



THIS HALLOWED GROUND

v4.4 by Jay's Wargaming Madness



COMMANDER BONUSES

Can never reroll a reroll. Bonuses do not stack – can use commander **OR** C-in-C for each order test or morale test taken in command range.

RANK	MORALE	ORDERS	RANGE
Commander (units under command)	1 Reroll	1 Reroll	8"
C-in-C (any unit in army)	2 Rerolls	2 Rerolls	12"

TURN SEQUENCE

Determine initiative at the start of the game or by scenario. Initiative player completes all turn phases, followed by the non-initiative player.

1. COMMAND PHASE

- Remove a single disorder marker from friendly units.
- Resolve all **RALLY** orders.
- Resolve all **CHARGE** orders.
- Resolve all **HOLD, ADVANCE** and **RUN** orders.

2. SHOOTING PHASE

Resolve small arms completely, then resolve artillery.

Small Arms Shooting

- Resolve shooting for small arms units with **HOLD, ADVANCE** or **RALLY** orders.
- Resolve **MORALE TESTS** for all units that suffered 1+ hits from small arms.

Artillery Shooting

- Resolve shooting for unlimbered artillery units with **HOLD, ADVANCE** or **RALLY** orders.
- Resolve **MORALE TESTS** for all units that suffered 1+ hits from artillery.



MOVEMENT

UNIT TYPE	FORMATION	ADVANCE	RUN
Infantry	Line	6"	9"
	Supported Line	9"	14"
	March Column	12"	18"
	Skirmish	10"	15"
Cavalry	Mounted Line	16"	24"
	Mounted Column	20"	30"
	Dismounted	9"	14"
Artillery	Limbered	12"	18"
	Unlimbered	4"	-
Commander	N/A	24"	-

3. MELEE PHASE

- Resolve all **MELEE COMBATS** in an order determined by the activating player.

When both sides have completed all phases, advance turn marker and tidy battle area.

VICTORY AND DEFEAT

At games end, calculate victory points (VPs) for each side.

If the difference in VPs is between 0-5 VPs, the game is a draw.

If the difference in VPs is 6+ VPs, the side with the higher number of VPs is awarded the victory.

Standard VPs should be assigned based on the following conditions:

- +10 VPs for each broken command. Requires all units under a commander to be shaken or broken at games end.
- +5 VPs for each broken unit at games end.
- +3 VPs for each shaken unit at games end.
- +1 VP for each worn unit at games end.
- +X VPs as defined by individual scenarios.



ORDERS

Each unit must be issued an order during the command phase. Depending on the order and unit state, an order test might be required (see Test If column below). Each D6 result of 4+ is 1 success, with each natural 6 counting as 2 successes. **Steady units automatically gain 1 reroll.** If in command range, the unit can use commander rerolls. A unit failing an order test is automatically Disordered (that becomes their order for the

ORDER	TEST IF	# OF SUCCESSES	SUMMARY OF ACTION
HOLD	Shaken (2D6)	1	Stand Ground OR Reform. Stand Ground: No move. Unit may shoot. Reform: Unit may change <u>formation</u> and <u>facing</u> . Unit cannot shoot.
ADVANCE	Worn (3D6) Shaken (2D6)	2	Advance OR Retire OR Reform. Advance: Move up to their Advance rate (can oblique/wheel/turn). Unit may shoot. Retreat: Move up to advance rate directly backwards while maintaining original facing. Reform: Unit may change formation (not facing), cannot shoot, and can move up to ½ Advance rate based on new formation.
RUN	Worn (3D6) Shaken (2D6)	2	Run OR Retire. Run: Move at a Run rate (can oblique/wheel). No turns. No shooting. Cannot enter difficult terrain (stops at edge of difficult terrain if encountered). Retire: Move up to Run rate directly backwards. Change facing to direction of travel.
CHARGE	Steady (4D6) Worn (3D6)	0-1: Failed 2: Falters 3+: Charge!	Failed: Unit becomes Disordered immediately (add disordered marker). Falters: Move to 6" and shoot (resolve immediately, can't shoot in shooting phase). Charge! Move into base-to-base contact and fight in melee phase.
RALLY	Steady (4D6) Worn (3D6) Shaken (2D6)	2	Rally: Take an orders test for the unit. If the orders test is successful, the unit recovers D3+2 hits. No move. Unit may shoot. Limited to 1 rally order per commander (regardless of success or failure) and must be in command range.
DISORDERED	N/A	N/A	Disordered: Unit cannot move or shoot. Unit will fight in melee if engaged. If disordered during opponents phase, add two disorder markers.

