

A GLEAM OF BAYONETS

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(REFLECTS GBACW RULES CHANGES FOR VOL. 7)

FIRE CHART MODIFIERS:

Max net shift: 3 columns (21.72)

Terrain Effects - shift 1 column to the Left:

- Orchard, Ridge, Crest (from lower level), Rifle Pit (from higher level)

Terrain Effects - shift 2 columns to the Left:

- Woods, Stone Wall, Steep Crest (from lower level), Bloody Lane, Rifle Pit (from same level)

Terrain Effects - shift 3 columns to the Left:

- Town, Rifle Pit (from lower level)

Enfilade – shift 1 column to the Right:

- Units in Column
- Routed Units
- Limbered Artillery

Enfilade – shift 2 columns to the Right:

- Mounted Cavalry (21.47)

MELEE SP MODIFIERS:

- Leader: +1 SP (12.4)
- Charging Mounted Cavalry: Double Current Strength (21.46)
- Routed Unit defending: Half Current Strength FRD (12.51)
- Best Def. Morale 2 less than Worst Attacker Morale: +1 SP (12.52)
- Advance across Stream, Crest, Ridge or Rifle Pit: -1 SP (12.31)
- Advance across Steep Crest, Bridge or Ford: -2 SP (12.31)
- If melee crosses front AND enfilade hexsides: +1 **Shift** (7.32)

ARTILLERY SPECIAL RULES:

- May use Advance and Retire by Prolong
- If fired on changing formation, enfilade, NO density shift. (24.5)
- Arty Fire at 9 hexes or > may overshoot. (24.3)
- May use Rapid Fire. (24.1)
- *Counter battery fire gets no density shift. (8.33)*
- Counter Battery fire may affect Caissons - (24.7)
- Abandoned guns captured after held thru two friendly melee phases. (24.26) Also changes to 12.92, 12.93 See 24.28, 24.29)

MELEE INITIATION DRMS: (23.0)

Melee requires a successful morale dr to initiate (EXC: if unit stacked with LDR)

Add 1 to the die roll if:

- Checking unit is Ammo Depleted

Subtract 1 from the die roll if:

- All defending units are ammo depleted.
- The checking unit occupies one of the defending unit's enfilade hexes.

RETREAT BEFORE MELEE DRM: (21.0)

Regiments must pass a morale check to Retreat before Melee. **If fails MC, regiment is still good order but must stand and take melee.**

Add 1 to the die roll if:

- Defending unit is enfiladed (an attacking unit is in enfilade hexside).
- Defending unit is Out of Command at time of check.
- Defending unit's brigade is BCE.

Subtract 1 from the die roll if:

- All defending units are ammo depleted.

CAVALRY SPECIAL RULES:

Fire Combat:

- If Dismounted, loses Fire SPs (See 21.48)
- *Mounted Cavalry Enfilade is 2 columns Shift to the Right.*

Charge/Melee: (16.0)

- Mounted Cavalry may Charge if within 4 hexes.
- May only charge if in command.
- Some terrains prevent charges. (See Terrain Effects Table.)
- If Cavalry unit survives PB Defensive Fire, they are **DOUBLED** in strength after charge. Defending unit may not retreat before melee. (EXC: *Mounted Cavalry*)
- Charging Cavalry ALWAYS Routed after completion of Charge.
- Mounted Cavalry in melee with Infantry or dismounted Cavalry defends at twice current strength.
- If dismounted, will ONLY initiate melee against artillery crews, other dismounted Cavalry, supply wagons or trains.
- If dismounted and alone in hex, **must** Retreat before Melee if meleed by infantry or mounted cavalry.

DOUBLE TIME (DT) RULES: (22.0)

- DT Increases Inf. Movement allowance from 6 to 9 points.
- Must be in column *or change to* Column to DT.
- Division, Corps or Army Leader must spend a command point to enable a brigade to DT. (One time expenditure—see below.)
- The regiments of the brigade must be in command.
- The Brigade Leader must be in the command radius of leader issuing the command point.
- EXC: Independent Inf. regiments may DT without command point.

Terrain Restrictions:

- May DT only in Clear, Stubble or Orchards if not on thoroughfare.
- If not on Road, Pike or Trail (Thoroughfares) Reg. may **not** cross stone wall, crest, steep crest, ridge, creeks river or streams.

Mechanics:

- Exhausted units may **NOT** DT.
- May move normally then change to DT, adding 3 MP to remaining MPs. (Thus a unit **may** change from line to column and then DT, or move through prohibited terrain and then DT.)
- A unit may **NOT** change from DT to normal movement in same phase.
- A Brigade's regiments may continue to use DT in subsequent turns until all units are exhausted, becomes BCE, or all units have ended DT.
- Unit **must** END MOVEMENT if it changes from column to line.
- Regiments of a DT brigade may choose not to use DT.
- At the end of each movement phase a regiment uses DT, Reg. must make a morale check to see if it becomes fatigued or exhausted.

Fatigue / Exhaustion End of Movement MC

- If regiment using DT fails an end of turn DT Morale Check, it is FATIGUED.
- If already fatigued, regiments add +1 to DT MC. If Reg. fails, it is EXHAUSTED. Temporarily loses 2 SP and has a MA of 3 MP. (Temp SPs and MP losses are returned when unit recovers from Fatigue/ Exhaustion.)
- Exhausted units may no longer DT.
- Exhausted units may not melee.
- Exhausted units may not Offensive Fire.
- Fatigued regiment recovers after 1 turn of rest.(22.6)
- Exhausted regiment becomes fatigued after 1 turn of rest. (22.6)
- Rest means regiment does not leave hex or engage in fire or melee.
- To claim a turn of rest, a Reg. must remain at least 6 hexes from any enemy units in LOS or out of LOS of any enemy units closer than 6 hexes. (22.61—22.63)