

# STANDARD RULES for the *GREAT BATTLES OF THE AMERICAN CIVIL WAR* Game System including

PEA RIDGE • DRIVE ON WASHINGTON • WILSON'S CREEK  
CEDAR MOUNTAIN • JACKSON AT THE CROSSROADS/THE BATTLE OF CORINTH

## 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.

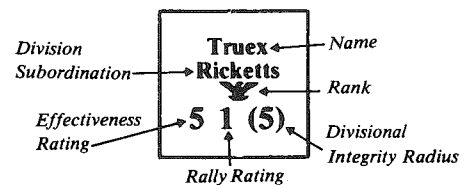
**Morale Rating:** The numerical rating of each combat unit's ability to sustain the psychological ef-

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.

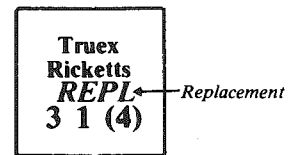
**Rally Rating:** This is the number of units in a brigade commander's Effectiveness Radius which he can rally in a given Final Command Phase, in addition to any that are in the same hex with him. Thus, if a brigade commander had a Rally Rating of two, he could rally two units of his command which are 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."

LEADER UNIT: Front



LEADER UNIT: Back



## [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

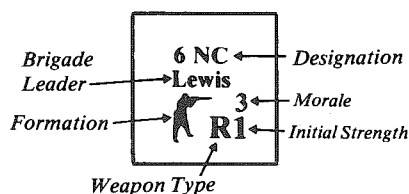
Various visual aids are provided with the game in order to simplify and illustrate certain game functions. Some of these charts and tables are printed directly on the game map. There may be other charts and tables included in the rules booklets.

### [3.3] THE PLAYING PIECES

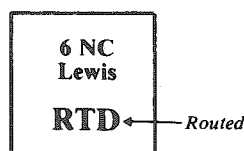
There are three types of counters in the game, combat counters (called "units"), leaders and markers. Combat units include infantry regiments, cavalry regiments, supply wagons, and artillery batteries. There are at least two types of leader counters: brigade commanders and division commanders. There 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

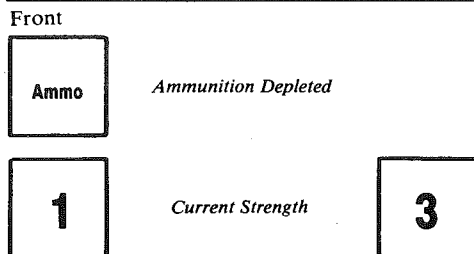


### SUMMARY OF COMBAT UNIT TYPES

Front		Back
1 Ark McIntsh M8	Infantry	1 Ark McIntsh RTD
2 La Indpnd R2	Cavalry	2 La Indpnd 2806 R2
Nelson Indpnt TB4	Artillery	Nelson Indpnt 4
Supply R1	Supply Wagon	2807
King 4	Artillery Crew	b
Wagon Crew	Supply Wagon Crew	
Van Drn 10 2	Division Leader	
Clark Parsons 4 (4)	Brigade Leader	Clark Parsons 3 1 0924
Brigade Cmdr REPL 2 0 (2)	Replacement Leader	

### SUMMARY OF MARKER TYPES

Pin	Pinned	Rout
In Column	Column Formation	Eng



### [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 Radius 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 recreated. 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 AND OUT OF COMMAND UNITS

Routed and out of command regiments may only move one hex (regardless of terrain costs). These units may not change formation and may not enter an Enemy Zone of Control (hereafter ZOC, see 10.0); if already in an Enemy ZOC, they may only move out of the ZOC and into a hex not adjacent to any Enemy units. An out of command brigade commander may only move one hex (see 17.21). but his subordinate units may move normally within his Effectiveness Radius (i.e., they are still in command).

#### [5.3] INDEPENDENT REGIMENTS AND BATTERIES

Independent regiments and batteries (marked "indpnt" on their counters) may move, change formation, fire, rally (see 13.54), initiate melee, and so forth, without needing Friendly leaders. They are, in effect, always in command.