MOVEMENT

INTERPENETRATION

Friendly units can interpenetrate. Move must clear interpenetrated unit. Can't interpenetrate march column, limbered artillery or disordered units. If a unit that interpenetrates a Shaken unit, or is interpenetrated by a Shaken unit, must take a morale test as a result.

OBLIQUE AND TURNS

Does not apply to units in march column or unlimbered/limbered artillery. Units may oblique within it's front arc (45° off of left/right front corners) while maintaining the original unit facing. A unit may pivot in their current position up to 90° which uses ½ of their current movement rate (no Run, max 2 turns).

WHEELING

Any unit may conduct a wheel to change their direction of travel or facing. Swing the front rank around, pivoting on the left or right corner, with the opposite corner swinging around. Additional ranks in the formation follow along, wheeling at the same point as the front rank. Note that this means some units, such as march columns, may "snake" as a result of wheeling.

DISMOUNTING AND MOUNTING

Cavalry units may mount OR dismount during an Advance order, either at the start and end of movement. Movement rate is determined by the formation used during the actual move (e.g. if you dismount at the end of your move, you would use mounted movement up to that point).

LIMBERING AND UNLIMBERING

Artillery units may limber OR unlimber during an Advance order, at the start OR end of movement. Horse Artillery units can fire on the turn they unlimber (regular artillery cannot).

PROXIMITY TO ENEMY

Units must maintain a minimum distance of 1" from enemy units.

TERRAIN TABLE

Obstacles are considered man height. Taller obstacles are impassible. Round up when multiplying movement. Units with a Run order must stop when "no run" terrain is contacted. Unit must move entirely on road to gain road bonus.

TERRAIN CATEGORY	COMMANDERS	INFANTRY	SKIRMISHERS & DISMOUNTED CAVALRY	CAVALRY	DEPLOYED ARTILLERY	LIMBERED ARTILLERY
Open	Normal Move	Normal Move	Normal Move	Normal Move	Normal Move	Normal Move
Difficult	Normal Move	No Run	Normal Move	No Run	No Run	No Run
Obstacle	No Run	No Run	Normal Move	No Run	No	No
Building	No	No	Normal Move	No	No	No
Road	Normal Move	Normal Move	Normal Move	Normal Move x1.5	Normal Move	Normal Move x1.5

UNIT STATES

During the game, units will be in one of the following states:

- Steady** – The unit has no hits or the number of hits is currently under the worn rating for the unit.
- Worn** – A unit becomes worn as soon as it has suffered enough hits equal to or greater than the worn rating.
- Shaken** – A unit becomes shaken as soon as it has suffered enough hits equal to or greater than the shaken rating. Shaken units cannot advance towards enemy units and are required to immediately retire at a Run rate from melee (facing away from enemy).
- Broken** – A broken unit is immediately removed from play. Units are broken when they fail a morale test while currently shaken, or when the number of hits on the unit is equal to or greater than the broken value for the unit.
- Disordered** – This is an additive state for a unit. A steady, worn or shaken unit can also be disordered at the same time. When a unit becomes disordered, add a disordered marker. A single disordered marker is removed at the start of the command phase. Units that become disordered in their opponents phase get two disordered markers. Units can have multiple disorder markers.

UNIT SIZES AND MORALE VALUES

Represented as worn/shaken/broken values.

UNIT TYPE	SMALL	STANDARD	LARGE
Infantry	6/12/18 3 Bases 16-24 Figures	8/16/24 5 Bases 24-36 Figures	10/20/30 7 Bases 36-48 Figures
Cavalry	6/10/15 4 Bases 8-12 Figures	7/14/21 6 Bases 12-18 Figures	9/18/27 8 Bases 16-24 Figures
Skirmishers	3/6/9 3 Bases 6-9 Figures	4/8/12 4 Bases 8-12 Figures	5/10/15 5 Bases 10-15 Figures
Artillery	3/6/9 1 Base 1 Gun + Crew	4/8/12 2 Bases 2 Guns + Crew	5/10/15 3 Bases 3 Guns + Crew



MORALE

Units are required to take a morale test:

- After suffering hits from shooting (small arms/artillery separately).
- When a round of melee combat is lost.

