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STANDARD RULES

for the

GREAT BATTLES OF THE AMERICAN CIVIL WAR

Game System
including

PEA RIDGE • DRIVE ON WASHINGTON • WILSON'S CREEK

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Read this First:

The rules of this SPI simulation game are organized in a format known as the *Case System*. This system of organization divides the rules into *Major Sections* (each of which deals with an important aspect of play). These Sections are *numbered* sequentially as well as being named. Each of these Major Sections is introduced by a *General Rule*, which briefly describes the subject of the Section. Many times this General Rule is followed by a *Procedure* which describes the basic action the Player will take when using the rules in that Section. Finally, the bulk of each Major Section consists of *Cases*. These are the specific, detailed rules that actually regulate play. Each of these Cases is also numbered. The numbering follows a logical system based upon the number of the Major Section of which the Cases are a part. A Case with the number 6.5, for example, is the fifth *Primary Case* of the sixth Major Section of the rules. Many times these Primary Cases are further subdivided into *Secondary Cases*. A Secondary Case is recognizable by the fact that it has two digits to the right of its decimal point. Each Major Section can have as many as nine Primary Cases and each Primary Case can have as many as nine Secondary Cases. The numbering system is meant as an organizational aid. Using it, Players can always easily tell where a Case is located in the rules. As a further aid, an outline of the Major Sections and Primary Cases is given at the beginning of the rules.

How the Section and Case Numbers Work:

Major Section Number

Primary Case Number

Secondary Case Number

↓ ↓ ↓
[6.53]

The preceding example would be the number of the third Secondary Case of the fifth Primary Case of the sixth Major Section of the Rules.

How to Learn to Play the Game:

Familiarize yourself with all of the components. Read all of the General Rules and Procedures and read the *titles* of the Primary Cases. Set up the game for play (after reading the pertinent Section) and play a trial game against yourself referring to the rules only when you have a question. This procedure may take you a few hours, but it is the fastest and most entertaining way to learn the rules short of having a friend teach them to you. You should not attempt to learn the rules word-for-word. Memorizing all that detail is a task of which few of us are capable. SPI rules are written to be as complete as possible — they're not designed to be memorized. The Case numbering system makes it easy to look up rules when you are in doubt. Absorbing the rules in this manner (as you play) is a much better approach to game mastery than attempting to study them as if cramming for a test.

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[1.0] INTRODUCTION

This set of Standard Rules includes rules common to SPI's series of grand tactical games simulating regimental level Civil War battles.

[2.0] GLOSSARY OF TERMS

Column or In Column: One of two formations possible for infantry units to adopt. Enables units to move more rapidly along roads at some cost in combat ability. See also "Line."

Command Points Rating: Each division commander has a number of Command Points each Game-Turn. Command Points are expended to increase the Effectiveness Radius of brigade commanders subordinate to that division commander. One point is expended for each hex added to the Effectiveness Radius of a brigade commander. Thus, a commander with a total of two Command Points could increase the Effectiveness Radius of one brigade commander by two, or two brigade commanders by one.

Current Strength: A unit's Combat Strength (measured in points) may be reduced during play when the unit suffers losses. Such losses decrease the combat ability of the unit; each unit's "current strength" is therefore kept track of using a numbered chit. See also "Initial Strength."

Current Strength Multiplier: A number by which a unit's "current strength" (measured in points) is multiplied to reflect the effects of range (the distance between the firing unit and the target) on fire.

Divisional Integrity Radius: A numerical rating of each division commander which represents the range in hexes over which that division commander may command his subordinate brigade commanders. As long as a brigade commander is within his division commander's radius in the Initial Command Phase, he may move freely in the subsequent Movement Phase.

Effectiveness Radius: A number rating which measures the relative ability of each brigade commander to control his troops. The Effectiveness Radius is given in terms of hexes; the higher the number, the greater the distance over which that brigade commander can effectively control his troops. Note that division commanders have no Effectiveness Radius; see also "Divisional Integrity Radius" and "Command Points Rating."

In Command: A unit is considered to be "in command" relative to a particular leader when it is either within that leader's Effectiveness Radius or in the same hex with that leader. Note that a unit will generally be "in command" of the leader to which that unit is subordinate, but that this is not necessarily true; see also "Subordinate Unit" and "Effectiveness Radius."

Initial Strength: A unit's Combat Strength (measured in points) at the start of the game; this value is printed on the counter representing the unit (see 3.31, Sample Units). See also "Current Strength."

Line: One of two formations possible for infantry units to adopt. Enables units to fight most effectively at some cost in mobility. See also "Column."

Morale Check: A game function performed by a Player whenever something happens which brings into question the relative value of discretion and valor. As a result of a morale check, a unit may rout.

Morale Rating: The numerical rating of each combat unit's ability to sustain the psychological ef-

fects of battle. The numbers range from "5" (best) to "1" (worst). This rating is referred to whenever a player is required to check a unit's morale.

Rally Rating: This is the number of units in a brigade commander's Effectiveness Radius which he can rally in a given Final Command Phase, in addition to any that are in the same hex with him. Thus, if a brigade commander had a Rally Rating of two, he could rally two units of his command which are within his Effectiveness Radius in addition to any stacked with that brigade commander. **Note:** Division commanders have no Rally Rating and may only rally units with which they are stacked.

Subordinate Unit: A subordinate unit is one which has the name of a leader abbreviated on it. That unit is considered to be subordinate to the specified leader (or successor). Also see "In Command."

[3.0] GAME EQUIPMENT

CASES:

[3.1] THE GAME MAP

The mapsheet portrays the area in which the battle was fought. A hexagonal grid pattern is printed on the game map to regulate the movement and location of the playing pieces and to calculate ranges when units fire in combat. To make the map lie flat, back-fold it against the creases.

[3.2] GAME CHARTS AND TABLES

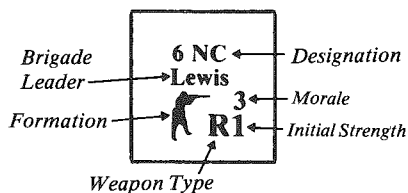
Various visual aids are provided with the game in order to simplify and illustrate certain game functions. Some of these charts and tables are printed directly on the game map. There may be other charts and tables included in the rules booklets.

[3.3] THE PLAYING PIECES

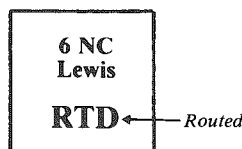
There are three types of counters in the game, combat counters (called "units"), leaders and markers. Combat units include infantry regiments, cavalry regiments, supply wagons, and artillery batteries. There are at least two types of leader counters: brigade commanders and division commanders. There are several types of markers including Ammunition Depletion, Column, Combat Strength, Engaged, Game-Turn, and Casualty Track Markers. There may be other types of counters in a game as detailed in the Exclusive Rules for that game.

[3.31] Sample Units

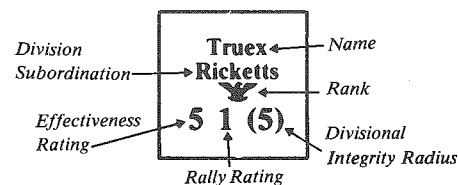
COMBAT UNIT: Front



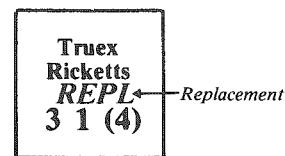
COMBAT UNIT: Back



LEADER UNIT: Front



LEADER UNIT: Back

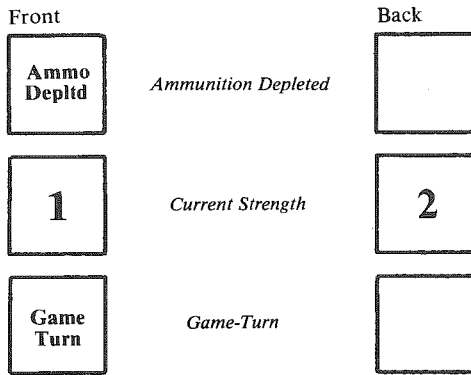


SUMMARY OF COMBAT UNIT TYPES

Front		Back
1 Ark McIntsh M8	Infantry	1 Ark McIntsh RTD
14 Vac McCsind P1	Cavalry	14 Va c McCsind P1
Nelson Indpnt TB4	Artillery	Nelson Indpnt TB4
Supply R1	Supply Wagon	Supply
King 4	Artillery Crew	King 4
Wagon Crew	Supply Wagon Crew	
Van Drn 10 2	Division Leader	
Slack Van Drn 3 1 (5)	Brigade Leader	Slack Van Drn REPL 2 0 (2)
Brigade Cmdr REPL 2 0 (2)	Replacement Leader	

SUMMARY OF MARKER TYPES

Pin	Pinned	Rout
Column	Column Formation	Engd



[3.32] Combat Strength Markers

When a unit's Combat Strength is reduced by casualties, a Combat Strength Marker is placed under the unit to represent that unit's new Combat Strength. Thus, if a "4" Strength Point cavalry unit takes a one point loss, a "3" Strength Point Marker would be placed under the unit. When a battery takes a loss caused by enemy artillery fire, the number of guns is reduced by placing a Strength Marker under the battery in the same manner as an infantry or cavalry unit.

[3.33] Unit Designations

The designation of a unit is the historical name or military designation of that unit or leader. Designations have direct effect on play and also included for historical interest and as an aid to setting up and organizing the game.

[3.34] Weapon Type

A unit's weapon type refers to the type of armament that unit had in the battle. Weapon type effects the Fire Combat Strength of the unit when it engages in Fire Combat. The letter on the counter is an abbreviation for the weapon type with which that unit is armed. The abbreviations are summarized and the effects of range on that weapon are displayed on the Range Effects Chart (9.25).

[4.0] SEQUENCE OF PLAY

GENERAL RULE:

The play of the game is organized into "Game-Turns." Each Game-Turn is divided into two Player-Turns. During his Player-Turn, each Player moves his units and then resolves combat in sequence. At the conclusion of the final Game-Turn, the Victory Conditions are consulted and a winner is declared.

GAME-TURN SEQUENCE OUTLINE

Each Game-Turn is divided into a First Player-Turn and a Second Player-Turn. The Player whose Player-Turn is currently in progress is termed the Phasing Player. The Sequence of Play must be executed in the order presented.

1. First Player-Turn

A. Initial Command Phase: The Phasing Player may attach and detach brigades which are in the Divisional Integrity Radius of a division commander. In addition, the Player checks the Divisional Integrity Radius to determine which brigade commanders are in command. Division commanders may expend Command Points to increase the Effectiveness Radius of subordinate brigade commanders. The Phasing Player then checks the Effectiveness Radii of all his brigade commanders to see whether the units within each brigade commander's command may move and fire.

B. Movement Phase: The Phasing Player moves all, some, or none of his units as he desires and

may bring reinforcements onto the map, as determined by the Reinforcement Schedule. The non-Phasing Player's units may not move during this Phase, but they may, however, conduct withdrawal fire as appropriate.

C. Defensive Fire Phase: The non-Phasing Player may conduct Fire Combat with any of his units that are capable of firing at any of the Phasing Player's units, within the provisions and restrictions of the Fire Combat and the Line of Sight rules. Neither Player may move his units during this Phase, except as a result of combat.

D. Offensive Fire Phase: The Phasing Player may conduct Fire Combat (see Phase C).

E. Retreat Before Melee Phase: The Phasing Player announces his melee attacks for the Melee Phase. The non-Phasing Player then has the option to retreat units that are in the Zone of Control of Enemy units one or two hexes, thus avoiding melee. The retreating units undergo withdrawal fire and the owning Player must roll for possible rout at the end of the retreat, whether a casualty has been suffered as a result of withdrawal fire or not. The Phasing Player may advance a unit into the vacated hex.

F. Melee Phase: Phasing infantry and cavalry units which begin this Phase adjacent to Enemy units may now enter the hex occupied by that Enemy unit(s) and engage in melee combat. The melee combat is resolved and retreat and casualty results are applied as a result of the melee combat.

G. Ammunition Resupply Phase: The Phasing Player may resupply eligible units which are out of ammunition.

H. Rally Phase: Pin Markers are removed from the Phasing Player's units. The Phasing Player may rally his routed units which are stacked with leaders or in the Effectiveness Radius of their brigade commander. A die is rolled to determine whether or not independent units rally.

J. Final Command Phase: Friendly leaders that have been killed are replaced and leader promotion is performed if necessary. Uncrewed supply wagons may be recrewed. During the Final Command Phase, game functions that occur only in a given game, as described in the exclusive rules, are performed.

2. Second Player Turn

The second Player becomes the Phasing Player and proceeds to follow the Player Sequence. Steps A through J, as described above.

3. Game-Turn Record Interphase:

The Game-Turn Marker should be advanced one space on the Game-Turn Record Track to mark the passage of one Game-Turn. **Note:** Some game functions as described in the Exclusive Rules, are performed.

[5.0] MOVEMENT

GENERAL RULE:

Each type of unit and leader in the game has a Movement Allowance which is listed on the Terrain Effects on Movement Chart (5.19). The number listed for each unit type is the basic number of hexes a unit could move into in a single Movement Phase. Each Player moves his units during the Movement Phase of his Player-Turn.

PROCEDURE:

Units may be moved one at a time, or in stacks, hex-by-hex, in any direction or combination of directions the moving Player chooses. The Movement Phase ends when the Player announces that he has finished moving his units.

CASES:

[5.1] MOVEMENT CONDITIONS AND PROHIBITIONS

[5.11] During its Movement Phase each unit may move as far as its Movement Allowance permits. A unit may never exceed its Movement Allowance although it may move less than its Movement Allowance. A unit is never forced to move during its Movement Phase. Unused Movement Points may never be saved for subsequent Game-Turns or transferred from unit to unit.

[5.12] A unit may not enter a hex containing an Enemy unit during the Movement Phase. An Enemy occupied hex may be entered only during the Melee Phase (see 12.0).

[5.13] Fire Combat does not take place during the Movement Phase unless the moving Player's units trigger withdrawal or retreat fire (see 10.1 and 10.2).

[5.14] Units may move into and out of Enemy Zones of Control (10.0), although they may be subject to withdrawal fire (10.1) when they do so.

[5.15] The number of Movement Points a unit must spend to enter a hex depends on the type of terrain in the hex and the formation the unit is in. The Movement Point Cost to enter each terrain type is listed on the Terrain Effects on Movement Chart (5.19). **Note:** A unit expends Movement Points for the most expensive terrain type when entering a hex with two or more types of terrain (e.g., woods and clear). The type of terrain most beneficial to the defender is used to determine any column shifts in fire combat.

[5.16] Movement from hex to hex must be consecutive; units may not skip hexes.

[5.17] A unit may not be moved or retreat off the map. A unit which would be forced to retreat off the map is captured by the Enemy Player.

[5.18] Retreats conducted during any Phase do not require the expenditure of Movement Points and are not considered movement.

[5.19] Terrain Effects on Movement Chart (see mapsheet)

[5.2] MOVEMENT OF ROUTED UNITS AND UNITS NOT IN COMMAND

A routed unit or unit which is out of the Effectiveness Radius of its brigade commander may move one hex only, regardless of terrain costs. Such a unit may not change formation, and may not enter the Zone of Control (hereafter ZOC, see 10.0) of an Enemy unit; if already in an Enemy ZOC, it may only move out of the ZOC and into a hex not adjacent to any Enemy units. Brigade commanders which are out of the Divisional Integrity Radius of their division commander may move only one hex (regardless of terrain) unless they have been *detached* (see 17.6).

[6.0] FORMATIONS

GENERAL RULE:

All combat units may be in one or two different formations. Infantry units may be in either Line or Column; artillery units are either *limbered* or *unlimbered*; cavalry units are either *mounted* or *dismounted* (the equivalent of infantry in Line formation). Supply wagons, trains and leaders have no formation. Supply wagons engage in combat as Line infantry. A unit's formation affects the unit's ability to move and engage in combat.

PROCEDURE:

To change formation a unit must expend Movement Points. The Movement Point Cost to change formation is listed under the Formation Change Column of the Terrain Effects on: Movement Chart (5.19). Infantry and artillery may change formation at any time during a Friendly Movement Phase while cavalry may only mount or dismount at the end of a Friendly Movement Phase.

CASES:

[6.1] UNIT FORMATIONS

[6.11] Infantry units in *Column* gain increased mobility while sacrificing combat capability. An infantry unit (as well as a limbered artillery unit or a mounted cavalry unit) may move through a road or pike hex occupied by a Friendly unit if and only if the moving unit expends Movement Points to pay for the cost of the other terrain in that hex (i.e., it cannot use the road). Infantry units may use roads, pikes and bridges only when in Column. Infantry in Column may never initiate melee, though they defend normally in melee. Infantry in Column may not engage in fire combat. To designate a unit as being in Column, place a Column Marker on top of it. In instances where there are long lines of infantry in Column, it is necessary to so designate only the lead unit. A unit in Column formation that is fired upon automatically goes into Line formation (this occurs after the combat has been resolved).

[6.12] Infantry units in *Line* formation may move and engage in combat normally. Infantry units are considered in Line at all times, unless otherwise designated (see 6.11). Infantry in Line may not benefit from pikes or roads, nor may they use bridges to cross streams (i.e., the presence of a road, pike, or bridge in a hex is disregarded for the purposes of moving a unit in Line formation).

[6.13] Artillery is either *limbered* or *unlimbered*. When an artillery battery is limbered, it is prepared to move; when it is unlimbered, it is prepared to fire. Unlimbered artillery may only fire; it may not move. When artillery is attacked by melee only the status of the gun crew is considered (see 12.12). (The same applies to small-arms fire, which affects only the gun crew.) Gun crews are considered to be in Line, for purposes of melee, fire combat, and when routed and moved without guns (see 6.11 and 15.1).

