REFORM	REFORM	REFORM	REFORM
CHARGE	CHARGE	CHARGE	CHARGE	CHARGE	CHARGE	CHARGE	CHARGE	CHARGE	CHARGE
HOLD	HOLD	HOLD	HOLD	HOLD	HOLD	HOLD	HOLD	HOLD	HOLD
ADVANCE	ADVANCE	ADVANCE	ADVANCE	ADVANCE	ADVANCE	ADVANCE	ADVANCE	ADVANCE	ADVANCE
MARCH	MARCH	MARCH	MARCH	MARCH	MARCH	MARCH	MARCH	MARCH	MARCH
RALLY	RALLY	RALLY	RALLY	RALLY	RALLY	RALLY	RALLY	RALLY	RALLY
REFORM	REFORM	REFORM	REFORM	REFORM	REFORM	REFORM	REFORM	REFORM	REFORM
CHARGE	CHARGE	CHARGE	CHARGE	CHARGE	CHARGE	CHARGE	CHARGE	CHARGE	CHARGE
HOLD	HOLD	HOLD	HOLD	HOLD	HOLD	HOLD	HOLD	HOLD	HOLD
ADVANCE	ADVANCE	ADVANCE	ADVANCE	ADVANCE	ADVANCE	ADVANCE	ADVANCE	ADVANCE	ADVANCE
MARCH	MARCH	MARCH	MARCH	MARCH	MARCH	MARCH	MARCH	MARCH	MARCH
RALLY	RALLY	RALLY	RALLY	RALLY	RALLY	RALLY	RALLY	RALLY	RALLY
REFORM	REFORM	REFORM	REFORM	REFORM	REFORM	REFORM	REFORM	REFORM	REFORM
CHARGE	CHARGE	CHARGE	CHARGE	CHARGE	CHARGE	CHARGE	CHARGE	CHARGE	CHARGE