MORALE TEST

Each D6 result of 4+ is a success, with each 6 counting as two successes. If in command range, can use commander rerolls. Cannot reroll a reroll.

Excessive Casualties: If a unit suffers 8+ unsaved hits from shooting or melee, all D6 results of 6 only count as a single success for the morale test.

SUPPORTED UNIT

If the unit has 2+ unengaged friendly units that are steady or worn and within 6", the unit can reroll 1D6. Cannot reroll a reroll.

UNIT STATE	# OF SUCCESSES	IF FAILED	IF FAILED & DISORDERED
Steady (4D6)	Shooting: 2 Melee: 3	Disordered	Add disordered marker, must retreat at advance rate
Worn (3D6)	Shooting: 2 Melee: 3	Disordered	Add disordered marker, must retreat at advance rate
Shaken (2D6)	Shooting: 2 Melee: 3	Broken	Broken

SHOOTING

The shooting phase has the active player resolve all small arms first (including Morale Tests for units that take 1 or more hits). After resolving all small arms completely, the active player resolves all artillery shooting (including Morale Tests for units that take 1 or more hits).

LINE OF SIGHT (LOS)

Determine LOS by drawing a line from each front corner of the shooting unit to the nearest visible parts of the target. If at least ½ of the target unit is visible and ½ of the shooting unit can see the target, LOS is good, otherwise LOS is blocked. A gap of at least 6" is necessary to shoot between units.

MEASURING DISTANCE & ARCS

Distance is determined from the center of the shooting unit to the nearest visible part of the target unit.

This imaginary line is the line of fire. Target unit must be in front arc of the shooting unit (45° off units front corners).

TO-HIT (SUCCESSES)

The to-hit roll required to score successful hits is **4+**.

COVER AND OBSCURE

Cover: Unit is in terrain that offers protection from shooting.

Obscured: Unit only partially visible (e.g. corn fields or partially visible) or in terrain that obstructs vision but offers no shooting protection.

INFANTRY \ DISMOUNTED CAVALRY SUPPORTING ARTILLERY

Infantry and dismounted cavalry units supporting artillery are separate units and can be targeted separately.

Supporting units can be targeted (even though positioned behind the artillery unit) but count as being obscured for shooting.

OF DICE AND MODIFIERS

Number of dice used is modified in the order detailed below.

Base dice ...

First determine base dice by unit type, formation and range (see table).

- ½ **Dice:** shooting unit is shaken.

Shooting unit ...

- **+2D6:** is Large Unit.
- **-1D6:** is Green.
- **-2D6:** is Worn.
- **-2D6:** Rallied this turn.
- **-2D6:** is Small Unit.

Target unit ...

- **+4D6:** is a march column OR limbered artillery at close OR effective range.
- **+1D6:** is mounted cavalry.
- **-2D6:** is dismounted cavalry.
- **-2D6:** is in cover or obscured.
- **-2D6:** is unlimbered siege artillery.
- **-4D6:** is unlimbered field or horse artillery or skirmishers.

MINIMUM DICE AND ROUNDING

A unit always roll a minimum of 2D6. Round up when halving dice.

SHOOTING RESULTS

Resolve number of hits then saves.

SAVES (SHOOTING & MELEE)

HITS FROM	BASIC SAVE	IN COVER	FORTIFIED POSITION
Small Arms	5+	4+	4+ and reroll failed saves
Artillery	6	5+	5+ and reroll failed saves
Siege Artillery	6	6	6 and reroll failed saves*
Melee	6	N/A	N/A

*No reroll if artillery is Siege Mortar.