[6.14] Cavalry units may operate either *mounted* or *dismounted*. When mounted, they may engage in melee combat (or may charge), but they may only fire if armed with pistols, Colt repeaters, or carbines. Dismounted cavalry units are considered Line infantry for all purposes (except, of course, they cannot go "into column"), and they fire, engage in melee combat, and move as such. Mounted cavalry suffer a one Column adjustment to the right on the Fire CRT when fired upon (see 7.0). Cavalry units are printed on both sides, each side representing either mounted or dismounted status. To change from one to the other, simply pay the cost in Movement Points (see 6.22) and turn the unit over. For special rules pertaining to the ability of mounted cavalry to charge or retreat before combat, see 16.0.

[6.2] CHANGING FORMATION

[6.21] A unit that is outside the Effectiveness Radius of its brigade commander and not stacked with a division commander in the Initial Command Phase may not change its formation during the ensuing Friendly Movement Phase although it could move one hex in some cases (see 17.11 and 5.2).

[6.22] Units pay costs in Movement Points to change formation. Infantry and artillery units may

change formation at any time during a Friendly Movement Phase (**Exception:** 6.21), as long as they have the requisite number of Movement Points available. Cavalry units may dismount or mount only at the end of a Friendly Movement Phase provided that they have sufficient Movement Points remaining to perform the operation. Thus, a dismounted cavalry unit that does not have enough Movement Points at the end of the Movement Phase may not mount.

[6.23] If artillery either limbers or unlimbers (changes formation) within range and Line of Sight of any Enemy small-arms unit (excluding supply wagon crew; see 11.1) those Enemy small-arms units may fire at the battery before it changes formation. This fire is a form of withdrawal fire. If, as a result of such fire, the gun crew of the battery is *pinned* or takes a casualty, the battery may not complete its change of formation. This rule may be used regardless of the stacking order (see 8.4) of the artillery unit in its hex, and only the artillery battery is affected (except pinned results).

[6.24] A unit which changes formation in the ZOC of an Enemy unit triggers withdrawal fire from the Enemy unit (see 10.0).

[6.3] UNIT FORMATION EFFECTS ON FIRE COMBAT

[6.31] A unit's formation itself has no effect on defense against fire. Whether a unit is in Line or Column will affect fire only in that a unit in Line will present a different (less vulnerable) facing than a unit in Column (see 7.2).

[6.32] Limbered artillery units may not fire.

[6.33] Infantry in Column may never fire nor initiate melee. Mounted cavalry may have its strength *doubled* when in melee with infantry (see 16.2).

[6.34] Mounted cavalry units may fire through their one frontal hexside if they are armed with pistols, carbines, or Colt repeaters.

[6.35] Routed units are always considered effiladed when fired upon.

[7.0] FACING

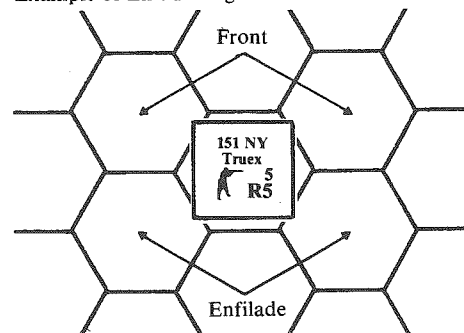
GENERAL RULE:

All infantry, artillery and cavalry units have a specific facing dependent on their formation. Line infantry, dismounted cavalry and unlimbered artillery have three hexsides which are considered to be "Frontal" hexsides, and three which are "Enfilade" hexsides (see following illustration). The "front" of each unit is the top of each unit counter, the top hexside and the hexsides to either side of that top hexside. The three rear hexsides are the "enfilade" hexsides. Infantry in Column, supply wagons, mounted cavalry, and limbered artillery are always considered enfiladed whenever fired upon regardless of the direction of the fire. Mounted cavalry have one frontal hexside, the hex directly at the top of the unit, which they may fire through if armed with pistols, carbines, or Colt repeaters. All other types of units have no facing and thus are considered to present frontal hexsides at all times.

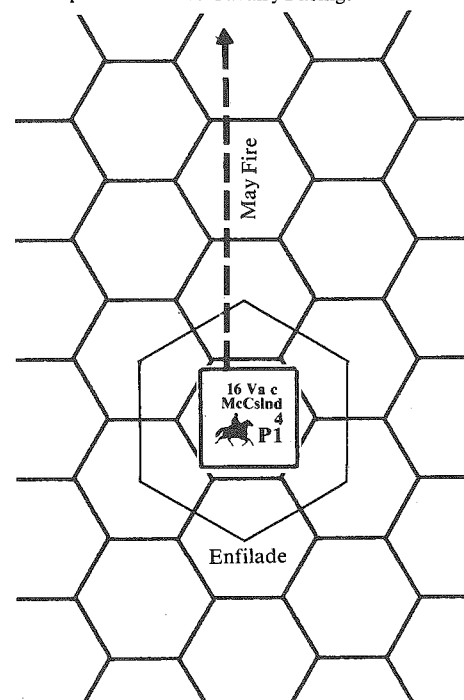
PROCEDURE:

Each unit is so oriented that the top of the unit counter is facing toward a specific hexside and is not situated between two adjacent hexsides. All units stacked in the same hex at the end of a Movement Phase maintain the same facing. A unit moving into a hex assumes the facing of the unit(s) already in that hex.

Example of Line Facing:



Example of Mounted Cavalry Facing:



CASES:

[7.1] EFFECTS OF FACING ON MOVEMENT

[7.11] A unit may move into any adjacent hex regardless of which hex it was facing before it moved. However, a unit must be faced toward the hex (i.e., the top of the counter pointed toward the hex) that unit is to enter (before it is moved into a hex). Thus, a unit may never "back" into a hex. This is important when resolving withdrawal fire (see 10.1).

[7.12] There is no cost in Movement Points to change facing. All units may change facing freely throughout the Friendly Movement Phase. Changing facing is not movement; therefore, units normally restricted in movement (out of Command Radius, for example) may still change facing during their Movement Phases. There is no restriction as to the number of hexsides which may be turned.

[7.13] A unit may change facing only during a Friendly Movement Phase, or after melee.

[7.2] EFFECTS OF FACING ON FIRE COMBAT

[7.21] The Stacking Restrictions Chart (8.18) delineates the maximum number of Strength Points and/or batteries which are stacked in the same hex that may fire out of that hex through a given hexside at the same target or at different targets. The key word in this rule is "hexside": all limits apply to fire through a hexside. **Example:**

Three infantry regiments worth "3" points each are in a clear hex. Only four of these nine points may fire through any one hexside. Four more points (out of the remaining five) may fire through a different hexside, while the last remaining point may fire through the remaining frontal hexside. If one of those units was artillery, four of the infantry points plus all of the guns could fire through the same hexside (see 9.3).

[7.22] Units may fire through only their frontal hexsides.

[7.23] Units may be fired upon through any hexside. A unit which is fired upon through one (or more) of its rear hexsides is enfiladed (see 7.0, General Rule). A unit which is enfiladed by at least one firing Enemy unit has the total Fire Strength being directed against it adjusted one column to the right (in favor of the firing Player). If a Line of Fire bisects a frontal hexside and an enfilade hexside, the unit is considered to be fired on through its frontal hexside.

[7.3] EFFECTS OF FACING ON MELEE

[7.31] A unit may advance only through one of its frontal hexsides into a hex to melee one or more Enemy units.

[7.32] Other than the provisions of Case 7.31, facing has no effect on melee combat. The facing of any units in melee combat may be rearranged by the owning Player(s) when melee is concluded.

[8.0] STACKING

GENERAL RULE:

Generally, units may move through other, Friendly units freely (with the exception of units in Column, mounted cavalry, and limbered artillery; see 6.11). There is no cost in Movement Points to stack or unstack, and stacking restrictions apply only at the end of a Movement or Combat Phase.

CASES:

[8.1] UNIT STACKING RESTRICTIONS

[8.11] The number of units and Combat Strength Points that may occupy any single hex at the same time is dependent on the type of terrain and, for infantry, whether or not the unit is in Column. The Stacking Restrictions Chart (8.18) lists all the limits.

[8.12] For purposes of stacking, the Combat Strength Points of a unit (unadjusted by terrain, etc.) is its number of Stacking Points, with the exception of supply wagons, which are worth four Stacking Points and batteries which are worth one (see 8.13).

[8.13] The number of artillery batteries that may be stacked in a given hex is listed on the Stacking Restrictions chart (8.18). Batteries may be stacked with infantry and other unit types in the same hex; each battery counts for one Stacking Point.

[8.14] Leaders and markers never count against stacking restrictions. Any number of these counters may be in any one hex.

[8.15] A unit may not retreat into or through a Friendly *occupied* hex. If a retreating unit is forced to enter a Friendly-occupied hex, the other units in that hex are displaced and must then undergo a morale check (see 14.3).

[8.16] An infantry unit in Column formation may never move into a hex containing any other combat unit.

[8.17] Mounted cavalry units may never move into a hex containing any other unit *except* other mounted cavalry units and leaders.

[8.18] **Stacking Restrictions Chart**
(see mapsheet)

[8.2] EFFECTS OF STACKING ON COMBAT

[8.21] Only the top-most infantry or cavalry unit in a stack takes losses when the hex is fired on. However, if a combat result calls for losses greater than the number of Strength Points possessed by the top unit, the remainder of losses must be taken from the next infantry or cavalry unit in the stack. Thus, if a "1" Strength Point (SP) infantry unit is stacked on top of a "3" SP unit and the units undergo fire with a casualty result of "2," the top unit is eliminated and the bottom unit loses one Strength Point. Artillery only incur losses if no infantry or cavalry units are present in the hex. **Exceptions:** See 6.23 and 8.22.

[8.22] If a stack of units is fired upon by artillery at a range of *three* hexes or greater, the artillery fires separately at (and the die is rolled once for) *each* unit in the hex, top unit first. Any result to one unit affects only that unit. If a unit is routed as a result of combat, all units in the hex must undergo morale checks, even if they do not suffer any losses. All units in the hex take fire before checking for rout.

[8.23] For purposes of Case 8.22, the density rules in 8.3 apply to each individual unit even though they are being affected individually. Thus, if three units, each with 4 Points, were fired on (as in the above Case), when checking for results the Player would adjust two columns to the right for density, even though the individual units are only worth 4 Points. (The stack consists of 12 Points). See also 9.42.

[8.3] DENSITY AND FIRE COMBAT

[8.31] The number of Strength Points in a hex may affect the efficiency of Enemy fire. The more "crowded" the hex, the more effective the Enemy fire will be.

[8.32] In determining the column for Fire Strength on the Fire Combat Results Table, the Player must consult the Density Adjustment Chart (8.35). He looks under the column with the correct number of Strength Points in the hex, and makes any Column adjustment as given.

[8.33] For the purposes of density each artillery battery is worth only one Strength Point. Thus, an infantry regiment of "4" plus a battery with six guns would still be worth only 5 Points for purposes of density.

[8.34] For density purposes a supply wagon is worth four Stacking Points. Leaders and markers have no effect on density.

[8.35] **Density Adjustment Chart**
(see charts and tables)

[8.4] STACKING ORDER

[8.41] Units may stack, or change their stacking order, only during a Friendly Movement Phase, with one exception: If the top unit runs out of ammunition (see 11.0), the Player may change the stacking order at the end of the Fire Phase in which depletion occurred. Otherwise, it remains the same.

[8.42] All units stacked in the same hex must maintain the same facing. Units moving into a hex assume the facing of the unit in the hex.

[9.0] FIRE COMBAT

GENERAL RULE:

Combat units may fire their weapons at Enemy units in accordance with the rules on Range of Weapons, Fire Combat and Line of Sight. Fire occurs during the Offensive and Defensive Fire Phases within each Player-Turn. Fire may also be triggered during the Movement Phase (if a unit withdraws or changes formation) and during the Retreat Before Melee Phase (if a unit retreats). The Fire Combat Results Table has two rows on it, one used for small-arms fire and artillery fire against artillery or supply wagons and the other used when artillery fires on infantry or cavalry. Units are never required to fire.

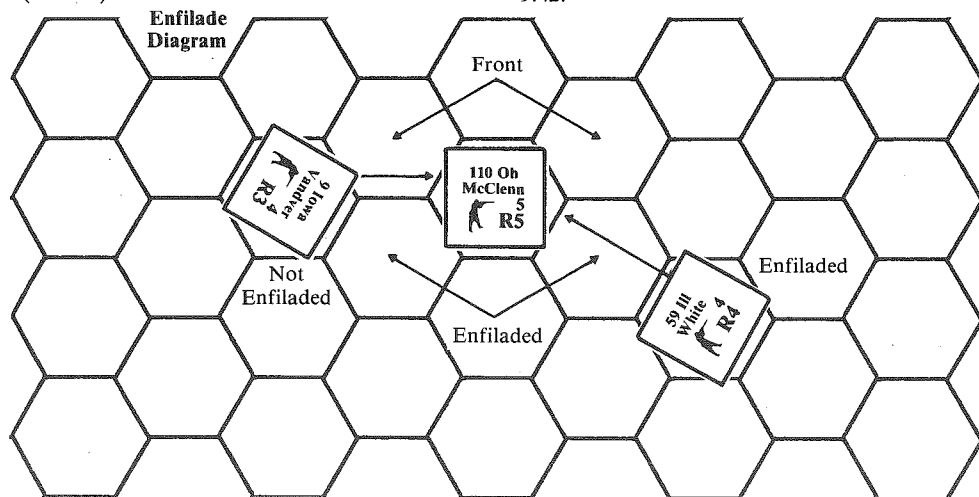
PROCEDURE:

The firing Player announces which of his units are firing on a given Enemy unit. The Combat Strength of each separate firing unit is modified by the range of that unit from the target unit. The Range Effects Chart details the effect of range on each weapon type. The Combat Strengths of all firing units are totaled together, after the effects of range have been applied. The Total Fire Combat Strength is then located on the Fire Combat Results Table. The CRT column may be modified to the left or right as a result of the defending unit's facing, formation, and the terrain it occupies. A die is rolled and the result of that combat is indicated at the intersection of the CRT column and the row corresponding to the die roll result. After results are applied, a morale check (see 9.8) may be required.

CASES:

[9.1] COMBAT STRENGTH

Each combat unit has its initial Combat Strength and weapon type printed on the counter. As a unit suffers losses, Combat Strength Markers are placed under the unit to indicate its Current Strength (see 3.32). The Combat Strength of a fir-



ing unit may be affected by the range of the unit from its target. The effects of range are summarized in the Range Effects Chart (9.25).

[9.11] Combat Strength Markers are neutral and may be used by both sides. The Combat Strength represents the unit's current manpower, fire strength, melee capabilities, and stacking points.

[9.12] All infantry units and dismounted cavalry have a Fire Strength and Melee Capability equal to their Combat Strength. This is the *Current Strength*, not the Initial Strength given on the counter, although the two can be the same. (See 6.14 and 16.2 for mounted cavalry.)

[9.13] All artillery units have a Fire Strength equal to their Combat Strength value (as modified by their gun crew status); however, melee involving an artillery unit is resolved against its crew. A crew has a Melee Strength of "1" when at full strength and "0" when at reduced strength. (Since melee combat is differential, the "0" can be used mathematically). Artillery crews may never initiate melee; they use their Melee Capability only to defend against melee (see Case 12.25).

[9.14] Artillery fire against infantry or cavalry units is resolved using the Grapeshot row of the CRT. Artillery fire against artillery and supply wagons is resolved using the Small Arms and Counter-Battery row of the CRT (see charts and tables).

[9.15] Units armed with small-arms weapon types always resolve fire combat on the Small-Arms and Counter-Battery Fire row of the CRT.

[9.16] **Fire Combat Results Table**
(see charts and tables)

[9.2] WEAPON TYPE AND RANGE

[9.21] The type of weapon fired by each individual unit is noted on the counter for that unit. Units that have no weapon type may not engage in fire combat. The different weapon types are listed on the Range Effects Chart (9.25).

[9.22] A unit's weapon type delineates how far and how effectively it may fire.

[9.23] Each weapon has a maximum range (in terms of hexes) at which it may fire at an Enemy unit. This range is found on the Range Effects Chart (9.25). No unit may fire at an Enemy unit that is outside the maximum range for that weapon. Calculate by counting the distance, in hexes, from the firing hex to the target hex. The firing unit's hex is not counted as part of the range figure; the target hex is counted. A unit's Fire Strength can be greatly affected by range.

[9.24] Adjacent opposing units may always engage in fire combat against each other, or they may fire at other, more distant units.

[9.25] **Range Effects Chart**
(see mapsheet)

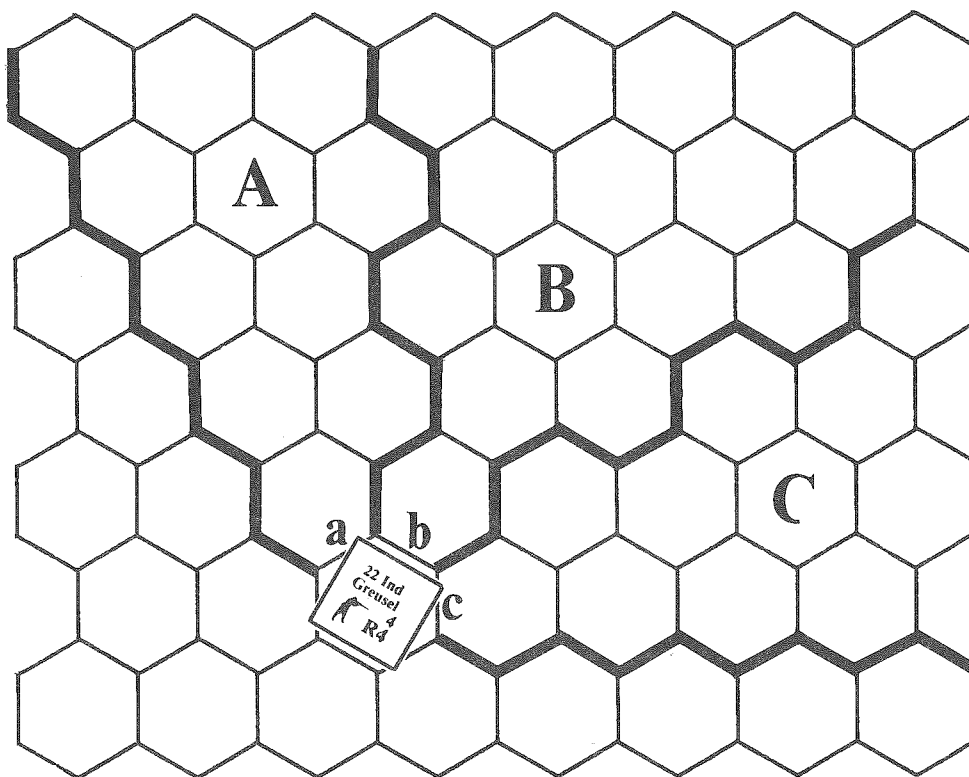
[9.3] FIRE STRENGTH PER HEXSIDE

The number of Combat Strength Points that may fire out of (not into) a given hex is limited to the number of frontal hexsides available to fire through. *Four* Strength Points may fire out of a given hex through any one of its frontal hexsides.