## [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.

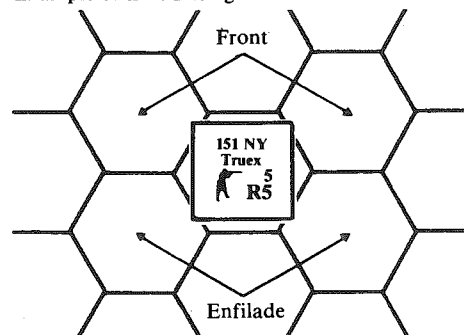
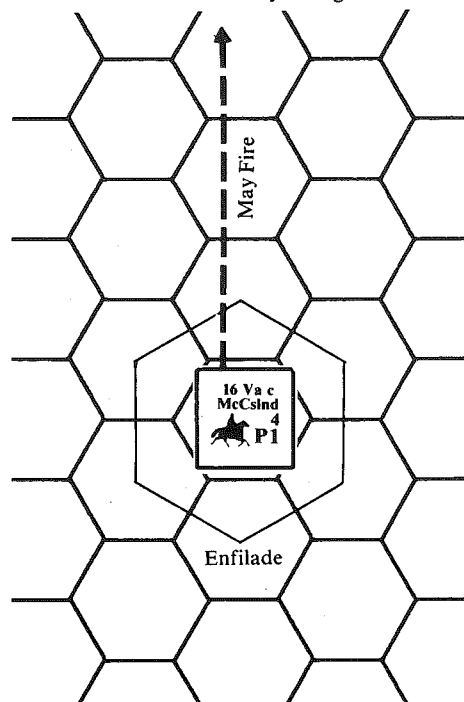
**[6.35]** Routed units are always considered *enfiladed* when fired upon.

**[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 Friendly 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.

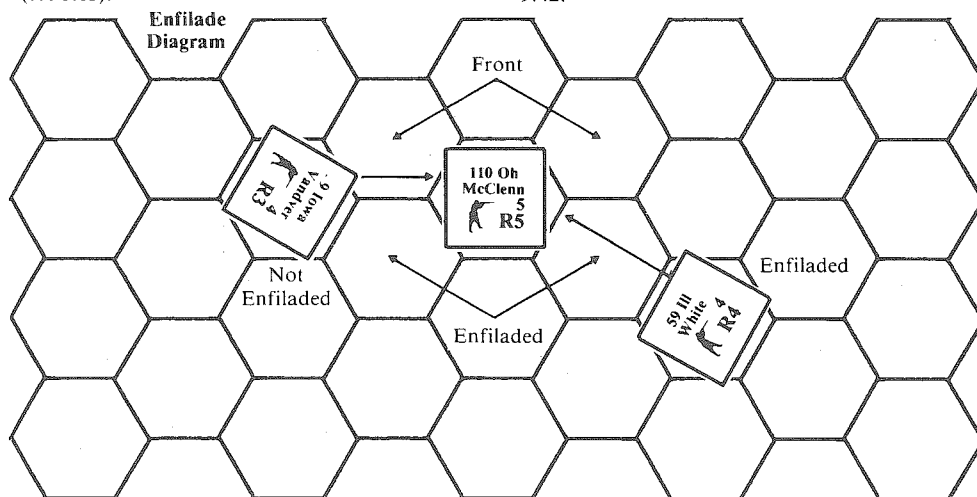
### PROCEDURE:

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)