RANGE AND DICE TABLE

UNIT TYPE	FORMATION	SHOOTING RANGE AND DICE								MELEE DICE
		CLOSE		EFFECTIVE		LONG		EXTREME		
Infantry	Line		13D6		11D6		9D6			12D6
	Supported Line	0-9"	10D6	9-18"	8D6	18-36"	6D6	N/A	N/A	15D6
	March Column		3D6		2D6		-			-
	Skirmish		7D6		5D6		3D6			5D6
Cavalry	Mounted Line		6D6		4D6		2D6			12D6
	Mounted Column	0-8"	-	8-16"	-	16-32"	-	N/A	N/A	8D6
	Dismounted		9D6		7D6		5D6			10D6
Artillery	Unlimbered	0-20"	9D6	20-40"	7D6	40-60"	5D6	60"+	3D6	4D6
Siege Artillery	Unlimbered	0-25"	9D6	25-50"	7D6	50-75"	5D6	75"+	3D6	5D6

SPECIAL RULES

SUPPORT ARTILLERY

An infantry unit in line or supported line formation or dismounted cavalry unit may attach to the rear of an unlimbered artillery unit using a Run or Advance order (only 1 unit can be attached). Move out of contact to detach. When attached, if the artillery unit is engaged with melee, the supporting unit will provide additional dice to the melee combat. For all other purposes, both units operate separately.

GREEN

Modify dice by -1D6 for shooting. Units automatically loses a Melee combat when result is a draw.

INDEPENDENT

Can use commander bonuses if they are within 30" of the a commander (regardless of command range).

LARGE UNIT

Large units are +2D6 when shooting in line or supported line formation, as well as +2D6 in melee in any formation. This applies to infantry, cavalry and artillery units.

MARKSMEN

Unit may reroll all failed hits when shooting.

REBEL YELL

The unit can reroll a charge order result of failed or falters. Unit must accept the rerolled result.

SEEN THE ELEPHANT

Unit must reroll a successful Charge order (Charge! result).

SKIRMISHERS

Unit can only operate in skirmish formation. Skirmishers may only charge other skirmishers, dismounted cavalry, or unlimbered artillery and will automatically evade (retire at Run rate) when charged by non-skirmishers. Skirmishers that evade from a charge but are still contacted are automatically destroyed at the beginning of the melee phase.

SMALL UNIT

Small units are -2D6 when shooting in line formation, as well as -2D6 in melee in any formation. This applies to infantry, cavalry and artillery units.

STUBBORN

Unit can reroll a failed morale test.

TOUGH FIGHTERS

Unit gains +2D6 in melee combat.



RESOLVING CHARGES

DECLARE CHARGES

To declare a charge, the following conditions must be met:

- The charging unit must be steady or worn (shaken units can't charge).
- The target unit must be within movement range (see moving chargers).
- The charging unit must have a clear and unobstructed (no intervening units, even if units are also charging) direct path to the target unit.

Artillery and march columns cannot declare charges. Skirmishers can only charge other skirmishers, dismounted cavalry, or unlimbered artillery.

ORDERS TEST FOR CHARGING

Resolve a Charge order test as normal (see the Orders section).

MOVING CHARGERS

Move at a Run rate into contact. If difficult terrain is crossed, continue at Run rate but the unit becomes Disordered upon contacting the enemy unit (still fights melee).

CHARGING SHAKEN UNITS

If the target unit charged is shaken and the charge to is successful, the target unit is required to take an immediate morale test. If the morale test is passed, the unit holds position and can react to the charge normally. If failed, the target unit breaks (as normal when failing a morale test when shaken). The charging unit must complete movement up to the point of contacting the target unit (remove the target unit after completing move).

DEFENSIVE FIRE

If the charging unit is further than 8" from the target unit, the target unit can shoot defensive fire if the charge order results in a successful charge to contact. This is resolved immediately. If a morale test is necessary as a result of the shooting, take the test immediately. If passed, continue into melee. If failed, the charge order result is changed to a Failed! result and the unit becomes disordered.

MULTIPLE CHARGERS

Up to 2 units of the same type can charge a single target. Charging units cannot cross paths when moving to contact the target unit. Take charge order tests separately. If either unit is within 8" of the target unit and can get a successful charge to contact result, the target unit cannot use defensive fire. If defensive fire is used, hits are split between the units.

CHARGING CAVALRY (MOUNTED AND DISMOUNTED)

Cavalry that is charged by any unit may elect to conduct a retire move as a reaction to the charge movement. This is done before moving the charging unit but after determining that the charge is successful. If the unit is contacted by the charging unit, fight melee normally. Dismounted cavalry electing to retire are required to mount up before retiring (move as mounted, does not effect movement rate).