[9.31] The four Strength Points that may fire through a hexside are "Pre-Range Effects Modification Strength Points." Thus, the 4 Points may be doubled, halved, etc. as an effect of range.

[9.32] Artillery is not limited to the number of Strength Points of fire per hexside. Thus, all batteries in a hex may fire out of one hexside (see 7.21).

[9.33] Hexside Fire Zone Diagram



[9.4] MULTIPLE UNIT FIRE

[9.41] In fire combat, units firing from different hexes at the same Enemy hex must combine their Fire Strength into one total. Each unit's Fire Strength is computed separately for range, and then all are added together. Infantry Fire Strength and Artillery Fire Strength are never added together; these units always fire separately.

[9.42] When a unit is fired on by both artillery and small-arms, both attacks are resolved before any resulting casualties are applied. (This can be important because the chance of causing a casualty is affected by the *density* of Combat Strength Points in the hex.) All casualties (if any) from both fires are then applied before resolving a morale check, if necessary (see 13.2). (Thus, a unit does not "escape," for example, artillery fire because small-arms fire causes it to rout and run away.)

[9.43] During a Fire Phase, small-arms fire (infantry, etc.) generally affects only the top infantry or cavalry unit in a stack (see 8.21).

[9.44] No unit may be fired upon more than once in any given Fire Phase by small-arms fire, and no unit may be fired upon more than once in a Combat Phase by artillery. A unit may be fired upon by small-arms fire and artillery in any one Fire Phase, but only once by each (exception: 10.2).

[9.45] No unit may fire its entire Fire Strength more than once in any given Fire Phase (**Exception:** See 10.2). However, within any given Fire Phase a unit may choose to split its Fire Strength, directing it at any number of target hexes, as long as the total Combat Strength is not exceeded and the rules of facing are observed. **Example:** An infantry regiment with a strength of 3 may fire with a strength of 1 at three different Enemy hexes or it may fire with a strength of 2 at one hex and 1 at another. Note that the Current Strength is divided, not the Final Fire Strength (which may be the Current Strength augmented by terrain, range, etc.). **Example:** A battery composed of 6 guns can fire at an Enemy unit that is adjacent and one that is ten hexes distant. Four guns (HB) fire at the nearer target (at an

Effective Strength of $4 \times 10 = 40$) and two guns fire at the other target (at an Effective Strength of $2 \times \frac{1}{2} = 1$).

[9.46] In splitting units' Fire Strengths, the Combat Strength may not be so divided as to make the Final Fire Strength against any one hex less than 1. **Example:** A battery of six guns could not fire at six individual targets sixteen hexes distant, because the Final Fire Strength would (theoretically) be halved for each of those targets. The battery would have to split its fire among only three of the regiments to produce the necessary one-Point-minimum-per-target. This restriction applies only when splitting Fire Strength; a unit may always fire its whole Strength — no matter how much it is reduced — at a single target.

[9.5] TERRAIN EFFECTS ON FIRE COMBAT

The various terrain features on the map have an effect on the ability of units to withstand fire. A defending unit may derive the benefit of terrain as long as at least one of the firing units is firing through or into that terrain.

[9.51] In fire combat, terrain benefits may adjust the total Fire Strength Column to the left. Effects of terrain are cumulative, but the final net adjustment on the CRT may never be more than two columns in any direction. Thus, you may adjust three to the left and one to the right for a cumulative change of two to the left; but you could not adjust three to the left, as a final result. The CRT column is never adjusted to the left of the last column, and a unit(s) firing with more than 51 Strength Points fires in the "51+" column.

[9.52] A unit adjacent to a crest hexside which is fired on through that crest hexside, derives a defensive benefit from the crest if the firing unit occupies a lower elevation. The Total Fire Strength Column on the Fire CRT is adjusted one column to the left. This benefit is derived if any of the firing units fire through the crest hexside.

[9.53] Units in woods hexes that are fired upon derive a defensive benefit. The Total Fire Strength Column is adjusted one to the left.

[9.54] Roads and pikes have no effect on combat in any way. For any terrain effects, refer to the other terrain in the hex.

[9.55] Other terrain effects on fire (if any) are detailed in the Exclusive Rules.

[9.56] **Terrain Effects on Combat Chart**
(see mapsheet)

[9.6] EFFECTS OF FACING AND FORMATION

[9.61] Units may fire only through their frontal hexsides; however, they may be fired on through any hexsides. Units fired upon through their rear (enfilade) hexsides have the total Fire Strength Column adjusted one to the right (see 7.2).

[9.62] Infantry units in Column and limbered artillery may never fire in any Phase. Mounted cavalry may only fire if armed with pistols, carbines or Colt repeaters and then only through their one frontal hexside (see 7.0).

[9.7] LINE OF SIGHT (LINE OF FIRE)

The ability of a unit to fire from the hex it is in to some other hex depends on the terrain between those hexes along the Line of Sight (LOS). An LOS can either be clear or blocked; "having a clear LOS" is defined as the ability to see the target. An LOS is represented by a straight line drawn from the center of the firing unit's hex to the center of the target hex. The LOS may only be blocked (depending on elevation) if it passes through a blocking hex or through a blocking hexside which is not common with or adjacent to either the firing unit's or the target's hex. **Note:** A clear LOS always exists out of a blocking hex containing a firing unit, and into a blocking hex containing a target unit, but generally not (depending on elevation) through a blocking hex. An LOS running along a hexside is blocked only if *both* hexes are blocking terrain.

[9.71] Types of blocking terrain are listed on the Terrain Effects on Combat Chart (9.56). In addition, units, Friendly or otherwise, are considered blocking terrain. Whether blocking terrain actually blocks LOS is dependent upon the elevation of both the firing and defending units.

[9.72] For purposes of determining LOS, Ground Level is considered to be zero feet high. Trees are considered to be 20 feet high, infantry, artillery and dismounted cavalry five feet high, and mounted cavalry and supply wagons ten feet high. Other heights (if any) are specifically indicated on the map.

[9.73] The Line of Sight Algorithm and the Line of Sight Gauge

Players may determine the Line of Sight in two ways: they may use the basic algorithm (mathematical expression of the Line of Sight) or they may use the Line of Sight Gauge, which is a graphic representation of the algorithm. Usually, Players will find themselves using the algorithm only to check the occasional "close call" on the gauge.

1. The Basic Algorithm Procedure

A clear Line of Sight exists only if:

$$\frac{H}{D} \text{ is equal to } \frac{hp - 5}{dp}$$

H = Height (in feet) of higher position minus height of lower position.

D = Distance (in hexes) from higher position to lower position.

hp = Height (in feet) of potential obstacle minus height of lower position.

dp = Distance (in hexes) from potential obstacle to lower position.

2. Line of Sight Gauge Procedure

Note that heights are expressed in increments of five feet. Horizontally, distance is measured in undivided yard increments (corresponding to the hexes). On the zero distance line, locate the height of the higher position. Measuring from this point (horizontally, in hexes) locate the height of the lower position. Connect these two points with a straight edge (a transparent plastic ruler is ideal). Now locate the height and distance of any suspected obstacle. Remember that a man adds 5 feet to the height of any level and a woods hex adds 20 feet to the height of any obstacle. If the obstacle is higher than the Line of Sight at the point of intersection, then the Line of Sight is blocked. If the Line of Sight exactly intersects the obstacle, or passes over it, then the Line of Sight is not blocked. If there is any doubt, Players should resort to the algorithm. Note that, technically speaking, the Line of Sight could pass as much as five feet below the obstacle and still not be blocked (this accounts for the average height of a man's musket and the target above the terrain on which the soldiers stand).

[9.8] RESULTS OF FIRE COMBAT CASUALTIES

Each casualty *number* on the Fire CRT's represents a Strength Point of men killed or one gun destroyed, depending on which type of unit is defending. The other results are "P/R" (Pin/Rout), "P" and "R" which restrict an affected unit's actions.

[9.81] When the Fire CRT yields a numerical result and the target unit is infantry or cavalry, that unit has lost that number of Strength Points. The Player adjusts his Strength Counter and records the loss on his OB Roster. (However, see 9.42). Players should keep an accurate count of losses as they are important for determining who wins the game. A morale check for the affected unit must be made (see 13.0).

[9.82] If an artillery battery is hit by small-arms fire, only the crew is affected. If a battery suffers a result of "1," the gun crew counter is flipped over to its Reduced Strength side; another Point loss and the crew is eliminated. Guns themselves are affected only by artillery fire and each Point in a given result eliminates a gun.

[9.83] When a Pin/Rout (P/R) result is obtained, the Player owning the affected unit must determine which will apply. To do so he first notes the unit's morale (Case 13.1), rolls one die and compares the die roll to the Morale Rating. If it is higher than the Morale Rating, the unit is *routed*; if it is the same as or lower than the rating, the unit is *pinned*. When rolling for P/R results, if the unit has been enfiladed add *one* to the die-roll, and subtract *one* if the unit is stacked with a leader (regardless of the number of leaders); see 17.4.

Pin

[9.84] When a unit is pinned, place a PIN marker on top of all the units in the hex the pinned unit occupies. Units in a pinned hex may not move (except to retreat as a result of Melee; not before); nor may they fire in a Friendly Offensive or Defensive Fire Phase. Pinned units may use withdrawal fire (10.1) and retreat fire (10.2). They may not initiate melee, although they may engage in melee when so attacked. They may not retreat before melee. Pinned units have a Zone of Control. If any unit in a stack becomes pinned, all units in that hex are pinned.

nated. Routed units may become pinned (and remain routed). Pinned units may change facing but they may not change formation.

[9.85] PIN markers are removed in the Friendly Rally Phase before units are rallied. Once a pinned unit is meleed, it becomes unpinned. Remove the PIN marker from that unit.

[9.86] Leaders may be killed or wounded by Enemy fire (see 17.7). A leader may be pinned, but the leader does not lose his Effectiveness Rating as a result of such a pin. He simply cannot move (except to retreat as a result of melee).

[9.87] A combat result of "P" or "R" requires a morale check for the affected unit. A die is rolled; if the result is *greater* than the unit's morale, it is pinned or routed, respectively. If the result is the same or lower than the unit's morale, there is no effect.

[9.88] Some numerical results are followed by an asterisk (*), which indicates that the affected unit may also become pinned. After the casualty is recorded, a morale check is executed for that unit. If the unit routs, no further action is taken. If the unit does not rout, a second die is rolled; a result greater than the unit's morale level results in the unit being pinned. A result equal to or less than the unit's morale level has no effect.

[10.0] ZONES OF CONTROL

GENERAL RULE:

All infantry units in Line formation, dismounted cavalry, and unlimbered artillery units have a Zone of Control extending into three hexes adjacent to their frontal hexsides. Supply wagons and leaders have no ZOC's. Mounted cavalry exerts a ZOC into all six adjacent hexes. The ZOC's of these units affect withdrawal, retreat, supply, and command. **Exception:** Mounted cavalry ZOC's affect the withdrawal and retreat only of mounted cavalry units (also, see 9.62 and 16.36).

CASES:

[10.1] WITHDRAWAL FIRE

If a Friendly unit leaves an Enemy-controlled hex during the Friendly Movement Phase or the Friendly Retreat Before Melee Phase, the Enemy unit exerting that ZOC may fire at the moving unit before it leaves the hex.

[10.11] Withdrawal fire takes place before the withdrawing unit leaves the hex; i.e., the range is one hex.

[10.12] Withdrawal fire is in addition to any normal offensive or defensive fire. Units may fire withdrawal fire any number of times, subject only to possible ammunition depletion.

[10.13] If there are two (or more) units in the same hex in the ZOC of an Enemy unit and they both wish to withdraw, the Enemy unit may fire once at the stack.

[10.14] If there are two (or more) units in a stack and some (but not all) of the units wish to withdraw, they may do so *without* being fired upon; however, in such a case, the unit(s) remaining in the hex suffers withdrawal fire. In effect, they are covering for the withdrawing unit(s).

[10.15] A unit suffering casualties during withdrawal fire is treated as if it had suffered casualties during any regular Fire Phase; the owning Player must roll for possible rout or leader loss, etc. If a unit suffers a pinned result in withdrawal, it may move one hex and then it becomes pinned. **Important Exception:** See 12.88.

[10.16] A unit may withdraw from an Enemy ZOC through any hexside it wishes, as long as it does not enter an Enemy-occupied hex. However, if in withdrawing the unit presents its enfilade hexsides to the firing unit, the unit firing withdrawal fire then gets the benefit of enfilade fire (see 7.11). **Note:** A unit withdrawing will almost invariably present its enfilade to an enemy unit.

[10.17] Withdrawal fire takes place in the Movement Phase and the Retreat Before Melee Phase, not during any Fire Phase. (A unit that is in the ZOC of an Enemy unit during a Fire Phase and is forced to retreat out of the ZOC during that Fire Phase does not suffer withdrawal fire). Withdrawal fire is not considered part of any Fire Phase, and units that use withdrawal fire may fire regularly during any Fire Phase in that Player-Turn. Withdrawal fire is, in effect, a free shot. **Note:** Remember to check for ammunition depletion.

[10.18] Leaders that withdraw from an Enemy ZOC do not trigger withdrawal fire.

[10.19] When a unit triggers withdrawal fire, it may be fired on once by every eligible Enemy unit. There is no limit to the number of Enemy units which may fire at a withdrawing unit (provided each Enemy unit is eligible). A single Enemy unit may perform withdrawal fire as many times as there are Friendly units which trigger such fire.

[10.2] RETREAT FIRE

A unit that is forced to retreat into the ZOC of an Enemy unit, other than the unit which caused the retreat, may undergo *retreat fire*. The procedure for retreat fire is the same as for withdrawal fire (10.1) with two exceptions: units entering the ZOC trigger the fire, as opposed to units leaving the ZOC (as in withdrawal fire), and retreat fire may occur during the Combat Phase. Each time a unit retreats into the hex of a different Enemy unit, the possibility of retreat fire is triggered; therefore, a retreating unit may be fired on by several Enemy units as it retreats. Retreating routed units that suffer casualties from retreat fire do not roll for additional rout. Enemy units firing on retreating units may only fire once at a given unit during any retreat. Units firing retreat fire must check for ammunition depletion. Retreat fire, like withdrawal fire, is considered a free shot.

[10.3] EFFECT OF ZOC ON AMMUNITION SUPPLY

Units attempting to trace a Line of Supply to their supply wagons (11.23) may not trace this line through an Enemy ZOC, unless the hex is occupied by a Friendly unit.

[10.4] EFFECT OF ZOC ON LEADER CONTROL

Units attempting to trace a leadership radius from a leader to a unit (or another leader) may not trace this line through a hex in an Enemy ZOC unless the hex is occupied by a Friendly unit.

[10.5] EXTENT OF ZONES OF CONTROL

ZOC's do not extend through impassable hexsides. The presence of a Friendly unit negates an Enemy ZOC for purposes of supply and leadership lines. However, the presence of a Friendly unit does not negate an Enemy ZOC for purposes of withdrawal or retreat fire.

[11.0] AMMUNITION SUPPLY

GENERAL RULE:

All units capable of fire combat are subject to ammunition depletion. Artillery ammunition depletion

is represented by the number of rounds fired as compared to the total rounds available. When no more rounds are available, artillery may not fire. Small-arms units suffer ammunition depletion as a result on the Fire CRT. These units may be resupplied by being within supply range of a supply wagon. Units that are out of ammunition (ammo depleted) have no ZOC's except for purposes of negating supply and leader effectiveness lines.

CASES:

[11.1] SUPPLY WAGONS

Supply wagons are considered combat units although they are restricted in their capabilities. A supply wagon has two possible statuses; *crewed* and *uncrewed*. The front of the counter shows the wagon and its crew. The crew has its weapon type, morale, and Combat Strength indicated in the same manner as an infantry unit. If the crew is killed or routs away from the wagon, the Wagon Counter is turned over to indicate its uncrewed status, and a Wagon Crew Counter is placed on the map if a rout is called for. An uncrewed supply wagon may not be used to resupply units.

[11.11] A supply wagon crew may never voluntarily abandon its wagon. A Crew Counter is only placed on the map if the crew routs.

[11.12] Supply wagon crews suffer casualties only from small-arms fire, though they may be pinned or routed due to artillery fire. Supply wagons are affected only by artillery fire.

Small-Arms Fire Results:

PIN: The wagon is pinned, and may not resupply units or move.

ROUT: The crew routs. A Wagon Crew Marker is used and the crew routs three hexes. The Wagon Counter is turned over to show that it is crewless.

"1," "2," etc.: The crew is eliminated and the wagon is turned over to show that it is crewless.

Artillery Fire Results:

Pin and Rout results affect the crew in the same manner as small arms.

"1," "2," etc.: This number is used to determine the column on the Ammunition Loss Table (11.34). A die is rolled and cross-indexed with the column to determine the number of Supply Points the wagon loses.

[11.13] Supply wagons are always independent units.

[11.14] Supply wagons have a stacking value of four points.

[11.15] Supply wagon crews may not initiate melee but may defend against melee. Supply crews may not engage in offensive fire (see 12.14).

[11.16] Supply crews do not have a ZOC and are incapable of retreat and withdrawal fire. They may only fire in the Friendly Defensive Fire Phase.