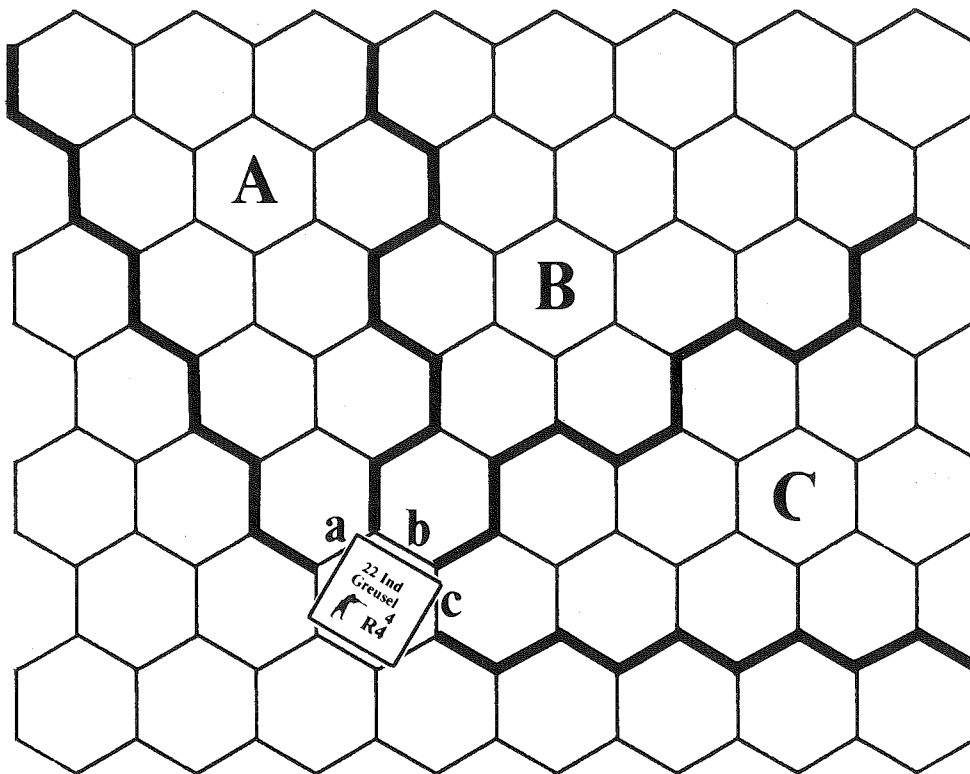
## [9.3] FIRE STRENGTH PER HEXSIDE

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. Thus, units may always fire into an adjacent hex. If the LOS is blocked, fire is not possible.

[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.

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 16.31).

**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.

(continued on page 37)

[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, nor may it move (in any Phase).

[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 unit must be able to trace a supply path to a Friendly supply wagon in its Friendly Resupply Phase. This supply path is traced from the unit to the wagon and not vice-versa. A player traces the path which may only be the length of the terrain movement costs of an imaginary infantry unit in column formation for one Movement Phase. Note that the unit does *not* move; rather, this is simply the method of tracing the maximum length of the supply path. The supply path 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]** The "effective strength" of a unit may be reduced by crossing certain hexsides during the Melee Phase (see 9.56). The unit's Current Strength is only reduced temporarily and its strength marker is not changed.

**[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 Differentials 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 infiltrated 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 1/2-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 1/2 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 1/2 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 in the 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+
DIE											
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			
DIE	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.