CAVALRY COUNTER CHARGE (MOUNTED ONLY)

Cavalry charged by other cavalry may counter-charge. Take a Charge order test as normal. If the counter charge is successful, both units meet ½ way between the units and both count as charging.

SKIRMISHERS

Skirmishers that are charged by non-skirmishing infantry or cavalry units will immediately evade by conducting a retire move at a Run rate. If the skirmish unit is contacted by the charging unit after retiring, the unit is automatically destroyed at the beginning of the melee phase.

FLANK AND REAR CHARGES

Each unit has a front, flank and rear (45° arcs from each corner of the unit). Half or more of a unit's frontage must start its charge movement within a target unit's flank or rear quarter in order to contact that facing. Target units can't conduct defensive fire to flank or rear arcs (if multiple chargers, hits only directed to front arc).

INFANTRY OR DISMOUNTED CAVALRY SUPPORTING ARTILLERY

Supporting units provide ½ their base dice to the supported artillery unit. For every 3 hits, 2 go on the artillery and 1 on the supporting unit. Only the artillery unit takes morale tests. If broken/retiring, enemy unit gets a free charge into the supporting unit. Resolve new melee immediately.

MELEE COMBAT

All melee combat is resolved for both sides in the melee phase. The activating player determines order of melee resolution.

TO-HIT (SUCCESSES)

The to-hit roll required to score successful hits is **4+**.

OF DICE AND MODIFIERS

Consult the Range and Dice table for base dice.

Number of dice used is modified in the order detailed below.

Base dice ...

First determine base dice by unit type and formation.

- ½ **Dice**: shooting unit is shaken.

Your unit ...

- **+4D6** – is defending an obstacle.
- **+2D6** – is charging (first round of melee only).
- **+2D6** – are Tough Fighters.
- **+2D6** – is a Large Unit.
- **+2D6** – is mounted cavalry fighting infantry in open terrain.
- **-2D6** – is infantry fighting mounted cavalry in open terrain.
- **-2D6** – is worn.
- **-2D6** – is Disordered.
- **-2D6** – is a Small Unit.
- **-2D6** – is fighting against an enemy that is uphill.
- **-3D6** – is engaged to it's flank.
- **-6D6** – is engaged to it's rear.

Regardless of modifiers, a unit will always roll a minimum of 2D6. Round up when halving dice.

SAVING THROWS

For each hit scored in melee, resolve saves (see Saves table).

WINNING, LOSING AND DRAWS

The side that scores the most hits wins the round of melee. The loser is required to take a morale test. In the case of a draw, or if at least one of the losing units passes their morale test, fight another round of melee. Continue fighting rounds of melee until one side is broken or retires (all units) from melee.

If a unit fails a morale test in melee, or if a unit is shaken at the end of a round of melee, it is required to retreat (Advance rate) if steady/worn or retire (Run rate) if shaken. The winning unit (if not also retiring due to being Shaken) rolls 4D6, inflicting hits on results of 4+ (saves apply), for each retiring unit.

DEFENDED OBSTACLES

If a charging unit wins a round of melee against a unit behind an obstacle, the defending unit loses the defended obstacle bonus for the melee. The winning unit pushes the defenders back 1 base depth and occupies the vacated space to represent this result.

UPHILL

If a unit is engaged that is uphill of the charging units starting position, the charging unit counts as fighting uphill.

MULTIPLE UNITS ENGAGED

When multiple units are engaged, a single unit is declared the primary unit and all other units are supporting. Base dice and modifiers only apply to the primary unit. Supporting units only contribute ½ of their base dice (rounding up) to the melee. Attached artillery contributes full dice to melee combat (artillery and infantry unit is considered a single unit for melee).

LIMBERED ARTILLERY, MARCH COLUMNS AND SKIRMISHERS

Limbered artillery and march columns in melee are immediately destroyed at the start of the melee phase. Skirmishers are automatically destroyed at the start of the melee phase when contacted by non-skirmishing infantry or cavalry units in melee.

FLANKS AND REAR

A shaken unit that is engaged to it's flank OR rear is automatically destroyed at the beginning of the melee phase.