[11.17] Crewed supply wagons may retreat before melee. In other forms of retreat the crew retreats but the wagon doesn't.

[11.18] A wagon may be recreated if its crew has been eliminated by moving an infantry unit or dismounted cavalry unit onto the wagon and removing one Strength Point from that unit during the Friendly Final Command Phase. The morale and weapon type of the new crew should be noted on the OB Roster. Only one Strength Point may ever be assigned to a wagon and, once assigned, it may not be withdrawn from that wagon and used to augment the strength of another unit.

[11.19] Supply wagons may be captured and recreated by the Enemy Player. Captured wagons

may be used to resupply Friendly units on the Game-Turn after they've been recreated. Only a cavalry or an infantry unit may capture a supply wagon. Should a wagon be captured its former crew is also removed from play regardless of its location on the game map. The crew loss does not count for Victory Point purposes.

[11.2] SMALL-ARMS AMMUNITION SUPPLY

Infantry, dismounted cavalry, and all other non-artillery units (small-arms units) are subject to possible ammunition depletion each time they fire. Ammunition depletion never affects the ability of a unit to move.

[11.21] Each time a small-arms unit fires and a "1" is rolled on the Fire Combat Results Table, there is a possibility of the unit running out of ammunition. The Player rolls again for each unit that fired in that combat result: if the number rolled is "1" or "2," that unit is considered "ammo depleted." An Ammunition Depletion Marker is placed on top of the unit to indicate its status.

[11.22] A unit out of ammunition may move and engage in melee normally. It may not fire under any circumstances until it is resupplied, and has a ZOC for supply and leadership paths only.

[11.23] To be resupplied, a small-arms unit must be able to trace a supply path to a Friendly supply wagon in its Friendly Resupply Phase. The route of supply is traced from the unit to the wagon and not vice-versa. The supply line is traced using the Movement Allowance and terrain costs of an infantry unit in Column formation (see 5.19, Terrain Effects on Movement Chart). Note that the unit itself does not move; this is simply a method of determining the distance. The route to the supply wagon may not pass through a hex in an Enemy ZOC (unless occupied by a Friendly unit) or through an Enemy occupied hex.

[11.24] Any number of units may be resupplied during a Friendly Resupply Phase, as long as the requirements of 11.23 are satisfied and the supply wagon has the necessary ammunition. The number of units a given supply wagon may resupply is the number of boxes for small-arms ammo on the OB Roster for that wagon (see 11.1).

[11.25] Neither the wagon nor the unit being resupplied may have moved in that Player-Turn.

[11.3] ARTILLERY AMMUNITION

Each Player is limited in the total number of times he may fire each of his artillery batteries. Each time a battery fires, regardless of the number of guns it has, it uses one round of ammunition. The number of rounds available to each battery is the number of battery ammunition boxes on the Player's Order of Battle Roster for that battery. When the battery fires or otherwise loses a round of ammunition, one box is marked off on the battery's ammunition supply to indicate the battery's correct ammo supply.

[11.31] Each time an artillery battery fires, it expends one round of ammunition. When a battery splits its fire, it expends only one round of ammunition.

[11.32] When a battery runs out of ammunition (i.e., all its ammo boxes have been marked off) it may not fire. Such batteries may receive additional rounds of ammunition as per 11.23 if a friendly supply wagon is available to resupply the battery.

[11.33] Players may transfer rounds of ammunition between friendly artillery batteries of the same weapon type. Both batteries involved must spend one entire Game-Turn, without firing, in the same or adjacent hexes. In the Resupply Phase of that Game-Turn the owning Player may redistribute the rounds of ammunition between the two batteries.

If an artillery battery is captured or eliminated in combat, its ammunition supply is likewise eliminated. No use may be made of captured Enemy guns or ammo. **Exception:** See 11.19.

[11.34] Ammunition Loss Table
(see charts and tables)

[12.0] MELEE COMBAT

GENERAL RULE:

Melee combat represents hand-to-hand fighting that takes place when Friendly units attempt to dislodge Enemy units from a given position. Melee occurs in the Melee Phase when a Phasing Player moves a unit (or units) into an Enemy occupied hex. The ensuing combat is mandatory, and the result is obtained from the Melee Combat Results Table. As a result of melee, units may be captured, suffer casualties, be forced to retreat and possibly be routed, or remain engaged in the melee. Melee may occur only in the Melee Combat Phase; it may never occur during any other Phase.

PROCEDURE:

In order for a unit to melee with an Enemy unit, it must begin the Friendly Melee Phase adjacent to that Enemy unit. Then, in the Melee Phase, it moves into the hex with the Enemy unit. The Melee Strengths of the units are compared, and the resulting combat differential is then used in reference to the Melee CRT. The Melee CRT is a "Differential" CRT. The combat ratio is expressed as a difference between the total Strength Points of the attacker (the Phasing Player) and the total Strength Points of the defender. The defender's points (adjusted for leaders and morale) are always subtracted from the attacker's regardless of who has more points. Thus, a defender with "8" Points attacked by a unit with a total strength of "5" would produce a differential of minus three (-3). Differentials lower than -4 or higher than +7 use the -4 or +7 columns, respectively. Note that a unit may adjust a total of 3 Points: one for terrain, one for a leader, and one for morale.

CASES:

[12.1] DEFINITION OF MELEE STRENGTH

[12.11] Infantry and dismounted cavalry units always melee with their Current Combat Strength (which is the same as their Fire Strength).

[12.12] Artillery batteries melee with the strength of their crew. The Melee Strength of a full-strength gun crew is "1." The Melee Strength of a reduced-strength gun crew is "0." (Remember, melee combat uses a differential, so the "0" may be used as comparison figure.) Note that gun crews may never initiate melee (see 12.25).

[12.13] The Melee Strength of a mounted cavalry unit is its Combat Strength at the time of combat. However, if mounted cavalry is charging (see Case 16.2), their Melee Strength is *double* their Combat Strength.

[12.14] Supply wagon crews melee with a strength of one and may not initiate melee (12.96). There is no half-crew status for wagon crews.

[12.2] RESTRICTIONS ON ABILITY TO ENGAGE IN MELEE

[12.21] To engage in melee, a unit must begin the Friendly Melee Phase adjacent to the Enemy unit that is the object of the melee. Furthermore, it must be able to move into the defending unit's hex through one of the attacking unit's frontal hex-sides.

[12.22] Units may never fire at one unit in a Friendly Fire Phase and then melee with a different unit in the ensuing Melee Phase. A unit can only melee with a unit at which it fired. If it did not fire in the preceding Offensive Fire Phase, it may melee with any unit within the above restrictions.

[12.23] Melee is not mandatory; simply because a unit is adjacent to an Enemy unit does not require it to engage in melee.

[12.24] Infantry in Column may never initiate melee, although they may be meleed by Enemy units. If a unit in Column is meleed, such a unit goes into Line as soon as melee is resolved.

[12.25] Gun and wagon crews may not initiate melee. **Exception:** If a crew is meleed and an "engaged" result is obtained, the crew may melee in its ensuing Friendly Melee Phase.

[12.26] Units that split fire (see Case 9.4) between two or more hexes may melee units in only one of those hexes. Units may not split their Melee Strength between hexes.

[12.3] EFFECTS OF TERRAIN

[12.31] Any units that enter an Enemy-occupied hex for melee purposes by crossing a stream or moving upcrest have one point subtracted from their total Melee Strength.

[12.32] If units are engaged (i.e., "ENG;" see 12.94) in melee, the only terrain effects which may be applied to that melee would be against additional units joining it.

[12.33] A unit may melee into a hex only if it could move into that hex normally.

[12.4] EFFECT OF LEADERS ON MELEE

Leaders have an effect on melee. If a stack of units, attacking or defending, contains a leader or leaders, that stack may add one Point to its total strength. **Example:** An infantry regiment worth 5 is stacked with a leader and melees with an Enemy regiment worth 2, which is also stacked with a leader. The Final Combat Differential is +3; the 5 unit add 1 for the leader, for a total of 6, but the defending unit also has a leader (2 + 1 = 3). Only one leader per side may be used in the melee regardless of the number of leaders in the hex.

[12.5] EFFECTS OF MORALE AND ROUT ON MELEE

[12.51] If a routed unit defends against melee, that unit defends at *one-half* its Current Strength rounded down. Routed units may not initiate melee; if "engaged" in melee, a routed unit must retreat from melee, if possible. If the routed unit cannot retreat from the melee without entering an Enemy ZOC, it is captured.

[12.52] If, in a melee, the unit with the lowest morale in a stack of Friendly meleeing units has a morale rating that is at least two Points higher (better) than the highest morale rating of an Enemy unit that is in the same melee, the Friendly meleeing units add *one* to their strength. **Example:** Two Union units, both with a morale rating of "2," initiate melee against two Confederate units, with morale ratings of "4" and "5." Because the lowest-rated CSA unit (4) is two better than the highest-rated Union unit (2), the Confederate Player adds one to his Melee Strength for that melee.

[12.6] MELEE AND FIRE COMBAT

Neither Player may have a unit fire into a hex in which units are engaged in melee.

[12.7] STACKING IN MELEE

[12.71] The maximum number of units and/or Strength Points that a Player may have conduct a

melee in a single hex is listed in the Stacking Restrictions Chart (8.18).

[12.72] If the defending Player has more units (or Strength Points) than are allowed for melee, the Strength Points over the maximum do not participate in the melee; however, they are affected by such combat in all respects. The attacker may not enter a hex to melee with more Strength Points than are allowed by the Stacking Restriction Chart (8.18).

[12.73] Stacking limits in melee apply to each side separately. Thus, both Players may each have up to the maximum strength limit for that hex.

[12.74] If infantry or dismounted cavalry is stacked with a gun crew in melee, losses are taken from the infantry/cavalry before the gun crew, regardless of the stacking order of the units. Otherwise, losses are distributed at the option of the owning Player.

[12.75] Friendly units occupying different hexes may enter the same hex to melee Enemy units there.

[12.76] Units may not move through a hex where units are engaged in melee.

[12.8] RETREAT BEFORE MELEE

During the Retreat Before Melee Phase, the attacking Player (i.e., the Player whose Melee Phase immediately follows the Current Retreat Before Melee Phase) must announce which defending units he intends to melee. The defending Player must either immediately exercise his option to retreat before melee (if it is available to him), or declare that he will accept the melee.

[12.81] The non-Phasing (retreating) Player may move any units subject to melee one or two hexes away from the hex they are in.

[12.82] Retreating units may not enter an Enemy ZOC.

[12.83] Units that retreat before melee are subject to withdrawal fire. The owning Player must conduct a morale check for retreating units (before melee), regardless of whether or not they are fired upon by withdrawal fire. **Exception:** see 12.84.

[12.84] Mounted cavalry units (see Case 16.1) may retreat before melee without drawing withdrawal fire. They are simply moved the one or two hexes. A morale check is not required.

[12.85] Phasing units may be advanced into a hex vacated by a unit retreating before melee by any units that were going to melee the retreating units. The advancing units are still bound by the Stacking Restrictions Table (8.18). A unit so advancing may not initiate melee in that Game-Turn.

[12.86] Unlimbered artillery may not retreat before melee.

[12.87] A pinned or routed unit may not be retreated before melee.

[12.88] A unit which a Player attempts to retreat before melee which is "pinned" by withdrawal fire may not be retreated. Thus, it is forced to stand and accept a melee attack.

[12.89] A unit may retreat before melee regardless of whether or not it is in command.

[12.9] RESULTS OF MELEE COMBAT

As a result of melee, units/Strength Points of both sides may be captured, suffer casualties, be forced to retreat, or remain engaged.

[12.91] A "K" result on the melee CRT means that one Strength Point from the side affected has been eliminated. A "K" result on an artillery unit results in a loss to the battery's gun crew. If the crew has previously taken one loss, a "K" result eliminates the battery.

[12.92] A result of "R" plus a number (e.g., R2) means that the affected unit(s) must retreat the given number of hexes. At the end of the retreat, the owning Player conducts a morale check. The path of retreat is generally away from Enemy lines and toward one's own lines (see 14.0). Unlimbered artillery units may not retreat, and any such retreat result on the Melee CRT means that all guns, plus the gun crew in that hex have been captured. Units may not retreat into hexes containing impassable terrain, Enemy units or Enemy ZOC's. Units which cannot retreat legally are captured.

[12.93] A result of "C" plus a number indicates the number of Combat Strength Points that have been captured. The affected unit is reduced by that number of Strength Points as if it were a normal casualty, except the loss is recorded on the OB Roster as a capture, not a kill. Captured Strength Points/guns are more costly, in Victory Points, to lose. Prisoners cannot escape nor guns be recaptured. Any "C" results against an unlimbered artillery unit results in all guns and men being captured.

[12.94] A result of "Eng" means that all units in that hex are engaged; i.e., the fighting is still raging. Engaged units may neither fire nor move, nor may that hex be fired upon by other unengaged units. Engaged units have no ZOC's. Leaders that are "engaged" may not rally other units; nor do they have Effectiveness Radii. Other units may not move through a hex containing engaged units, although units may be moved into the hex. A counter indicating that the meleeing units are engaged is placed on the units. In the ensuing Player-Turn, the former defending Player has the following options:

1. He may fight another melee in his Melee Phase with the same units, recomputing the differential, or,
2. He may, within stacking restrictions, bring in more units and fight another melee as in 1; or,
3. He may choose to retreat his engaged units two hexes, checking their morale at the end of the retreat. Units retreated from a melee do not suffer withdrawal fire from the enemy unit(s) with which they were engaged. Note that this is different from retreat before melee. There is no advance by the unit(s) left in the hex. A Player may choose to retreat one or more units. Unlimbered artillery may not be retreated. Option 3 may not be combined with options 1 or 2.

[12.95] A result of "Rpls" indicates that the Phasing Player must retreat 2 hexes, then roll for leader loss on the Leader Casualty Table (17.76), if a leader is present, and then perform a morale check for the affected unit(s). The non-Phasing Player does not retreat although he rolls for leader loss and performs a morale check for his affected unit(s).

[12.96] If a pinned unit, supply wagon, or any artillery unit is involved in melee and the result is engaged, that unit may then melee in its Friendly Melee Phase, as per 12.94. This is an exception to the rule that certain units may not initiate melee.

[12.97] If, in a melee combat, the result is such that both sides are totally eliminated (either through a "K" or "C," etc.), ignore that result and consider the units engaged.

[12.98] **Melee Combat Results Table**
(see charts and tables)

[13.0] MORALE AND ROUT

GENERAL RULE:

Each combat unit possesses a morale rating. A unit's Morale Rating is used for two purposes: ad-

justing melee strengths and determining whether or not a unit will rout. A morale check must be made for a unit each time it suffers a casualty (e.g., "1"), "R," "P/R," or #* result on the Fire Combat Results Table, and whenever it retreats before melee or receives an "R" result in melee. Routed units are forced to retreat and they remain routed until rallied. Routed units are restricted in what they can do.

CASES:

[13.1] MORALE RATINGS

[13.11] Each combat unit has a Morale Rating, consisting of a number from "5" (best) to "1" (worst); see the sample units (3.31).

[13.12] Some units may have a printed Morale Rating of "?". These units are considered "green" (see 13.14).

[13.13] Numbered Morale Ratings are permanent; they never change.

[13.14] Green units (those units with a "?" Morale Rating) have an unknown Morale Rating. It remains unknown until such a unit has its first taste of combat (known as "Seeing the Elephant"). When a green unit "Sees the Elephant" for the first time (i.e., something happens that requires the owning Player to conduct a morale check or the unit is involved in melee combat), the Player immediately refers to the Seeing the Elephant Table (13.15). He then rolls two dice to determine the Morale Rating of the green unit. The Morale Rating is now the permanent rating for that unit; it should be recorded on the OB Roster.

[13.15] **Seeing the Elephant Table**
(see charts and tables)

Rout

[13.2] WHEN UNITS ARE ROUTED

[13.21] When there is a possibility that a rout will occur, the Player with the affected unit checks the Morale Rating of the unit (remember 13.14) and rolls a die. If the number rolled is greater than the unit's Morale Rating, that unit has routed. A Rout Marker is placed on a unit that is routed and removed when it is rallied.

[13.22] All casualties are taken prior to determining rout.

[13.23] If a unit is stacked with a leader, subtract one from any morale check die-roll.

[13.24] If a unit has suffered *greater than 50%* losses (from its initial strength) add one to the die-roll.

[13.25] Unlimbered guns never rout. However, their crews may rout, thus abandoning the guns (see 15.16).

[13.26] Any time a unit's morale is checked as a result of Enemy fire, and that unit has been enveloped by the Enemy fire, add one to that morale check die roll result.

[13.3] EFFECTS OF ROUT

[13.31] Units that are routed *must* retreat three hexes (not an expenditure of Movement Points), in addition to any other retreats that may have been mandated in that Combat Phase. Units unable to retreat those three hexes for any reason (terrain or Enemy units) are captured.

[13.32] Routed units may not engage in any kind of Fire Combat. They may not initiate melee and if forced to melee they melee at half-strength (rounded down). Routed units have a Movement Allowance of one hex per turn, regardless of terrain cost. Routed units may not retreat before melee, and they have no Zone of Control.

[13.33] A unit that is routed and suffers additional casualties while in a state of rout will rout again. Routed units suffering a second rout result (e.g., from a P/R result on the Fire CRT) must retreat an additional three hexes, remaining routed. Routed units that become pinned are both pinned and routed; but a pinned unit that routs is no longer pinned—it is routed.

[13.34] Leaders are never routed. They are not affected in any way by a rout result. (However, see 13.43).

[13.4] EFFECTS OF STACKING ON ROUT

[13.41] If there is more than one unit in a hex for which a morale check is necessary, each unit is checked separately.

[13.42] If only the top unit is affected by the combat (as in fire), that unit's morale is checked first. If there is no rout, the morale of the units beneath it is not checked. If the top unit routs, the morale of all units under it must be checked. Furthermore, if the top unit is eliminated entirely, the morale of the unit beneath it must be checked as if it were the top unit.