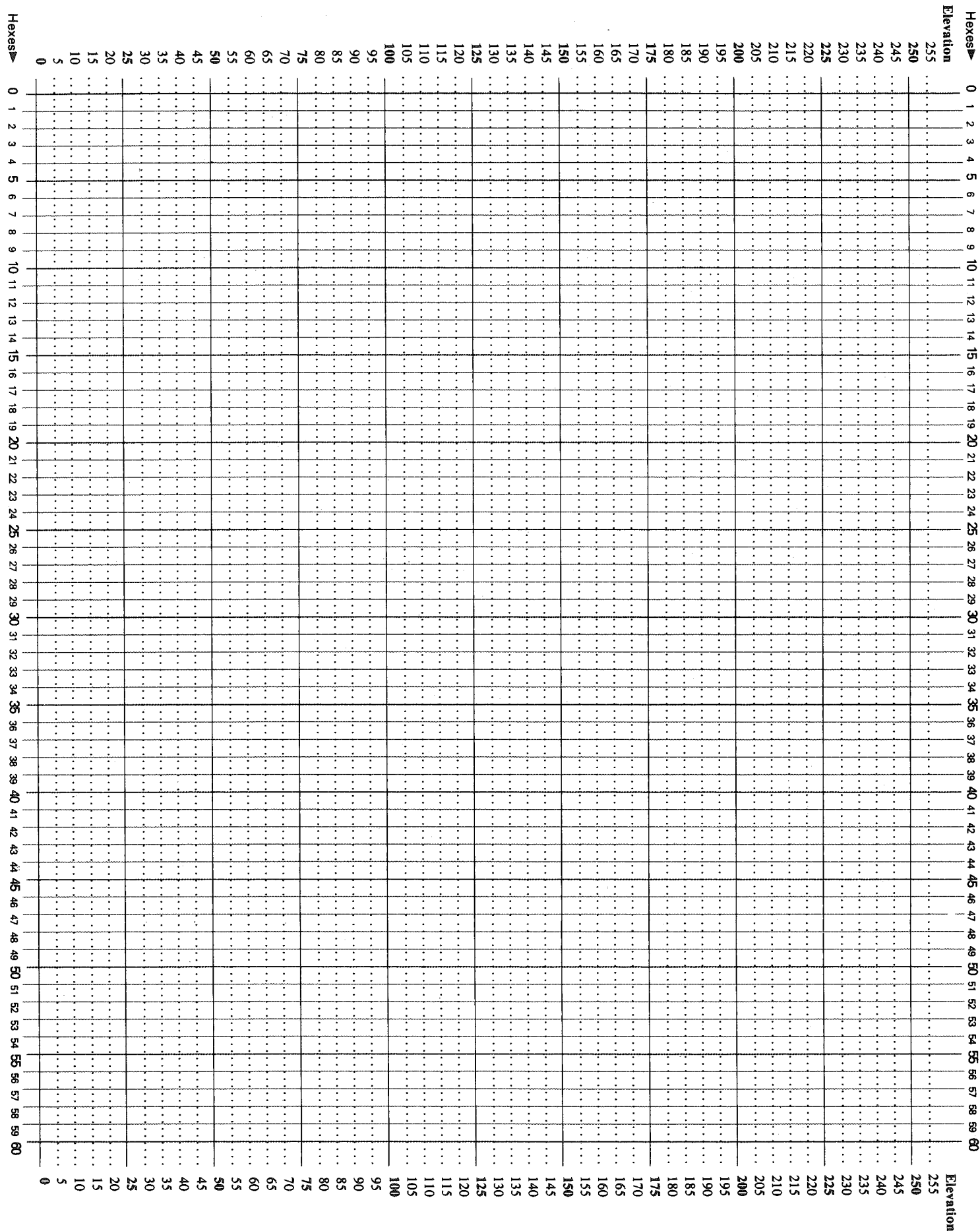
### [12.98] MELEE COMBAT RESULTS TABLE

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





# GREAT BATTLES OF THE AMERICAN CIVIL WAR

## PLEASANT HILL<sup>TM</sup> game of THE RED RIVER CAMPAIGN

### EXCLUSIVE RULES

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#### [19.0] INTRODUCTION

The PLEASANT HILL<sup>TM</sup> game is a simulation of the battle of Pleasant Hill, fought in Louisiana on 9 April, 1864. The Union Army under Nathaniel Banks was attempting to move up the Red River Valley to the key port city of Shreveport, Louisiana. On 8 April, Banks' vanguard was overrun by General Dick Taylor's small Confederate army at Mansfield. Banks withdrew to nearby Pleasant Hill and took a defensive posture. The next day, a reinforced Taylor boldly attacked the main body of Banks' army. The closely fought battle was tactically a Confederate defeat, but proved to be a strategic victory when Banks retreated and ended the last major Union threat to Texas during the war.

Players should familiarize themselves with the Standard Rules and the general system before reading the Exclusive Rules. All Standard Rules are in effect unless noted otherwise.

Each Game Turn represents 20 minutes of real time, each hex covers about 120 yards from hexside to hexside, and each Strength Point represents about 100 men or 1 gun.

#### [20.0] GAME INVENTORY

A complete PLEASANT HILL<sup>TM</sup> game includes:

- \* One 22" x 32" mapsheet
- \* One STANDARD RULES booklet
- \* One EXCLUSIVE RULES booklet
- \* One die-cut countersheet (200 counters)

If any of these parts are missing or damaged, please write to Customer Service at TSR, Inc., POB 756, Lake Geneva, WI 53147.

#### [21.0] MODIFICATIONS AND ADDITIONS TO THE STANDARD RULES

##### [21.1] Leadership Modifications

[21.11] Brigade, Division, Corps and Wing commanders can only rally units in their own commands.

[21.12] The rules for "seeing the elephant" are not used. Ignore Standard Rules chart 13.5.

[21.13] Brigades cannot be attached or detached. Disregard Standard Rule 17.6.

[21.14] All cavalry brigades (Bee, Lucas, Gooding)

are considered Independent; they do not have divisional commanders. Standard Rule 17.6 does not apply to them.

[21.15] All batteries are considered Independent; they can move freely in play after they are activated. If routed, artillery crews can be rallied on a die roll of 1 through 5.

[21.16] Bagby's and Majors' Brigades are considered Independent. They can move freely in play after they are activated. If units of these brigades are routed, they can only be rallied by their own commanders. (These units were actually dismounted cavalry that functioned as infantry throughout the battle.)