UNION ARMY LIST

UNIT DESCRIPTION	TYPE	WEAPONS	SPECIAL RULES
Freshly Raised Infantry Regiment	Infantry	Rifled Muskets	Support Artillery, Green Optional: Large Unit
Regular Infantry Regiment	Infantry	Rifled Muskets	Support Artillery Optional: Large Unit <u>OR</u> Small Unit
Veteran Infantry Regiment	Infantry	Rifled Muskets	Support Artillery, Tough Fighters, Seen the Elephant Optional: Small Unit
Pickett Line	Skirmishers	Rifled Muskets	Skirmishers, Independent
Berdan's Sharpshooters	Skirmishers	Rifled Muskets	Marksmen, Skirmishers, Independent
Iron Brigade	Infantry	Rifled Muskets	Support Artillery, Stubborn, Tough Fighters
Irish Brigade	Infantry	Rifled Muskets	Support Artillery, Stubborn
Other Famous Infantry Units (e.g. 20 th Maine, 54 th Mass.)	Infantry	Rifled Muskets	Support Artillery, Stubborn Optional: Small Unit
Cavalry Regiment	Cavalry	Swords and Carbines	Support Artillery, Independent
Buford's Cavalry	Cavalry	Swords and Carbines	Support Artillery, Independent, Tough Fighters, Stubborn
Field Artillery Battery	Artillery	Field Guns	Optional: Large Unit
Horse Artillery Battery	Artillery	Field Guns	
Siege Artillery Battery	Artillery	Siege Guns	Optional: Large Unit



CONFEDERATE ARMY LIST

UNIT DESCRIPTION	TYPE	WEAPONS	SPECIAL RULES
Freshly Raised Infantry Regiment	Infantry	Rifled Muskets	Support Artillery, Green Optional: Large Unit
Regular Infantry Regiment	Infantry	Rifled Muskets	Support Artillery, Rebel Yell Optional: Large Unit <u>OR</u> Small Unit
Veteran Infantry Regiment	Infantry	Rifled Muskets	Support Artillery, Rebel Yell, Tough Fighters, Seen the Elephant Optional: Small Unit
Pickett Line	Skirmishers	Rifled Muskets	Skirmishers, Independent
Louisiana Zouaves	Infantry	Rifled Muskets	Support Artillery, Tough Fighters
Other Famous Infantry Units	Infantry	Rifled Muskets	Support Artillery, Stubborn Optional: Small Unit
Cavalry Regiment	Cavalry	Swords and Carbines	Support Artillery, Independent
Field Artillery Battery	Artillery	Field Guns	Optional: Large Unit
Horse Artillery Battery	Artillery	Field Guns	
Siege Artillery Battery	Artillery	Siege Guns	Optional: Large Unit

UNIT FORMATIONS

Below find diagrams for the various formations used in the game for infantry, cavalry and artillery units.

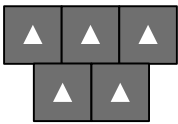
Infantry Skirmishers



Infantry Line



Infantry Supported Line



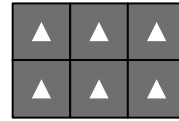
Infantry March Column



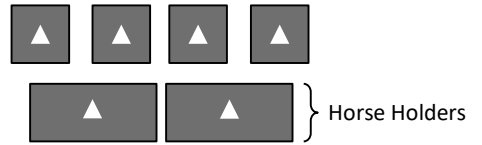
Cavalry Mounted Column



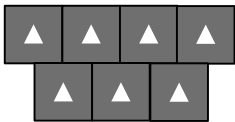
Cavalry Line



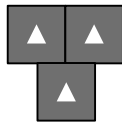
Dismounted Cavalry



(Large) Infantry Supported Line



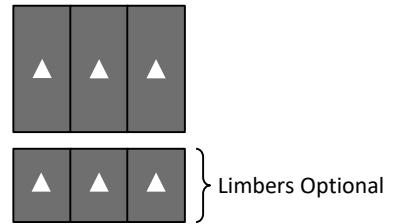
(Small) Infantry Supported Line



Unlimbered Artillery



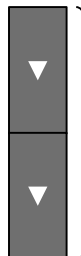
Unlimbered (Large) Artillery



Limbered Artillery



Limbered Artillery (Option)



Backwards to direction of travel if using unlimbered gun bases instead of limber teams