[13.43] All units in a hex receive the benefit of any leader in a hex. Leaders in a stack may choose to retreat with a routed unit or remain with the unit beneath (and take their chances there).

[13.44] If a stack suffers casualties from artillery firing from a range of three hexes or greater, the morale of all units in the hex is checked.

[13.5] RALLY

[13.51] Routed units remain routed until they are rallied in a Friendly Rally Phase.

[13.52] Non-independent units (except batteries) are rallied under the following circumstances:

1. They are stacked with any Friendly leader; or
2. They are within the Effectiveness Radius of the brigade commander for that unit and that brigade commander expends a Rally Point (see 17.13) to rally that unit.

[13.53] The Effectiveness Radius may not be traced through Enemy combat units, Enemy ZOC's (although the presence of a Friendly unit in that hex negates the effect of such a ZOC) or impassable terrain.

[13.54] Routed artillery gun crews, supply wagon crews, and independent units may rally without leaders. If such a unit has been routed, the Player rolls one die during the Rally Phase. If the die roll result is higher than the unit's Morale Rating, the unit remains routed. Otherwise, the unit rallies. Thus, an independent unit with a Morale Rating of "4" would be rallied on a roll of "4" or less. Leaders may rally these unit types only by being stacked with them in the Rally Phase.

[14.0] RETREATS

GENERAL RULE:

Units may be forced to retreat as a result of rout or as a direct result from the Melee CRT. The number of hexes retreated depends on the combat result that applies. Players must observe certain restrictions when retreating units.

CASES:

[14.1] RESTRICTIONS ON RETREATS

A unit may not be retreated through an Enemy unit or an impassable hexside. If unable to retreat because it is completely surrounded by Enemy units, impassable terrain and/or the edge of the map, it is captured.

[14.2] RETREATING THROUGH ENEMY ZOC'S

Units may be retreated through or into hexes in Enemy ZOC's. However, they may thereby be subject to retreat fire (10.2). **Exceptions:** See 12.82 and 12.92.

[14.3] PRESENCE OF FRIENDLY UNITS AND RETREAT

A unit may not be retreated through a hex containing a Friendly unit if there is another path open to it (unless that path includes a hex(es) in an Enemy ZOC). If the unit must be retreated onto or through a Friendly unit, that Friendly unit is retreated one hex and the owning Player must conduct a morale check. (If the unit retreated onto is already routed, it "routs" again and must be retreated an additional three hexes). The retreat must be onto a vacant hex if possible; if not, the third unit in turn is retreated one hex and the owning Player must conduct a morale check for that unit. In this manner, a "chain reaction" of retreats and routs is theoretically possible. Artillery crews retreat away from their unlimbered batteries when forced to retreat. The battery remains in the hex unless captured by the Enemy. If a stack is displaced, a morale check is performed on the top unit. If it does not rout, the other units need not make morale checks.

[14.4] THE PATH OF RETREAT

All retreats are conducted by the owning Player. In determining the path of retreat, Players should attempt to follow the terrain of least resistance, (i.e., the "cheapest" in terms of Movement Points), away from Enemy and toward their own lines. The retreating unit must always end its retreat the number of hexes it is mandated to retreat away from the hex in which it began the retreat. It may not enter the same hex twice during any one retreat. In anomalous situations use common sense; however, the retreating Player has the final say. Players should note here that there is usually no advance after retreat by a Friendly unit into an Enemy-vacated hex, unless such retreat is a retreat before melee (see 12.8). The specifics of retreat paths are described in the Exclusive Rules.

[15.0] RESTRICTIONS ON ARTILLERY MOVEMENT AND FIRE

GENERAL RULE:

Artillery units may either move or fire in any one Player-Turn. They may not do both. Once an artillery unit has fired, it may not move, and once an artillery unit has moved, it may not fire. However, if an artillery unit does not move but changes formation (from limbered to unlimbered), it may fire.



CASES:

[15.1] ARTILLERY GUN CREWS

Each artillery unit includes a battery crew. These are men who actually service and fire the cannon. Artillery crews do not count for stacking and are considered line infantry for all purposes (see 6.13).

[15.11] Gun crews suffer casualties only as a result of melee or small-arms fire, though they may be routed or pinned as a result of artillery fire. Combat results achieved by artillery fire affect the guns only, leaving the gun crew intact.

[15.12] Each gun crew can sustain a maximum of *two* step-losses. When a battery's gun crew takes a 1 Strength Point loss, that battery's crew counter is turned over to the ½-crew side. When the gun crew loses a second Strength Point, the crew is eliminated and the battery is removed from play and considered eliminated (not captured) for Victory Point purposes.

[15.13] When a gun crew is at one-half strength, the current fire strength of the battery is halved (round fractions up). A battery with a ½ crew may limber, move, and unlimber normally.

[15.14] The Melee Strength of a battery is "1" with a full crew and "0" with a ½ crew (see 12.12).

[15.15] Gun crews may not be transferred from unit to unit or replaced in any way.

[15.16] When an unlimbered artillery crew is routed, the crew routs but the guns remain original hex. When limbered the entire battery is moved in rout movement.

[15.2] EXPLODING CAISSONS

Any time that an artillery battery is hit by artillery fire and suffers a loss of "1," "2," etc., there is a chance that some ammunition is lost, too. (The shells hit the caissons, blowing up the ammo.) In such a case, the Player suffering the loss rolls a second die; if he rolls a "1," then a caisson has been hit. The Player now rolls one die again; the resultant number is the number of Ammunition Points lost.

[16.0] SPECIAL CAVALRY RULES

CASES:

[16.1] CAVALRY RETREAT BEFORE MELEE

Unrouted mounted cavalry units in danger of being melee attacked solely by infantry or dismounted cavalry may refuse melee and retreat one or two hexes. Unlike normal Retreat Before Melee (see 12.8) a morale check is not necessary and there is no withdrawal fire. However, if the cavalry unit is retreated into a hex in an Enemy ZOC, it must undergo possible retreat fire. Dismounted cavalry units retreat before melee as if they were infantry.

[16.2] CAVALRY CHARGE

Mounted cavalry units may engage Enemy units in type of melee called Cavalry Charge. A charge may be conducted only through the cavalry unit's one front hexside.

[16.21] Mounted cavalry may charge any unit, including other mounted cavalry.

[16.22] The unit(s) being charged may not be in a certain type of terrain hex or behind certain terrain hexsides. The terrain types which cavalry may not charge into, through or across are listed in the Terrain Effects on Combat Chart (9.57).

[16.23] To mount a charge, the cavalry units must begin the Friendly Movement Phase no more than four hexes from the target hex. A cavalry unit more than *four* hexes from a target hex may not charge that target hex during that Player-Turn, although it may melee normally.

[16.24] In order to conduct a charge, the owning Player moves a mounted cavalry unit that is situated in accord with Case 16.23 adjacent to the target hex. If it is still adjacent at the beginning of the Melee Phase, it may then charge, participating in the Melee Combat at twice its Combat Strength. Thus, a mounted cavalry unit that would normally melee at 2—its given Combat Strength—would charge with a Melee Strength of 4.

[16.25] Cavalry units conducting a charge are automatically routed after the completion of the Melee Combat resulting from the charge. They may be rallied in the normal manner.

[16.26] Units being charged (except mounted cavalry) may not retreat before melee. Mounted cavalry units may retreat before melee in the face of an enemy charge, in which case the charging units are not routed.

[16.27] Charging cavalry that incur an "engaged" result are still automatically routed after completion of the melee.

[16.3] SPECIAL MOUNTED CAVALRY RULES

[16.31] A mounted cavalry unit has a ZOC (for the purposes of Enemy supply and Leader Radius paths) that comprises all six surrounding hexes.

[16.32] Mounted cavalry meleed by infantry and/or dismounted cavalry defends at twice its Current Strength.

[16.33] When one mounted cavalry unit charges another mounted cavalry unit, they both melee with their Current Strengths. Neither attacker nor defender doubles its strength.

[16.34] Mounted cavalry units may only fire through their one frontal hexside and only then if armed with pistols, Colt repeaters, or carbines.

[16.35] Mounted cavalry units are *always* enfiladed when fired upon, regardless of their facing.

[17.0] LEADERSHIP

GENERAL RULE:

For combat units and brigade commanders to function at their full potential, they must be under the command of their immediately superior leader. Leadership affects the ability of these units to move, engage in melee combat, and engage in offensive fire. Leaders also affect morale checks and rally.

PROCEDURE:

In the Initial Command Phase, the Phasing Player examines his brigade commanders to determine which are in the Division Integrity Radius of their division commander, which are independent, and which will be attached or detached from that division for the ensuing Game-Turn. The Phasing Player then examines his combat units to determine which are in command (within the Effectiveness Radius of their brigade commander, stacked with a leader, or independent). Brigade commanders that are not independent and not detached and are out of Divisional Integrity Radius of their division commander may only move one hex. Combat units which are out of the Effectiveness Radius of their brigade commander and not independent or stacked with a leader may move one hex (only), may not fire in the Friendly Offensive Fire Phase and may not initiate melee in the Friendly Melee Phase.

CASES:

[17.1] BRIGADE COMMANDERS

Brigade commanders are brigade leaders, controlling all regiments assigned to a brigade. All regiments within a brigade, and each regimental command unit has the name of its brigade commander printed on the counter. Brigade commander counters have three Rating Numbers. The first is that brigade commander's Effectiveness Radius, the second is his Rally Rating, and the third is his Divisional Integrity Radius should that leader be

required to become a divisional leader as a result of promotion (see 17.8). Brigade commanders may only affect subordinate units and units of any command that are stacked with that leader.

[17.11] The Effectiveness Radius is the maximum number of hexes a unit may be from its brigade commander during the Initial Command Phase in order to have full movement and combat capability. A unit that is not within that Radius may be moved only one hex during that Game-Turn's Movement Phase. Furthermore, such a unit may not fire during the Offensive Fire Phase and may not initiate melee (unless already engaged in one) or change formation. However, such units may still fire defensive, withdrawal, and retreat fire and still exert a ZOC.

[17.12] The Effectiveness Radius of a brigade commander may be augmented by his divisional commander. A brigade commander that is within the Divisional Integrity Radius of his division commander may have his Effectiveness Radius increased by that commander, if the commander possesses the necessary Command Points (see 17.2).

[17.13] Brigade commanders' Rally Ratings are used to rally routed units during the Friendly Final Command Phase. For each Point in his Rally Rating a brigade commander may rally one regiment in his command that is within that brigade commander's Effectiveness Radius. Any units stacked with a brigade commander, including any not in his command, are automatically rallied at no cost in Rally Points.

[17.14] If all the subordinate units of a brigade commander have been eliminated, that brigade commander may still command any units with which he is stacked.

[17.2] DIVISION COMMANDERS

Division commanders are leaders responsible for the movement and detachment of brigade commanders and their brigades. Division commander counters have two Rating Numbers. The first is that commander's Divisional Integrity Radius and the second is his Command Points Rating.

[17.21] The Divisional Integrity Radius is the maximum number of hexes a subordinate brigade commander may be away from his division commander and still be able to move. A brigade commander which is outside that Radius and not detached or independent may move one hex (only) during the Friendly Movement Phase, regardless of terrain.

[17.22] A division commander may expend his Command Points to increase the Effectiveness Radius of subordinate brigade commanders. During the Initial Command Phase the commander expends his Command Points to augment those subordinate brigade commanders which are within the Divisional Integrity Radius of that commander. One Command Point is expended for each hex added to the brigade commander's Radius. A commander may split his Points among several brigade commanders so long as all the brigade commanders are within the Divisional Integrity Radius of that commander. A brigade commander may have his Effectiveness Radius increased by only one commander at a time.

[17.23] Division commanders may command combat units which are stacked with that commander during the Friendly Initial Command Phase. These units may be from any brigade and function normally for that entire Player-Turn.

[17.3] OTHER COMMANDERS

There may be other commanders in a game and the effects of these commanders are detailed in the Exclusive Rules for that game.

[17.4] EFFECT OF PRESENCE OF LEADERS ON MELEE AND MORALE

Any unit stacked with at least one leader during a melee has one point added to its Melee Strength. Players subtract one from the die roll on morale checks for any unit stacked with a leader.

[17.5] LEADER STACKING RESTRICTIONS

[17.51] There is no limit to the number of leaders that may be in a given hex. However, only *one* leader can affect a unit in that hex regardless of how many leaders are in that hex.

[17.52] Leaders must always end a Movement Phase stacked with a combat unit, with one exception: If the leader is five or more hexes distant from the nearest Enemy unit at the completion of all movement, it may remain in the hex alone.

[17.53] If a leader is stacked with a combat unit(s) that is eliminated by Fire Combat—and the leader does not suffer a casualty—the leader is immediately placed on the nearest combat unit in his command. If, as a result of fire or melee, a leader is alone in a hex that is surrounded by Enemy units, Enemy ZOC's and/or impassable terrain, that leader is captured.

[17.54] A leader is automatically captured if he is the only unit in a hex that is occupied by an Enemy combat unit.

[17.6] DETACHMENT AND ATTACHMENT OF BRIGADES

Brigades subordinate to one divisional commander may be reassigned to another division commander. A division may only detach one of its original brigades at any one time and may only have one brigade from another command attached to it at any one time. Thus, a division which began the game with 3 brigades may be composed of as few as 2 brigades (3 – 1) or as many as 4 (3 + 1).

[17.61] Brigade detachment occurs in the Initial Command Phase. To detach a brigade the Player verbally announces which brigade is detached for the coming Game-Turn for each division capable of detaching a brigade.

[17.62] To be detached, the brigade commander of the detaching brigade must be within the Divisional Integrity Radius of his division commander during the Initial Command Phase of the Friendly Player-Turn. Once detached that brigade commander and the units subordinate to him may move independently or may be attached to another division.

[17.63] A given division may only have one of its original brigades detached at any one time and may only have one "non-original" brigade attached to it at any one time. If a brigade commander is out of the Divisional Integrity Radius of his division commander during the Initial Command Phase, that brigade commander is out of command, not detached.

[17.64] A brigade may be attached to a division other than the one it was assigned to at the start of the game if that brigade commander is within the Divisional Integrity Radius of the division commander during the Initial Command Phase. The owning Player states that the brigade is being attached. Only one brigade may ever be attached to a division although during the course of the game the brigade which is attached may be changed.

[17.65] Attaching and detaching brigades is a voluntary action. A division's brigades are never detached simply because that division commander has been killed or a brigade commander is out of divisional integrity.

[17.66] Independent brigades ("Indpnt" on the brigade commander's counter) may be attached to a division, but an independent brigade commander functions normally without needing a division commander.

[17.67] A brigade which has reached its Brigade Combat Effectiveness Limit may not be detached from its division, although it may be attached to a division if it is currently detached.

[17.68] All units in a detached brigade are still subordinate to that brigade commander (not independent).

[17.7] LEADER CASUALTIES

[17.71] Leaders may be killed, wounded or captured as a result of being involved in combat.

[17.72] Whenever a leader is stacked with a unit that suffers a combat casualty, the (owning) Player rolls two dice and refers to the Leader Casualty Table (17.76), following the instructions therein. Each leader in a hex is rolled for separately. Leader loss is checked before morale checks are conducted for the units in the hex.

[17.73] If a leader becomes a casualty, he is immediately removed from the game and the status of that leader, either killed, wounded or captured, is noted on the OB Roster for Victory Point purposes. If a leader is the only Friendly counter in a hex after a melee (or there are other leaders), it may not retreat; it is captured.

[17.74] Leaders never rout, although they may retreat with units that do rout.

[17.75] An Enemy leader alone in a hex is instantly captured at any point if a Friendly unit is moved into that hex.

[17.76] Leader Casualty Table
(see charts and tables)

[17.8] BATTLEFIELD PROMOTIONS

Because of casualties, brigade and division commanders may have to be replaced from the lower ranks and other leaders promoted in their place. New leaders are placed on any unit of their command during the next Friendly Final Command Phase after the leader was removed from play.

[17.81] If a brigade commander is killed, wounded, or captured, flip the Leader Counter over to reveal the Replacement Counter for that brigade. These represent brigade-level brigade commanders that take command when the original leader is lost.

[17.82] If a replacement brigade commander is killed, wounded, or captured, the counter is not actually removed from the game. Instead it is simply redeployed on the map during the next Final Friendly Command Phase and the loss is recorded on paper. (The Replacement Counter then represents a different individual who has risen to brigade command.) There is no limit to the number of times a replacement leader may become a casualty and then be replaced. Victory Points are scored for the elimination of replacement leaders in the same manner as a regular brigade commander.

[17.83] If a division commander is killed, wounded, or captured, a brigade commander that is subordinate to the eliminated leader is promoted in his place. A new leader would then replace the promoted brigade commander. In this case the promoted leader would be one of the anonymous brigade replacement leaders. This promotion happens during the Final Command Phase. Promotion priority is detailed in the Exclusive Rules.

[17.84] All promotions take place at the end of the Friendly Final Command Phase of the Game-Turn in which the promotion is necessary, regardless of when the leader needing replacement was removed.

[17.85] When a brigade commander is promoted to division commander, he has a Divisional Integrity Radius but *no* Command Points.

[18.0] BRIGADE COMBAT EFFECTIVENESS

GENERAL RULE:

Brigade Combat Effectiveness (BCE) is a numerical measure of the morale of each brigade.

A given brigade's BCE may be reduced by various factors (e.g., casualties, ammo depletion) as listed in the Exclusive Rules. Reduction of the BCE beyond a certain degree (which varies from brigade to brigade) will result in a unit, "losing BCE." The effects of BCE loss are described in the Exclusive Rules.

PROCEDURE:

Each brigade is listed on the OB Roster, and for each there are a number of blank boxes. Each time the strength of an infantry or cavalry unit of a given brigade is reduced, that brigade's BCE is reduced. The reduction is indicated by marking one (or more) box(es). When all the boxes to the left of the Victory Point award have been marked, that brigade has lost its Brigade Combat Effectiveness.

[13.15] SEEING THE ELEPHANT TABLE

(Green Units only)

DICE	Morale Rating
2	4
3	3
4	1
5	4
6	2
7	3
8	1
9	3
10	2
11	5
12	4

Use two dice. See Case 13.14 for an explanation of how table is used.