##### [21.2] Stacking Restrictions

[21.21] Stacking limits are 10 Strength Points in clear terrain and 8 Strength Points in woods. For stacking purposes, a supply wagon counts as 4 Strength Points and each artillery gun (i.e., Strength Point) counts as 1/2 Strength Point for stacking (this supersedes Standard Rule 8.33). Leaders never affect stacking restrictions.

[21.22] Units from different divisions cannot stack together during normal movement, nor for the purpose of performing Melee Combat.

[21.23] Units from different brigades of the same division can stack together or conduct melee in the same hex only if their division commander is stacked with them.

##### [21.3] Results of Melee Combat

Units are allowed to retreat into and through enemy ZOC as detailed in 25.2.

##### [21.4] Sharpshooters

There is one sharpshooter unit in the battle, the Confederate 9 MO ss (Burns) regiment. When this unit is the only unit firing at an enemy, the Confederate player adds a "1" to his die roll on the Fire Combat Results Table. Modified die rolls of greater than 6 are treated as 6. If a 1 is rolled for Fire Combat (before modification), the sharpshooter unit must make an ammo depletion check (11.2).

#### [22.0] ARTILLERY

##### [22.1] Rapid Fire

Smoothbore artillery units (N, L and HA) may use "rapid fire" to increase their Fire Strength. This represents cannister, which was deadly at close ranges.

[22.11] Rapid fire is used only at a range of two hexes or less, counted from the firing unit's hex (exclusive) to the defending unit's hex (inclusive). It cannot be used when executing retreat or withdrawal fire.

[22.12] Rapid Fire can be used only against infantry or cavalry units; it cannot be used against leaders, batteries, supply wagons or lone crews. If a hex contains both an infantry and/or cavalry unit and a leader, battery wagon or crew, the artillery fire affects only the infantry/cavalry unit (an exception to 8.21).

[22.13] An artillery unit employing rapid fire adds two to its normal Strength Multiplier, but expends two rounds of ammunition.

**Example:** The 9 Ind (N4) with a half crew rapid fires at a target one hex away. Total unit strength is 2 (4/2 = 2) and the multiplier is 10 (8 + 2 = 10), giving a modified combat strength of 20 (2 x 10 = 20).

##### [22.2] Battery Crews

[22.21] When a gun crew routs, abandoning its unlimbered guns, the owning player places a neutral

Crew Marker on the battery, notes the letter of the crew next to the battery name on the OB Roster and performs normal rout movement with the Crew Marker. An Abandoned Guns Marker is placed on the deserted battery to indicate that it cannot fire until it is remanned by the original crew.

**[22.22]** When the rallied crew re-enters the hex with its abandoned guns, both the Crew and the Abandoned Guns Markers are immediately removed. The original crew can fire the guns the same turn they are remanned.

**[22.23]** Crew Markers also have a half-crew indicated on the reverse side, which is used to mark batteries that have reduced crews. A half-crew should always have its status marked on the OB Roster next to that battery.

**[22.23]** An abandoned battery can be re-crewed by crews other than the original if:

1. The battery was originally friendly to that side;
2. The original crew has been eliminated;
3. The new crew has lost its guns and is free to man uncrewed guns;
4. Both crews are from the same division as defined in 27.23 (Union only).

The new crew can move as an infantry unit to the abandoned battery. If an eligible crew occupies the hex with the battery during a friendly Final Command Phase, the crew can be automatically reassigned to that battery.

**[22.24]** Abandoned guns have no game significance. Units of both sides can move, sight and fire normally though hexes occupied solely by abandoned guns. Abandoned guns do not count toward stacking limitations.

**[22.25]** Friendly abandoned guns are "captured" and removed from play if one or more enemy units occupy their hex alone and unengaged at the end of a friendly Melee Phase.

**[22.26]** Friendly abandoned guns alone in a hex can be meleeed by enemy units during the enemy Melee Phase. No die roll is necessary; the meleeing units simply move into the hex with the guns. The guns are removed if the enemy units remain alone and unengaged through the end of the next friendly Movement Phase.

#### **[22.3] Counter-Battery Fire**

**[22.31]** When a stack of artillery is attacked by enemy artillery from a range greater than 3 hexes, only the top unit in the stack is affected (an exception to 8.22). If the top unit is eliminated, any excess losses must be taken from the units beneath it. Every unit in the stack must check for rout if the top unit routs.

**[23.32]** A battery attacked by enemy artillery never receives column shifts in its favor for density. A battery attacked with small arms fire *does* receive any favorable shifts for density it is due. Unfavorable shifts due to excessive density apply normally.

**[23.33]** A battery that changes formation in range and LOS of an enemy small-arms unit can be fired on as per 6.23. The battery is considered enfiladed and receives no favorable column shifts for density (an exception to 23.32).

#### **[22.4] Prolong Movement**

An unlimbered battery can "advance by prolong" during the friendly Movement Phase, or "retire by prolong" during the Retreat Before Melee Phase. This is a maneuver in which the gun crews pull the guns a short distance without limbering them. Half-crewed batteries cannot move by prolong.

**[22.41]** A battery can move by prolong only in clear terrain, and cannot move up or down a hill nor across a gully or stream hexside. A battery can prolong out of a woods hex, within these restrictions. At the end of prolong, the battery can adjust its facing as the owning player desires.

**[22.42]** A battery cannot move more than one hex by prolong in any one phase. A battery cannot move normally or change formation during a Movement Phase in which it moves by prolong. Moving by prolong is not a formation change for the moving battery.

**[22.43]** A player retiring a battery by prolong follows this procedure:

1. He makes a morale check for the retiring battery, routing the crew if necessary.
2. If the crew did not rout, roll one die. The result is the number of guns from that battery that retreat one hex. Any guns left behind are automatically captured for Victory Point purposes.
3. Prior to withdrawing, the first retiring battery is subject to withdrawal fire from adjacent enemy units. If the crew is pinned, the battery does not move, and any other crews in the hex are also pinned (as per (9.84)).
4. If the crew of the first battery is not pinned, other batteries in the hex can go through this procedure in turn.

**[22.44]** Advancing a battery by prolong requires no morale check, nor die roll to determine how many guns are moved. A battery can automatically advance by prolong if it is fully-crewed, the terrain restrictions are observed *and* it is not within the range of enemy small arms fire. The battery can still fire in the turn it advances by prolong (an exception to 15.0).

## **[23.0] INDEPENDENT UNITS**

### **[23.1] Artillery and Cavalry**

All artillery units and cavalry brigades are Independent, as per 20.14 and 20.15. Routed artillery crews rally on a roll of "1" through "5". Cavalry brigades, and Bagby's and Major's brigades, are rallied by their commanders.

### **[23.2] Independent Regiments**

**[23.21]** Some units (2 La, Terl. Tex) are designated as "independent regiments." These units are always in command. They do not need leaders to rally (see 23.23).

**[23.22]** An independent regiment can stack and combine strength for fire and melee freely with any unit, subject to the normal stacking rules. It is not counted for BCE purposes (28.0).

**[23.23]** Independent regiments benefit from the presence of leaders for morale checks and melee combat, but cannot be rallied by leaders. An independent regiment rallies from rout through a die roll. If the roll of one die is lower than or equal to the unit's Morale Rating, the unit is rallied. If higher, the unit remains routed.

## **[24.0] TERRAIN**

### **[24.1] Elevation**

Differences in elevation are indicated on the map by color. Each color change represents an elevation difference of 20 feet. The number of Movement Points required to change elevations for each type of unit is shown on the Terrain Effects on Movement Chart (5.19). A unit occupying a hex with two elevation colors is always assumed to be at the *lower* elevation.

Units that fire "uphill" (at a unit on a higher elevation) have their fire modified one column to the left on the Fire CRT. Elevation changes have *no* effect on melee combat.

### **[24.2] Woods**

The maximum Line of Sight in woods is one hex. Units can always see into the first woods hex, but no further. Units defending in the woods against fire combat receive a defensive benefit of one column shift to the left. All forests are 20(FM) high.

### **[24.3] Historical Sites**

Historical sites have no effect in the game. They serve only as points of historical reference.

### **[24.4] Gully**

Hexes 1429, 1529 and 1628 represent a gully that was used by both sides as a natural trench. Units in these hexes receive a defensive benefit of two column shifts to the left when fired on through a gully hexside. In addition, any unit crossing a gully hexside to initiate melee, whether entering or leaving the gully, subtracts one from its Combat Strength for that melee. Units in a gully hex do not block LOS through that hex.

### **[24.5] Roads**

None of the roads on the map have bridges where they cross a stream. Units always pay the full stream cost when crossing a stream, even while moving along the road.

### **[24.6] Terrain and Column Shifts**

Units fired on from several hexes receive any column shifts listed on the Terrain Effects on Combat Chart (9.56), even if only one firing unit gives the shift.