[17.76] LEADER CASUALTY TABLE

	"K" melee	Small-arms	Artillery	"C" melee	"Rpls" melee
Wounded:	6	5	3	-	2
Killed:	2 or 12	2 or 12	2	-	12
Captured:	-	-	-	2-4	-

Use *two* dice. The numbers listed are the numbers needed to be rolled on two dice in order for the listed result to apply.

STANDARD GAME-TURN SEQUENCE OF PLAY

1. First Player-Turn

- Initial Command Phase
- Movement Phase
- Defensive Fire Phase
- Offensive Fire Phase
- Retreat Before Melee Phase
- Melee Phase
- Ammunition Resupply Phase
- Rally Phase
- Final Command Phase

2. Second Player-Turn

3. Game-Turn Record Interphase

Note: See the Exclusive Rules for additional Phases or Interphases.

GREAT BATTLES OF THE AMERICAN CIVIL WAR

STANDARD RULES CHARTS & TABLES

[9.16] FIRE COMBAT RESULTS TABLE

Total Fire Strength Directed into Hex											
	3 or less	4 to 8	9 to 11	12 to 15	16 to 21	22 to 28	29 to 35	36 to 43	44 to 52	53 to 62	63+
Grapeshot											
Small-arms and Counter-battery	0 or less	1 to 3	4 to 6	7 to 10	11 to 14	15 to 20	21 to 27	28 to 34	35 to 42	43 to 50	51+
<i>DIE</i>											
1 AMMO DEplete (?)	-	-	-	-	P	R	P/R	1	1	1	1*
2	-	-	-	P	R	P/R	1	1	1	1*	2*
3	-	-	P	R	P/R	1	1	1	1*	2*	2*
4	-	P	R	P/R	1	1	1	1*	2*	2*	2*
5	-	P/R	P/R	1	1	1	1*	2*	2*	2*	3*
6	P/R	1	1	1*	1*	1*	2*	2*	2*	3*	3*

= Lose indicated number of Combat Strength Points/guns and make a Morale Check for the affected unit(s). P/R = Pin or Rout. Roll one die; if result is equal to or lower than the units morale, unit is pinned; if higher, the unit routs. P or R = possible Pin or Rout respectively. Roll a die; if the roll is *higher* than the units morale

then the unit is pinned or routed; if it is the same or lower, no effect. #* = Lose indicated number of Strength Points/guns and make a Morale Check. If unit passes the Morale Check, roll again; if the result is higher than the unit's Morale, it is pinned; if lower, it is not pinned. -- = No effect.

[8.35] DENSITY ADJUSTMENT CHART

Number of Strength Points in Hex			
1-2	3-6	7-9	10+
Effect: -1	0	+1	+2

The effect is the number of column shifts applied to the Fire Combat Results Tables either to the left (-) or right (+). Note: A battery counts as one Strength Point for density purposes and a wagon counts as four.

[11.34] AMMUNITION LOSS TABLE

Fire Combat Result			
<i>DIE</i>	1	2	3
1	0/1	1/2	2/3
2	1/2	2/3	3/4
3	2/4	3/5	4/6
4	2/5	3/6	4/8
5	2/6	3/8	4/E
6	3/8	4/E	WE

Results to the left of the slash apply to the wagon's small-arms supply; to the right its artillery supply. # = The number of ammunition points of that type lost. The loss is indicated by marking off that number of boxes on the wagon's Supply Track on the OB Roster. E = All artillery ammunition is eliminated and marked off the wagons supply. WE = The supply wagon is eliminated and removed from play.

Procedure: Use the combat result number from the artillery fire on the wagon as the column on this table. Roll a die and cross-index the column with the die roll to determine the amount of ammunition lost.

[12.98] MELEE COMBAT RESULTS TABLE

Melee Strength Differential (Attacker minus Defender)											
<i>DIE</i>	-4	-3	-2	-1	0	+1	+2	+3	+4	+5	+6
1	Attkr: R2 Defdr: -	Rpls Rpls	Eng Eng	K C1R2	- C1R2	- C1R2	- C1R3	- C2R3	- C2R3	- C2R3	- C2R3
2	Attkr: C1R2 Defdr: -	R2 -	Rpls Rpls	Eng Eng	K C1R2	- R2	- C1R2	K C1R2	- C2R2	- C2R2	- C2R2
3	Attkr: C1R2 Defdr: -	C1R2 -	R2 -	Rpls Rpls	Eng Eng	K C1R2	- C1R2	- C1R2	K C1R2	- C2R2	- C2R2
4	Attkr: C1R2 Defdr: -	C1R2 -	C1R2 -	R2 -	Rpls Rpls	Eng Eng	K C1R2	- C1R2	- C1R2	K C1R2	- C1R2
5	Attkr: C2R2 Defdr: -	C2R2 -	C1R2 -	C1R2 -	R2 -	Rpls Rpls	Eng Eng	K C1R2	- C1R2	- C1R2	K C1R2
6	Attkr: C3R3 Defdr: -	C3R2 -	C2R2 -	C1R2 -	C1R2 -	C1R2 -	Rpls Rpls	Eng Eng	K C1R2	- C1R2	- C1R2

Attkr = Effect on Attacker. Defdr = Effect on Defender. K = Strength Point becomes a casualty. C1, 2, or 3 = That number of Strength Points is captured by the Enemy. R2 or 3 = Units must retreat that number of hexes, then perform a Morale Check. Eng = The units are Engaged; see 12.94. -- = No result against that side. Rpls = The units are Repulsed;

see 12.95. Terrain and Leader Effects on Melee Combat; see 12.3 and 12.4. Retreats are always executed after losses; thus, a C2R2 means remove two Points which are captured, then retreat the remaining units two hexes. Differentials less than -4 are treated as -4; differentials greater than +6 are treated as +6.

[9.73] LINE OF SIGHT GAUGE

Hexes	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60
Elevation	255	250	245	240	235	230	225	220	215	210	205	200	195	190	185	180	175	170	165	160	155	150	145	140	135	130	125	120	115	110	105	100	95	90	85	80	75	70	65	60	55	50	45	40	35	30	25	20	15	10	5	0									
Hexes	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60
Elevation	255	250	245	240	235	230	225	220	215	210	205	200	195	190	185	180	175	170	165	160	155	150	145	140	135	130	125	120	115	110	105	100	95	90	85	80	75	70	65	60	55	50	45	40	35	30	25	20	15	10	5	0									

GREAT BATTLES OF THE AMERICAN CIVIL WAR

Volume 2

Drive on Washington

*The Battle of Monocacy Junction
July 9, 1864*

EXCLUSIVE RULES

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[19.0] INTRODUCTION

Drive on Washington is a tactical level simulation of the Battle of Monocacy Junction, 9 July 1864. The Battle of Monocacy Junction represents a high water mark, of sorts, for Confederate arms, as it took place during the last Confederate offensive in the East. It was fought between the three hastily assembled brigades of Union Commander Lew Wallace and Confederate General Jubal Early's corps of hardened veterans from the Army of Northern Virginia.







Players should familiarize themselves with the Standard Rules before reading the Exclusive Rules for *Drive on Washington*. All Standard Rules are in effect except where specifically noted in the Exclusive Rules. **Note:** Players already familiar with previous TSS — system rules should read the Standard Rules carefully before playing since there are a number of system rules changes, many of them quite subtle.

Each Game-Turn represents 20 minutes of real time, each hex represents 125 yards from hexside to hexside, and each Strength Point represents 100 men or one gun.

[20.0] SAMPLE UNITS AND SEQUENCE OF PLAY

CASES:

[20.1] GAME MARKERS

Front		Back
	Ford	
	Destroyed Bridge	
	Ford Location	

[20.2] FORD LOCATION COUNTERS

The 11 Ford Location counters are used in conjunction with the rules and procedures of Section 25.0. In addition, printed on the back of each Ford Location counter is a game marker to be used when that counter is no longer in use. Once the ford is located, the Ford counter is placed on the Ford hex.

[20.3] THE DESTROYED BRIDGE

The Destroyed Bridge marker is used to indicate that the wooden bridge has been burned (see 26.0).

[20.4] THE CONFEDERATE BRIGADE COMMANDER SITUATION

CSA forces at the Battle of Monocacy Junction were in the midst of a long campaign in which many of the original brigade commanders had become casualties. Thus, many brigades were led by "replacements." Counters representing the leaders of those brigades say "Replacement" on both sides. The side with the higher value is used at the start of the game; the other side is used if that brigade commander "replacement" is himself replaced.

[20.5] SEQUENCE OF PLAY

In addition to the Phases for each Player-Turn as described in Section 4.0 of the Standard Rules, *Drive on Washington* includes two additional Phases, one Union and one Confederate. The Union Player-Turn includes the Bridge Destruction Phase (see 26.0) and the Confederate Player-Turn includes the Ford Search Phase (see 25.0).

[20.6] INVENTORY OF GAME PARTS

A complete game of *Drive on Washington* includes:

- One 22" x 34" game map
- One Standard Rules booklet
- One Exclusive Rules booklet
- One die-cut countersheet (200 counters)
- Two six-sided dice
- One game box

If any of these parts are missing or damaged, fill out the Complaint Card enclosed in the game and return it to SPI with the appropriate items checked on the card. **Note:** The process used in manufacturing of the die-cut counters used in SPI games sometimes results in colors from one counter overlapping the color of a neighboring counter, or in the slightly off-center printing of the letters and/or numbers on a counter. SPI cannot replace counters displaying these minor manufacturing inaccuracies. Only counters that are illegible can be replaced by SPI.

We hope you enjoy this SPI game. Should you have any difficulty interpreting the rules, please write to SPI, phrasing your questions so that they can be answered by a simple sentence, word, or number. You must enclose a stamped, self-addressed envelope. We cannot guarantee a proper answer should you choose to phone in your question (the right person is not always available — and since SPI has published hundreds of games, no one individual is capable of answering all questions). Write to:

SPI
Rules Questions Editor for
Drive on Washington
257 Park Avenue South
New York, NY 10010

[21.0] SETTING UP THE GAME

GENERAL RULE:

The Union Player deploys his units first and the Confederate Player moves first.

CASES:

[21.1] UNION DEPLOYMENT

[21.11] The six units of the First Separate Brigade (1 SB) and Brigade Commander Tyler may be deployed anywhere between hexrow xx28 and the northern edge of the map, east of the Monocacy River. Tyler may be deployed with any unit of his command.

[21.12] The units of Truex's brigade and McClennan's brigade, as well as Brigade Commanders Truex and McClennan and Division Commander Ricketts, must all be deployed in the nine entrenchment hexes.

[21.13] Brigade Commander Clendenin may be deployed with any unit of the First Separate Brigade and may command all the units of the 1 SB within his Effectiveness Radius. The 1 SB has, in effect, two brigade commanders. **Note:** The deployment of the 1 SB is critical, and the Union Player should think it out carefully.

[21.14] General Wallace may be deployed with any Union unit.

[21.15] The three Union batteries may be deployed anywhere east of the Monocacy River within ten hexes of a Union leader. Each battery begins the game with 15 rounds of ammunition.

[21.16] One supply wagon must be deployed within five hexes of Division Commander Ricketts and the other within five hexes of Brigade Commander Tyler.

[21.17] Infantry units begin the game in Line formation and cavalry units dismounted. Batteries may be limbered or unlimbered at the Union Player's discretion.

[21.2] CONFEDERATE DEPLOYMENT

[21.21] The four brigades (Grimes, Cook, Battle, and Cox) of Rhode's Division, along with the supply wagon and McLaughlin's Battery, must be deployed in Deployment Area "A" (see map).

[21.22] The three brigades (Lilley, Lewis, and Johnston) of Ramseur's Division, along with Nelson's and Braxton's Batteries, must be deployed in Deployment Area "B."

[21.23] The four brigades (Terry, York, Peck, and Evans) of Gordon's division and Kings' Battery must be deployed in Deployment Area "C."

[21.24] All infantry units begin the game in Line formation; all leaders must be deployed in hexes containing one or more combat units. Batteries may be deployed either limbered or unlimbered.

[21.25] The units of McCausland's cavalry brigade enter the map mounted, as reinforcements. They enter hex 3701, (marked "D"), during the Confederate Movement Phase of Game-Turn 1 at a cost of one Movement Point, regardless of which units enter the hex first. Once they have entered the map, they may not exit and they perform like regular units for the duration of the game. This brigade is Independent (17.6)

[21.26] General Early enters the map later in the game (see 29.0).

[21.27] Each Confederate battery starts the game with eight rounds of ammunition.

[22.0] BRIGADE COMBAT EFFECTIVENESS

CASES:

[22.1] THE EFFECTS OF BCE LOSS

[22.11] Once a brigade has lost BCE, the following restrictions apply to each unit in the brigade:

a) It may not initiate melee (although it may defend against melee initiated by Enemy units).

b) When rolling to resolve a morale check, *one* is added to the die roll.

c) It may only be rallied if the owning Player rolls a result equal to or less than the unit's Morale Rating (however, see 22.12); furthermore, a roll may only be made if the unit is eligible to be rallied.

d) A routed unit is eligible to be rallied if it is within the Effectiveness Radius of its brigade commander or stacked with its brigade commander or any division commander. Thus, if such a unit is stacked with a division commander, the unit is not rallied automatically; the owning Player must still roll equal to or less than its Morale Rating. **Note:** As per Case 17.13, a brigade commander must expend a Rally Point in order to (attempt to) rally a routed unit, even if in the same hex.

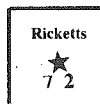
[22.12] A *one* is subtracted from any rally die rolls for any unit in a hex with a leader.

[22.13] Artillery units and supply wagons are never affected by the BCE status of any brigade.

[22.2] AMMO SUPPLY AND BCE

In addition to marking off Brigade Effectiveness boxes for the loss of Strength Points, one box is marked off for each unit that runs out of ammunition. Boxes marked off for ammunition depletion may be "regained" (i.e., the mark erased) as soon as the unit is resupplied with ammunition. This is the only possible instance in which a brigade may regain BCE once it has been lost.

[23.0] LEADER REPLACEMENT AND THE UNION COMMAND



GENERAL RULE:

Whenever a Leader is killed, wounded, or captured, he must be replaced by another leader of his command, as per 17.8 of the Standard Rules. The Union hierarchy of leaders is significantly different from that described in the Standard Rules.

CASES:

[23.1] ORDER OF PROMOTIONS

When replacing a leader, the first leader as indicated in the following sub-Cases should be selected, unless he is already a casualty, in which case the second is selected, unless he too is already

a casualty, in which case the third is selected, and so forth. Thus, a division commander could be replaced by a replacement brigade commander only if all the leaders on the list of replacements for that division commander have become casualties.

[23.11] If Early becomes a casualty, he is replaced in order of priority by: Gordon, Rhodes, Ramseur, Terry, York, Evans.

[23.12] If Gordon becomes a casualty, he is replaced, in order of priority, by: Terry, York, Evans.

[23.13] If either Ramseur or Rhodes becomes a casualty, the Confederate Player may choose any subordinate brigade commander of that division commander's division as a replacement.

[23.14] If Wallace becomes a casualty, he is replaced, in order of priority, by: Ricketts, Tyler Truex, McClennan, Clendenin (however, see 23.23).

[23.15] If Ricketts becomes a casualty, he is replaced, in order of priority, by: Truex, McClennan (see 23.24).

[23.2] THE UNION COMMAND STRUCTURE

The hastily assembled Union forces at Monocacy Junction had no real divisional structure. In fact, the forces of the First Separate Brigade were not an actual brigade organization. They have been organized as such for game purposes. The Union command structure is thus different from the Confederate. It is a tribute to General Wallace's skill that the Union troops performed as well as they did.

The Union leaders Wallace and Ricketts have the ability to command and rally regiments in addition to the abilities described in Section 17.0 of the Standard Rules. Both leaders are, in effect, brigade commanders in addition to being division commanders. The First Separate Brigade has two brigade commanders who function normally.

During the Union Player's Initial Command Phase, the Union player may designate units as under the command of either Wallace or Ricketts. Wallace may command all Union units that are within three hexes of him, and Ricketts may command all the units of Truex's and McClennan's brigade which are within three hexes of him. The three hex path is traced from the leader's hex (exclusive) to the unit's hex (inclusive).

[23.21] When units are under the command of General Wallace, they may move and engage in combat normally and, in addition, are rallied if they are within three hexes of Wallace during the Rally Phase. Wallace may rally *all* the units of his command that are within three hexes as well as all units with which he is stacked.

[23.22] When units of Truex's and McClennan's brigades are commanded by Ricketts, they may move and engage in combat normally and, in addition, are rallied if they are *adjacent* to Ricketts in the Rally Phase. Ricketts may rally *all* the units of his command that are adjacent to him as well as all units with which he is stacked.

[23.23] If Wallace becomes a casualty, the leader promoted to his position does *not* acquire the ability to rally units that are in the three hex radius (see 23.21). The promoted leader may command all Union units within three hexes but may only rally units with which he is stacked or adjacent.

[23.24] If Ricketts becomes a casualty or is promoted, the leader promoted to replace him has the exact same abilities as Ricketts, as described in 23.22.

[23.25] The units of the First Separate Brigade have printed as their subordination "1 SB." This is used to indicate that any of the units of the 1 SB

may be commanded by either Tyler or Clendenin. Although the brigade has two leaders, it has only one BCE record and BCE losses apply to the units of the brigade regardless of which of the two leaders commands them.

[23.26] Units which are being commanded by Wallace or Ricketts (or their replacements) still have BCE boxes marked off their original brigade when they suffer losses.

[23.27] The "1 SB" is an independent brigade for purposes of Divisional Integrity.

[24.0] SPECIAL TERRAIN RULES

COMMENTARY:

The Confederates suffered tremendous casualties trying to cross the stone fences that border the partially harvested wheatfields near the river. They also came under withering fire as they climbed over fences in the line of fire of Union forces. Conversely, units actually in the fields were afforded some protection (and, by the same token, were less effective offensively) due to the wheat.

GENERAL RULE:

Whenever a unit crosses a fence hexside in the Line of Sight of an Enemy unit, the crossing unit may be fired upon. This fire is called *opportunity fire*, and is performed by the non-Phasing Player in the Phasing Player's Movement Phase, much like withdrawal or retreat fire. Fire involving units in a wheatfield hex or an entrenchment hex may result in a shift in the column used on the Combat Results Table.

PROCEDURE:

Whenever a unit crosses a fence hexside in the Line of Sight of an Enemy unit, the crossing unit may trigger opportunity fire. To resolve opportunity fire, determine the range from the firing unit to the hex the Enemy unit *entered* in crossing the fence hexside and resolve fire combat normally; however, the column on the Fire Combat Results Table is shifted *one* to the right in resolving opportunity fire.

Fire directed into, out of, or through one or more wheatfield hexes is modified one column to the left on the Combat Results Table. (Note: This is true for any fire combat, not just opportunity fire.)

CASES:

[24.1] CROSSING FENCES (OPPORTUNITY FIRE)

[24.11] Opportunity fire is triggered each time a unit crosses a fence hexside (**Exception:** 24.14). Thus, a unit may be fired upon by opportunity fire and be routed; as a result of rout movement, it might re-cross the fence, in which case it would again be subject to opportunity fire.

[24.12] A unit that triggers opportunity fire may be fired upon by all Enemy units with a Line of Sight to the crossing unit's hex. All small-arms fire must be combined into one attack, and both small-arms and any artillery fire must be resolved before any results are applied. **Note:** There is no limit to the number of times a unit may execute opportunity fire except that it may not fire at the same unit in the same hex more than once in a given Movement Phase. Execution of opportunity fire does not in any way limit a unit's ability to fire at other times during the Game-Turn (unless, of course, the unit runs out of ammo).

[24.13] Opportunity fire is not triggered by the movement of a unit(s) in Column, mounted, or

limbered formation across a fence hexside that is crossed by a road (the units are considered to be moving along the road, not crossing the fence).

[24.14] Movement across a fence hexside in the Melee Phase does not trigger opportunity fire. However, the Combat Strength of the crossing unit(s) is reduced by one point for that Melee Phase only.

[24.15] A unit which crosses a fence and is simultaneously subject to withdrawal/retreat fire and opportunity fire is *not* fired upon twice by each eligible Enemy unit. Eligible Enemy units may execute either opportunity fire or withdrawal/retreat fire; if both types of fire occur (from different units), they are resolved separately; i.e., all units firing withdrawal fire combine their fire strengths into one attack and then all units firing opportunity fire combine their fire strengths into one attack. Withdrawal or retreat fire is resolved by shifting one column to the right on the CRT. All fire must be resolved before any results are applied.

[24.2] WHEATFIELDS

[24.21] Wheatfields do not block Line of Sight.

[24.22] Any Fire Combat is resolved by shifting one column to the left on the CRT if the Line of Sight of *each* firing unit passes into or out of one or more wheatfield hexes.

[24.3] ENTRENCHMENTS

A unit(s) in an entrenchment hex which is fired upon receives a one column shift to the left on the CRT. Both Players may occupy and benefit from entrenchments.

[24.4] CROSSING BRIDGES AND THE FORD

Units in Line formation may cross bridge and ford hexsides. This is an exception to 6.12.

[25.0] DISCOVERY OF THE FORD

GENERAL RULE:

There is a ford that crosses the Monocacy River somewhere between hexes 3505 and 3112 inclusive. The exact location of the ford is unknown to either Player at the start of the game; the Confederate Player must find it.

PROCEDURE:

During the Ford Search Phase, which follows the Melee Phase in each Confederate Player-Turn, the Confederate Player may search for the ford. At the start of the game, the 11 Ford Location counters are placed in a coffee cup (or other opaque container) and mixed thoroughly. If during the Final Command Phase the Confederate Player has an unrouted, unpinned infantry or cavalry unit on one of the ford location hexes, he may declare a search in that hex and draw a Ford Location counter out of the cup. If the hex number on the counter is the same as the hex searched, then the ford is located across a hexside of that hex (Confederate Player's choice). If the two hex numbers are different, then the ford has not been located and is definitely not in the searched hex. The drawn Ford Location counter is returned to the coffee cup, and the Ford Location counter bearing the hex number of the hex just searched is removed permanently from the cup. The Confederate Player may search once (**Exception:** 25.2) each Game-Turn until the ford is located. He must always announce which hex he is searching before a Ford Location counter is drawn from the cup.

Once the ford hex has been located, the Confederate Player places the Ford counter in that hex with the direction arrow pointed at the Ford hexside.

CASES:

[25.1] UNION SEARCH AND UTILIZATION OF THE FORD

The Union Player may *never* search for the ford. Union units cannot cross the ford until after one or more CSA units have done so.

[25.2] ACCELERATED CONFEDERATE SEARCH BY GENERAL EARLY

Two hexes a turn may be searched by the Confederate Player so long as both searching units are within five hexes of General Early during the Ford Search Phase. Each search must be conducted separately; that is, if the first search is unsuccessful, the picked chit is returned to the cup and the chit corresponding to the first searched hex is removed from the pool *before* the second search is made.

[26.0] BURNING THE WOODEN BRIDGE

GENERAL RULE:

A wooden bridge crosses hexside 2214/2215 and may be destroyed at the option of the Union Player. Once it is destroyed, it may not be rebuilt and 2214/2215 is considered a river hexside for all purposes.

PROCEDURE:

During the Bridge Destruction Phase, which follows the Melee Phase in the Union Player-Turn, the Union Player may attempt to have the bridge destroyed. To make such an attempt, there must be a Union infantry or cavalry unit in hex 2214, and no unit in that hex may have fired in the immediately preceding Union *Offensive* Fire Phase or moved in the immediately preceding Union Movement Phase. The Union Player rolls a die. On a result of "1" or "2," the bridge is destroyed. A bridge destruction attempt may be made once per Game-Turn.

CASES:

[26.1] RESTRICTIONS ON BRIDGE DESTRUCTION ATTEMPTS

[26.11] Hex 2214 is an entrenchment hex, but if Union troops in that hex are fired upon, the Union Player has the option to consider them "in the open" (and thus forego the requisite shift to the left on the Grapeshot and Small-arms and Counter Battery rows of the Fire Combat Results Table). No bridge destruction attempt may be made in any Game-Turn in which any unit in hex 2214 is fired upon and is *not* considered to be "in the open." The Union Player must decide whether or not his units are "in the open" before the die is rolled for any fire combat resolution.

[26.12] If any units in hex 2214 are *routed*, a bridge destruction attempt may not be made.

[26.13] If the unit(s) in hex 2214 is *pinned*, the Union Player may only attempt to destroy the bridge if a leader is present in the hex. The bridge is destroyed on a roll of "1" (only). General Wallace counts as a leader for this purpose; however, "one" is not subtracted from the die roll (see 26.2).

[26.2] GENERAL WALLACE AND DESTRUCTION OF THE BRIDGE

If General Wallace is present in hex 2214 during the Bridge Destruction Phase, *one* is subtracted

from the bridge destruction die roll. **Exception:** 26.13.

[27.0] SPECIAL RESTRICTIONS ON RETREATS

GENERAL RULE:

Units which are forced to retreat may never use the retreat as an "advance." Thus, when a unit is retreated, it must be towards its own lines, and the retreat may not be used as a means of placing the retreating unit in a more offensively advantageous position than the hex it occupied before the retreat.

CASES:

[27.1] UNION RETREATS

Union units must retreat toward their own lines, which are in the general direction of the east and south map edges.

[27.2] CONFEDERATE RETREATS

Confederate units must be retreated towards their lines, generally to the west and north map edges. Confederate units to the east of the Monocacy River must be retreated, by means of the shortest possible path (calculated in Movement Points), toward the bridge or ford that the unit used to cross the river. This route must be used even if it may trigger withdrawal, retreat, or opportunity fire. The retreating units must cross the river, if possible.

[28.0] MOVEMENT RESTRICTIONS

GENERAL RULE:

At the start of the game, all Confederate infantry units are considered to be "unactivated;" such units may not be moved until activated by General Early. The movement of Union units deployed in entrenchment hexes is also restricted at the start of the game.

PROCEDURE:

Confederate units are activated by division during the Confederate Player's Movement Phase. Whenever General Early is within five hexes of a division commander during the course of his movement, he may expend two Points of his Movement Point Allowance to activate that division. Once a division has been activated, the infantry units subordinate to that division commander may be moved normally, beginning in the Game-Turn after activation.

CASES:

[28.1] RESTRICTION ON UNACTIVATED CONFEDERATE UNITS

Unactivated Confederate units cannot be moved other than as a result of combat (i.e., rout and retreat movement are excepted). **Note:** Leaders, artillery units, the supply wagon, and cavalry units are always activated.

[28.2] ACTIVATION OF CONFEDERATE INFANTRY UNITS

[28.21] Once a division has been activated, all of its infantry units are considered to be activated for the duration of the game.

[28.22] Each division is activated separately (see Procedure); thus, it will take several Game-Turns to activate all Confederate units.

[28.23] If at any point a Union unit crosses the Monocacy River, all unactivated Confederate units are immediately activated.

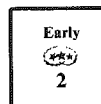
[28.3] RESTRICTIONS ON UNION UNITS IN ENTRENCHMENTS

Units deployed in entrenchment hexes at the start of the game may not be moved from the entrenchments until after the wooden bridge has been burned (see 26.0) or the Confederates have "discovered" the ford (see 25.0). As searches for the ford are conducted in the Confederate Ford Search Phase, the Union Player will have a chance to move his units before Confederate units cross the ford. Units deployed in entrenchments may be moved freely from one entrenchment hex to another. Units forced to retreat out of an entrenchment hex before being "activated" may only move back into an entrenchment, or not at all.

[29.0] ARRIVAL OF GENERAL EARLY

PROCEDURE:

The Game-Turn that General Early arrives on the map is unknown at the start of the game. During the Confederate Initial Command Phase, the Confederate Player rolls a die. If the die roll is equal to or less than the number of the current Game-Turn, Early arrives on that Game-Turn (e.g., on Game-Turn One, the die roll needed is a "1;" on Game-Turn Two, a "1" or "2" is required, etc.). Early is immediately placed on hex 2643 and may be moved normally that Game-Turn.



[30.0] CONFEDERATE LIMITED INITIATIVE

COMMENTARY:

General Early was a fierce fighter and an exceptional division commander; however, he was incapable of co-ordinating and controlling a corps-sized body of troops. This is reflected in the game by limiting the ability of Confederate divisions to function outside of General Early's influence.

GENERAL RULE:

Once a Confederate division has suffered a set number of casualties, that division is said to have reached "Confederate Limited Initiative" (CLI) and the ability of the units in that division to move during the Movement Phase is inhibited, unless General Early is present. CLI has no effect on combat, morale, or any other game function.

PROCEDURE:

For each Confederate *division* there are a number of CLI boxes printed on the OB Roster. Each time an infantry unit of that *division* loses a Strength Point, one CLI box for that *division* is marked off. When all of a *division's* CLI boxes on the OB Roster have been marked off, the *division* has reached CLI. Beginning with the next Confederate Initial Command Phase and for the rest of the game, the number of infantry units in that *division* which may be moved during each Movement Phase must be determined by the Confederate Player. A die is rolled and the resulting number equals the number of units that may be moved.

Note: Do not confuse CLI boxes which are associated with divisions with Brigade Combat Effectiveness (BCE) boxes which are associated with brigades. The CLI boxes may be filled in as a result of casualties *or* by the detachment of a brigade (see 30.3); BCE boxes may be filled in as a result of casualties or ammo depletion. Marks on CLI boxes may be removed as a result of the attachment of a brigade; marks on BCE boxes may be removed as a result of an ammo-depleted unit being resupplied.

CASES:

[30.1] EFFECTS OF REACHING CLI

[30.11] Once a division reaches CLI, its infantry units may not be moved during the Confederate Movement Phase (other than those units which may move by the die-roll determination). Such units may change facing, retreat before melee, and engage in all fire and melee combat normally (including retreating and routing). Artillery units and leaders are never affected by their division reaching CLI.

[30.12] The number of units from a division that have reached CLI which can be moved must be determined each Game-Turn; thus, the number of movable units may differ each Game-Turn.

[30.2] GENERAL EARLY AND UNITS WHICH HAVE REACHED CLI

[30.21] If General Early is in the same hex with a division commander during the Confederate Initial Command Phase, all units of the commander's division may move normally during the subsequent Confederate Movement Phase, even if that division has reached CLI. Marks on the CLI boxes are not removed, and additional casualties are still recorded on the CLI boxes. In this way, the presence of Early motivates a division to function at full potential regardless of casualties.

[30.22] If General Early is in the same hex with more than one division commander, the Confederate Player may designate only one division as exempt from CLI restrictions.

[30.23] A division which has reached CLI may not detach a brigade unless Early is stacked with its division commander during the Initial Command Phase (see 30.3). A division may not detach a brigade if in so doing it would cause the division to reach CLI. **Note:** In each case, two CLI boxes are still marked off, as per 30.31.

[30.3] CLI AND BRIGADE DETACHMENT AND ATTACHMENT

[30.31] When a division detaches a brigade (see 17.6), *two* CLI boxes for that division are marked off; when a division attaches a brigade, *two* marks in the CLI boxes for that division are removed. **Exception:** No marks in the CLI boxes are removed if a division that has already reached CLI attaches a brigade; the entire division — including the newly attached brigade — is considered to have reached CLI. Also, if the attached brigade has one of its CLI boxes marked off, only one marked box is removed from the division's CLI box; if both CLI boxes are marked off for the brigade, *no* CLI boxes are unmarked for the division.

[30.32] A brigade which is detached is always considered to have two CLI boxes (these must be kept track of on a separate piece of paper). However, see 30.23.

[30.33] A detached brigade (functioning independently) which reaches CLI may not be moved other than to retreat or rout. It may only move if it becomes attached to a division or if General Early is in the same hex as the brigade commander during the Confederate Initial Command Phase.

[31.0] HOW TO WIN THE GAME

GENERAL RULE:

Victory in *Drive on Washington* is measured in Victory Points. The game ends at the conclusion of Game-Turn 15, and the winner is determined according to who has more Points. Victory Points are awarded for the elimination of Enemy Strength Points, for causing Enemy units to lose Brigade Combat Effectiveness, and for attaining certain geographical objectives.

PROCEDURE:

At the conclusion of the Game-Turn 15, the Players total the number of Victory Points they have scored during the game. The Player who has scored the most points is the winner. If both Players have scored the same number of points, the game is a draw.

[31.1] VICTORY POINTS FOR ENEMY CASUALTIES

A Player receives Victory Points for the elimination or capture of Enemy Strength Points and for Enemy brigades which have lost Brigade Combat Effectiveness. Victory Points awards are as follows:

Enemy Infantry or Cavalry Strength Point eliminated	1 VP each
Enemy Infantry or Cavalry Strength Point captured	2 VP's each
Enemy Gun eliminated	1 VP each
Enemy Gun captured	2 VP's each
Enemy Supply Wagon Guard eliminated	1 VP each
Enemy Supply Wagon eliminated or captured	5 VP's each
Enemy Brigade Commander killed or wounded	3 VP's each
Enemy Brigade Commander captured	5 VP's each
Enemy Division Commander killed or wounded	5 VP's each
Enemy Division Commander captured	10 VP's each

Note: No Victory Points are awarded for the elimination of Enemy artillery crews.

The number of Victory Points awarded for each Enemy brigade which loses Brigade Combat Effectiveness is listed on the OB Roster for each brigade.

[31.2] POINTS FOR CONFEDERATES NOT ACROSS THE RIVER

The Union Player receives one Victory Point for each Strength Point of Confederate cavalry and infantry on the west side of the Monocacy River at the end of the game.

[31.3] POINTS FOR NOT MASKING WASHINGTON

The Confederate Player may receive Victory Points if the Union Player does not maintain a force covering the route to Washington, D.C. At the end of each Game-Turn in which the Union Player does *not* have an unrouted infantry, cavalry, or artillery unit on or west of the 2100 hex column and south of the xx16 hex row during the Union Player's Final Command Phase (i.e., after he has had a chance to rally units), the Confederate Player *may* gain a number of Victory Points. The Victory Points earned depend upon the Game-Turn as listed below. The Confederate

Player may only gain the Victory Points if at least one Confederate infantry, cavalry, or artillery unit which has crossed the Monocacy River by means of the "discovered" ford (see 25.0) is on the east side of the river. These Victory Points may be scored in only *one* Game-Turn during the course of the game; they are never "lost" once they have been scored, regardless of what happens subsequently.

Game-Turn	Victory Points
10 or earlier	60
11	55
12	50
13	45
14	40
15	35

PLAYER'S NOTES

Drive on Washington is not a game of grand, sweeping tactical maneuvers on a broad-front battlefield with limitless tactical possibilities. It is, rather, a game requiring a sense of tactical wisdom, since the fate of both players depends largely on the initial deployment of the Union forces and the initial movement of the Confederates.

Union Play

The key word is "hold." The Confederates must be prevented from crossing the Monocacy River if the Union is to win. This is accomplished by *carefully* deploying the First Separate Brigade at the Stone Bridge and Crum's Ford. At least one battery should be placed at the ford (two would be even more helpful), since this spot is where most Confederate Players will push hardest. The battery works best if positioned right on the river, not on the bluffs. If the Confederates are allowed to cross at this point early in the game, the Union position at the Railroad Bridge will become outflanked.

A point to remember is that the Confederate player faces a paradox: though he can smash the Union forces with the weight of his men, he must keep a close watch on his BCE/CLI figures. If Rhodes reaches CLI at the ford and bridge, the Union can simply pull back to the high ground to protect their BCE. From this position any Rebel assault can easily be repulsed, since the Confederate player will have difficulty getting enough weight into his attacks.

A general rule is to direct fire into the same brigades in hopes of destroying the Confederate's BCE levels. A record should be kept of which brigades are getting desperate.