## **[25.0] ROUT AND RETREAT**

### **GENERAL RULE:**

Units that are forced to retreat (from melee, due to rout, etc.) cannot use the retreat as an advance. When a unit retreats, it must move toward its own lines. The retreat cannot be used as a means of placing the unit in a more advantageous position than the hex it occupied before the retreat.

### **[25.1] Retreat Priorities**

The exact path of retreat chosen is governed by the following priorities:

1. Towards its own edge of the map;
2. Along the terrain of least resistance (in movement points);
3. Avoiding enemy ZOC;
4. Not passing over or through friendly units.

The above priorities are only guidelines; a retreating unit can violate them if no alternative path is available. In ambiguous cases, the owning player is the final arbiter of the exact retreat path.

### **[25.2] Retreating Through Enemy ZOC**

**[25.21]** Units can retreat into and through enemy ZOC (an exception to Standard Rule 12.92). Retreating units do not take withdrawal fire as they leave the melee hex; however, if leaving a hex in enemy ZOC other than the hex in which the melee occurred, the retreating units are subject to withdrawal fire as per Standard Rule 10.1.

**[25.22]** If the unit is "pinned" before the last hex of the retreat, all remaining Strength Points are "captured."

### **[25.3] Confederate Retreats**

When a Confederate unit retreats, it must move north, northwest or southwest, or suffer the effects of



failing to retreat.

#### [25.4] Union Retreats

When a Union unit retreats, it must move south, southeast or northeast, or suffer the effects of failing to retreat.

## [26.0] COMMAND STRUCTURE

### GENERAL RULE:

Each army had its own distinct command structure and organizational problems. The men of the different Union Army Corps did not get along well, and the units of the Confederate Army had undergone numerous changes in leadership due to the rigors of the campaign. For these reasons, detachment and attachment of brigades is not permitted, and the following additional restrictions apply:

#### [26.1] Organizational Restrictions

[26.11] Units from different divisions cannot stack together during normal movement, nor for the purpose of conducting melee combat.

[26.12] Units from different brigades of the *same* division can stack together or conduct melee in the same hex only if their *division commander* is stacked with them in the hex.

#### [26.2] Corps and Wing Commanders

There are two Union Corps commanders present at Pleasant Hill (Smith of the XVI and Franklin of the XIX). The Confederate Army has one Wing commander, General Churchill, who is in charge of Parsons' and Tappan's divisions. The Confederate wing commander for game purposes has the same functions as the Union Corps commanders.

[26.21] The corps commander can take direct command of any single *brigade* of his corps when he is stacked with the brigade's commander, thus placing in command brigades outside the division commander's radius. This function costs the corps commander his full Command Point Allowance.

[26.22] He can command any *combat unit* of his Corps he is stacked with during the Initial Command Phase at a cost of one Command Point per unit.

[26.23] He can automatically rally any *units* of his Corps (or Wing) that he is stacked with during the Final Command Phase at a cost of one Command Point per unit.

#### [26.3] Leader Replacement

When 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. When replacing a division commander, the first leader should be selected as indicated, unless he is already a casualty. In this case, the second is selected and so forth. This will result in the promotion of one of the brigade commanders. In this case, use one of the anonymous replacement brigade commanders to take over the brigade of the promoted commander.

#### [26.32] Confederate Leader Replacement Schedules

1. If Walker becomes a casualty, he is replaced by Scurry, Waul or Randal, in that order.
2. If Polignac becomes a casualty, he is replaced by Clark or Burns, in that order.
3. If Parsons becomes a casualty, he is replaced by Clark or Burns, in that order.
4. If Tappan becomes a casualty, he is replaced by Grinstead or Gause, in that order.

#### [26.33] Union Leader Replacement Schedules

1. If Mower becomes a casualty, he is replaced by Lynch, Hubbard, Moore, Hill or Shaw, in that order.
2. If Emory becomes a casualty, he is replaced by Dwight, McMillan or Benedict, in that order.

## [27.0] AMMUNITION SUPPLY

### [27.1] Artillery

Each Confederate battery begins the game with 10 rounds of ammunition. Each Union battery begins with 15 rounds. Rounds can be resupplied as per 11.23 and 11.32. Each time a battery fires, one ammo box is checked off that battery's ammo supply on the player's OB Roster sheet.