When the Confederate player finds the hidden ford (or when the wooden bridge is burned), the First Separate Brigade should take a position in the wheatfield between the two fence hexrows. This stance allows for opportunity fire against the Rebels as they jump over the fence. The longer this position is held, the better the chances of denying the VP's to the Confederates for taking the 2100 hex row early (if they take it at all).

The Confederate cavalry should be watched carefully, since they are the main threat of entrapment in the wheatfield. Every chance should be taken to shatter them.

Though the situation looks grim at times, the Union forces have higher unit size, morale, and BCE levels, which will offer a good shot at victory.

Confederate Play

The key for the Confederates is "BCE." Though their forces are larger and more powerful

than the Union, they have an Achilles' heel in their low morale and BCE levels. The brigades of the CSA were tired by 1864. The best plan is to threaten the Stone Bridge and to maintain a fire fight at long range from atop the bluffs. A few lucky rolls might allow the Confederates to waltz across it.

Rodes' main job is to take Crum's ford in force. His main concern is to pulverize the Union position while avoiding CLI. Sending three batteries to within three hexes of the ford will help him in his task. Both players should always cover their batteries with high-morale regiments for protection.

Ramseur's job is to watch the battle while staying clear of the "jaws of death." His forces are, in many ways, the key to the game, since his intact BCE levels can make all the difference at the end of the game. When Gordon finally advances into the wheatfield, Ramseur should then take the Railroad Bridge.

It is best to keep the Confederate officers out of the Line of Sight of the Union forces, an easier task for the Confederate than the Union player. The Union player will suffer the costly loss of officers, since he must keep them in the front lines.

It is possible to cross the river everywhere for a big win, but time must be taken to prepare the approaches and coordinate the actions of all three divisions.

Finally, a roll of "1" for Early is enormously helpful. If he does not enter until game-turn six, he may not be able to move his forces in time to take the road. Once he has entered, he should activate Rhodes on his first turn of appearance, Ramseur on this second and Gordon on his third, and then help search for the ford by the end of the third turn. It is possible to detect the hidden ford by the end of game-turn three, if the Confederate player is very lucky.

Joseph Reiser

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Eric Smith

Original Game System Design: Richard Berg

Rules Editor: Brad Hessel

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the Baylor School Group

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Manfred F. Milkuhn, Michael Moore,
Robert Ryer, P. J. Snyder

DRIVE ON WASHINGTON CONFEDERATE OB ROSTER

<i>Designation</i>	<i>Confederate Limited Initiative</i>
Early <input type="checkbox"/>	
Rodes <input type="checkbox"/>	CLI = 6 □□□□□□/□□
RODES' DIVISION	

<i>Designation</i>	<i>Brigade Combat Effectiveness</i>
Grimes' Repl <input type="checkbox"/>	4 of 9
Repl <input type="checkbox"/>	□□□□ = 15 VP's □□□□
Cook's Repl <input type="checkbox"/>	4 of 7
Repl <input type="checkbox"/>	□□□□ = 10 VP's □□□
Cox's Repl <input type="checkbox"/>	5 of 10
Repl <input type="checkbox"/>	□□□□□ = 20 VP's □□□□
Battle's Repl <input type="checkbox"/>	5 of 9
Repl <input type="checkbox"/>	□□□□□ = 15 VP's □□□□

<i>Designation</i>	<i>Confederate Limited Initiative</i>
Gordon <input type="checkbox"/>	CLI = 8 □□□□□□□□/□□
GORDON'S DIVISION	

<i>Designation</i>	<i>Brigade Combat Effectiveness</i>
Evans <input type="checkbox"/> Repl <input type="checkbox"/>	5 of 12 □□□□□ = 20 VP's □□□□□□
Peck <input type="checkbox"/> Repl <input type="checkbox"/>	4 of 8 □□□□ = 15 VP's □□□□
York <input type="checkbox"/> Repl <input type="checkbox"/>	5 of 9 □□□□□ = 15 VP's □□□□
Terry <input type="checkbox"/> Repl <input type="checkbox"/>	5 of 11 □□□□□ = 20 VP's □□□□□□

<i>Designation</i>	<i>Confederate Limited Initiative</i>
Ramseur <input type="checkbox"/>	CLI = 6 □□□□□□/□□
RAMSEUR'S DIVISION	
<i>Designation</i>	<i>Brigade Combat Effectiveness</i>
Lilley's Repl <input type="checkbox"/>	5 of 9
Repl <input type="checkbox"/>	□□□□□ = 20 VP's □□□□
Johnston's Repl <input type="checkbox"/>	4 of 7
Repl <input type="checkbox"/>	□□□□ = 10 VP's □□□
Lewis' Repl <input type="checkbox"/>	4 of 9
Repl <input type="checkbox"/>	□□□□ = 15 VP's □□□□□
McCAUSLAND'S CAVALRY	
McCausland <input type="checkbox"/>	4 of 8
Repl <input type="checkbox"/>	□□□□ = 20 VP's □□□□

ARTILLERY

<i>Designation</i>	<i>Battery Strength</i>	<i>Ammunition</i>
Braxton's Battery	TB □□□□	□□□□□□□□
Nelson's Battery	TB □□□□	□□□□□□□□
McLaughlin's Battery	TB □□□□	□□□□□□□□
King's Battery	TB □□□□	□□□□□□□□
Supply Wagon	Small-arms Battery	□□□□□□ □□□□□□□□□□

DRIVE ON WASHINGTON SEQUENCE OF PLAY

1. Confederate Player-Turn

- Initial Command Phase
- Movement Phase
- Union Defensive Fire Phase
- Offensive Fire Phase
- Union Retreat Before Melee Phase
- Melee Phase
- Ford Search Phase
- Ammunition Resupply Phase
- Rally Phase
- Final Command Phase

2. Union Player-Turn

- Initial Command Phase
- Movement Phase
- Confederate Defensive Fire Phase
- Offensive Fire Phase
- Confederate Retreat Before Melee Phase
- Melee Phase
- Bridge Destruction Phase
- Ammunition Resupply Phase
- Rally Phase
- Final Command Phase

3. Game-Turn Record Interphase

UNION

Drive on Washington Counter Section Nr. 1 (200 pieces): Front

CONFEDERATE

Quantity of Sections of this identical type: 1. Total quality of Sections (all types) in game: 1.

Brigade Commanders

Brigade Commanders	UNION	CONFEDERATE
Wallace 2	Truex Ricketts 5 1 (5)	McClenn Ricketts 5 1 (5)
Tyler 1 SB 4 1	151 NY Truck 5 R5	81 Pa Truck 4 R4
106 NY Truck 5 R5	8 Hl c Truck 5 C4	14 NJ Truck 4 R4
10 VI Truck 4 R3	11 Md 1 SB 3 R3	3 Md 1 SB 4 R2
Cleiden 1 SB 3 1	Brigade REPL 2 1	Brigade REPL 2 1
Ricketts 7 2	110 Oh McClenn R5	122 Oh McClenn R2
	126 Oh McClenn R4	138 Pa McClenn R4

Brigade Commanders	CONFEDERATE
Rodes 5 2	Ramsour 4 1
McClenn Indpt 4 1	Evans Gordon 5 1 (5)
Peck Gordon 3 1 (3)	Terry Gordon 4 1 (4)
York Gordon 4 1 (4)	Grimes Rodes 2 1 (3)
Cook Rodes 3 0 (4)	14 Vac McClenn P1
Early 2	Gordon 6 3
Lewis Ramsour 3 0 (3)	Cox Rodes 2 1 (3)
Battle Rodes 3 1 (4)	Talley Ramsour 2 1 (2)
Johnston Ramsour 3 1 (3)	Brigade REPL 2 0 (2)
Brigade REPL 2 0 (2)	Brigade REPL 2 0 (2)
16 Va c McClenn P1	

Combat Units

144 Oh 1 SB R3	149 Oh 1 SB R6	159 Oh c 1 SB C2	1 Md 1 SB R5	La King c 1 SB C2	Bl Md a Indpt 5	Bl Md b Indpt 5	9 NY hv Indpt 5	Supply a R1	Supply b R1	Wagon Crew	Ammo Depltd	Ammo Depltd	Ammo Depltd
9 NY hv Indpt 5	Bl Md a 5	Bl Md b 5	9 NY hv 5	Supply a R1	Supply b R1								

Combat Units

Rout	Rout	Rout	Rout	Rout	Rout	Rout	Rout	Rout	Rout	Rout	Rout	Rout	3505
3605	3606	3607	3608	3609	3510	3410	3311	3211	3112				

NEUTRAL MARKERS

1	1	1	1	1	1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1	1	1	1	1	1
5	5	5	5	5	3	3	3	3	3	3	3	3	3

17 Va c McClenn P2	25 Va c McClenn P2	37 Va b McClenn P2	1 NC b Lewis R2	6 NC Lewis R1	21 NC Lewis R1	54 NC Lewis M2	57 NC Lewis R3	5 NC Johnston R1	12 NC Johnston R2
20 NC Johnston R2	23 NC Johnston R2	1 Va b Talley R1	31 Va Talley R3	49 Va Talley R2	57 Va Talley R2	58 Va Talley R1	3 Al Battle R2	5 Al Battle R1	6 Al Battle M1
12 Al Battle R3	61 Al Battle R2	1 NC Cox M1	2 NC Cox R1	3 NC Cox R1	4 NC Cox R2	14 NC Cox R3	30 NC Cox M2	12 Ga Cook R3	21 Ga Cook R1
44 Ga Cook R1	46 Ga Cook R2	2 NC Grimes R2	33 NC Grimes R3	43 NC Grimes M1	45 NC Grimes M1	53 NC Grimes R2	51 NC Grimes R3	51 Ga Cook R3	21 Ga Cook R2
Jones 1 Terry R1	Jones 2 Terry R1	Stuart Terry R1	1 La York R3	2 La York R1	10 La York R1	14 La York R2	15 La York R2	51 La Peck R1	6 La Peck R1
7 La Peck R3	8 La Peck R2	9 La Peck R1	12 Ga Evans R1	13 Ga Evans R3	26 Ga Evans R3	31 Ga Evans R1	38 Ga Evans M1	60 Ga Evans R2	61 Ga Evans R1
King Indpt 4	McClenn Indpt 4	Braxton Indpt 4	Nelson Indpt 4	King 4	McClenn 4	Braxton 4	Nelson 4	Supply 4	R1

Drive on Washington Counter Section Nr. 1 (200 pieces): Back

14 Va c McCind 4 P1	Cook Rones REPL 2 0 (3)	Grimes Rones REPL 2 0 (2)	York Gordon REPL 3 1 (3)	Terry Gordon REPL 3 1 (3)	Peck Gordon REPL 2 1 (2)	Evans Gordon REPL 4 1 (4)	McCind Indupit REPL 2 1
16 Va c McCind 4 P1			Johnsin Rones REPL 2 1 (2)	Johnsin Rones REPL 2 0 (2)	Battle Rones REPL 2 1 (3)	Cox Rones REPL 2 0 (2)	Lewis Rones REPL 2 0 (2)

--	--	--	--	--	--	--	--

10 Vi Trux	14 Nj Trux	8 Ill c Trux 5 C4	106 Ny Trux	81 Pa Trux	151 Ny Trux	Tyler 1 SB REPL 3 1	McClem Rones REPL 3 1 (4)	Trux Rones REPL 3 1 (4)
3 Md 1 SB RTD	11 Md 1 SB RTD	138 Pa McClen RTD	126 Oh McClen RTD	122 Oh McClen RTD	110 Oh McClen RTD			Clenden 1 SB REPL 2 1

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12 NC Johnsin RTD	5 NC Johnsin RTD	57 NC Lewis RTD	54 NC Lewis RTD	21 NC Lewis RTD	6 NC Lewis RTD	1 NC bi Lewis RTD	37 Va bi McCind 4 P2	25 Va c McCind 3 P2	17 Va c McCind 3 P2
6 Al Battle RTD	5 Al Battle RTD	3 Al Battle RTD	58 Va Lilley RTD	52 Va Lilley RTD	49 Va Lilley RTD	31 Va Lilley RTD	1 Va bi Lilley RTD	22 NC Johnsin RTD	20 NC Johnsin RTD

Pin	Pin	Pin	Pin	Pin	Pin	Pin	Pin	Pin	Pin
-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

21 Ga Cook RTD	12 Ga Cook RTD	30 NC Cox RTD	14 NC Cox RTD	4 NC Cox RTD	3 NC Cox RTD	2 NC Cox RTD	1 NC Cox RTD	61 Al Battle RTD	12 Al Battle RTD
Stuwall 3 Terry RTD	Stuwall 2 Terry RTD	Stuwall 1 Terry RTD	53 NC Grimes RTD	46 NC Grimes RTD	43 NC Grimes RTD	32 NC Grimes RTD	2 NC Grimes RTD	46 Ga Cook RTD	44 Ga Cook RTD

Pin	Pin	Pin	Pin	Pin	Pin	Pin	Pin	Pin	Pin
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6 La Peck RTD	5 La Peck RTD	15 La York RTD	14 La York RTD	10 La York RTD	2 La York RTD	1 La York RTD	Stuart Terry RTD	Jones 2 Terry RTD	Jones 1 Terry RTD
61 Ga Evans RTD	60 Ga Evans RTD	38 Ga Evans RTD	31 Ga Evans RTD	26 Ga Evans RTD	13 Ga Evans RTD	12 Ga Evans RTD	9 La Peck RTD	8 La Peck RTD	7 La Peck RTD

2	2	2	2	2	2	2	2	2	2
2	2	2	2	2	2	2	2	2	2

King Indupit 4	Nelsen Indupit 4	Braxton Indupit 4	Melgin Indupit 4	King Indupit 4	Engd	Engd	Engd	Engd	Engd
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4	4	4	4	4	4	2	2	2	2
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Supply	Nelsen Indupit 4	Braxton Indupit 4	Melgin Indupit 4	Pin	Pin	Pin	Pin	Pin	Pin
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4	4	4	4	4	4	6	6	6	6
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TERRAIN KEY

Wood

Railroad

Clear

Road

Wheatfield

Elevation 1
0-3 ft.

Elevation 2
3-7 ft.

Elevation 3
7-10 ft.

Deployment

Ambusher

Fence

Bridge

Possible

River

Flood

Stream

1 Conf
Early?

2 1120
Early?

3 1140
Early?

4 1200
Early?

5 1220
Early?

6 1240
Early?

7 1300
Early?

8 1320
Early?

9 1340
Early?

10 1400
Early?

11 1420
Early?

12 1440
Early?

13 1500
Early?

14 1520
Early?

15 1540
Early?

Game-Turn Record Track

[9.25] RANGE EFFECTS CHART

Current Strength Multiplier
at Range (in hexes)

Weapon Type	Max Range	1	2	3	4	5	6-8	9-15	16+
Artillery	20 hexes	7	4	3	1	1	1	1	1/2
Artillery IB (Rifled 12-Pointer)	11 hexes	10	6	4	3	2	1	1	-
Small-Arms	5 hexes	2	1	1	1/2	1/4	-	-	-
R (Rifled Musket)	4 hexes	3	3	2	1	-	-	-	-
C (Colt Repeater)	1 hex	1	1	-	-	-	-	-	-
P (Pistol)	2 hexes	2	1/2	-	-	-	-	-	-
M (Ensnarable Musket)	2 hexes	2	1/2	-	-	-	-	-	-

The number obtained when cross-referencing the weapon type with the range is the Current Strength Multiplier for that fire-type strength of +4 (2 x 2 = 4) - Weapon fire may not fire at that range.

Colt Repeaters firing at a target at three hexes is the Current Strength Multiplier for that fire-type strength of +4 (2 x 2 = 4) - Weapon fire may not fire at that range.

[5.19] TERRAIN EFFECTS ON MOVEMENT CHART

Unit Type	Wood	Wheatfield	Road	Down Crest	Up Crest	River	Stream	Entrenchment	Ford	Bridge	Fence	
Inf. (Line)	5	2	1	-	2	+1	+2	P	+1	+1	+2	+1
Drum. Cav.	5	2	1	-	2	+1	+2	P	+1	+1	+2	+1
Inf. (Column)	5	2	1	-	2	+1	+2	P	+1	+1	+2	+1
Mounted Cav.	10	3	1	1/2	3	+2	+3	P	+1	2	+1	+1
Artillery	8	4	1	1/2	4	+2	+3	P	+2	2	+2	+1
Weapons	8	4	1	1/2	4	+2	+3	P	+2	2	+2	+1
Leaders	10	-	1	1/2	3	+2	+3	P	+2	1	+1	+1

The numbers are the amount of Movement Points a unit may spend to move through the terrain type. Units may not cross a given terrain type. Thus, an infantry unit in a full formation would expend 10 Movement Points to enter a woods hex by crossing a stream hex.

Units may not cross a given terrain type. Thus, an infantry unit in a full formation would expend 10 Movement Points to enter a woods hex by crossing a stream hex.

[9.26] TERRAIN EFFECTS ON COMBAT CHART

Terrain Type	Charge Change into or through	Blocks Line of Sight	Salt Fire Strength Column	Effect on Melee Strength
Clear	yes	no	yes	-
Woods	no	yes	yes	Subtract 1 SP when crossed
Crest hexside	no	yes	yes	Subtract 1 SP when crossed
Ridge hexside	no	yes	yes	Subtract 1 SP when crossed
Stream hexside	no	no	-	Subtract 1 SP when crossed
River hexside	no	no	-	Subtract 1 SP when crossed
Bridge, Ford	no	no	-	Subtract 1 SP when crossed
Wheatfield	yes	no	no	-
Entrenchment	no	no	no	Subtract 1 SP when crossed
Fence hexside	yes	no	1 left	-
Road	O/T	O/T	O/T	O/T

0/T = The other terrain type in that hex determines whether or not that hex has the effect in question.
P = Prohibited; unit may not enter across river hex.
Notes: 1. Terrain type was not there.
2. Applies if the attacking unit occupies a lower unit's hex. No more than two batteries may ever occupy the same hex, whether they are stacked with other units or not.
3. Units crossing fence hexsides may trigger opportunity fire.

MAP SCALE

0 ft

595 ft.

1190 ft.

1:7110

294P21