### [27.2] Supply Trains

[27.21] The Confederate Supply Train begins the game with 15 rounds of artillery ammunition and 8 rounds of small arms ammunition.

[27.22] Each of the two Union Supply Trains begins the game with 10 rounds of artillery ammunition and 8 rounds of small arms ammunition.

[27.23] Units of the Union XVI Corps, plus the 3rd and 9th Indiana batteries, cannot be resupplied from the XIX Corps supply train. They can only be resupplied by the XVI Corps Train or from captured Confederate supplies.

Similarly, units of the Union XIX Corps, plus the 25th NY battery, 1st Vt battery and Battery L 1st US, cannot be resupplied from the XVI Corps supply train. They can only be resupplied by the XIX Corps Train or from captured Confederate supplies. This rule simulates the deep animosity and mistrust between the units of the two corps.

## [28.0] BRIGADE COMBAT EFFECTIVENESS LOSS

### [28.1] Effects of BCE Loss

[28.11] When casualties cause a brigade to reach its BCE level, the following restrictions apply to each unit in the brigade:

1. It cannot initiate melee. However, it can defend against or continue a melee begun by the enemy.
2. Its morale is lowered by one.
3. To rally a routed unit from the BCE'd brigade, the owning player must roll a number *equal to or less than* the unit's (adjusted) Morale Rating. If a friendly leader is present in the hex, "one" is subtracted from the rally die roll.
4. A routed unit is eligible to be rallied if it is within the Effectiveness Radius of its brigade commander or stacked with its division, corps or wing commander. The commander must still expend a Rally Point before the routed unit can attempt to rally.

[28.12] Artillery units, supply trains and independent units are never affected by the BCE status of any brigade.

### [28.2] Brigade Retreats

[28.21] If an infantry or cavalry unit of a brigade that has reached its BCE limit routs, and that unit is in the Effectiveness Radius of its brigade commander, then all unpinned, unrouted units of that brigade within the Effectiveness Radius of that leader retreat two hexes and then perform a morale check. Each unit that does not pass this check is routed and immediately performs a rout movement of three hexes.

[28.22] Units of the brigade that are out of command when case 28.21 occurs are not affected by the Brigade Retreat.

[28.23] The pinned units of the affected brigade remained pinned and do not retreat.

[28.24] Units in routed status when the brigade is affected immediately retreat *three* hexes, rather than two. Such units do not make a morale check at the end of the retreat movement.

[28.25] Units retreating out of enemy ZOCs as a result of Brigade Retreat are subject to withdrawal fire. If, due to the fire, the unit is pinned, it is pinned after retreating one hex. If forced into an enemy ZOC, such units are captured.

[28.26] Units that are unable to retreat during a Brigade Retreat according to the restrictions of 14.1 are captured.

[28.27] Artillery units, supply trains and independent units adjacent to units affected by brigade retreat can, at the owning player's option, be retreated with those units. Units retreated with this option are not subjected to a morale check after retreating two hexes.

## [29.0] SETTING UP THE GAME

### GENERAL RULE:

All units in the game begin play on the map. There are no reinforcements for either side. Each unit is set up in the hex listed on the counter.

### [29.1] How to Set Up

[29.11] Union units are set up facing north, northwest or southwest. Confederate units are set up facing south, southeast or northeast. All infantry on both sides begins the game in line formation.

[29.12] Union cavalry begins in dismounted formation; Bee's Confederate cavalry brigade begins in mounted formation.

[29.13] All Union batteries, and the Confederate batteries Valverde, Mosely, West and McMahan begin in unlimbered formation; all other Confederate batteries begin in limbered formation.

[29.14] The Confederate player moves first each turn. Although all units begin play on the map, some are in reserve and cannot move until they are activated.

### [29.2] Special First Turn Restrictions

These limitations simulate the initial Confederate maneuvering and bombardment.

[29.21] On Game-Turn 1, the Confederate player can move only the following units: Churchill's Wing (Tappan's and Parsons' Divisions), Bagby's brigade, Terrell's independent regiment, Daniel's battery and Etter's battery.

[29.22] The Union player cannot conduct defensive fire during the first Confederate Player-Turn. In addition, the Union player cannot move any units during the Union Player-Turn of Turn 1 (except for required rout movement).

## [30.0] RESERVE UNITS AND ACTIVATION

### GENERAL RULE:

The units listed below begin the game in reserve status. A unit is in reserve until it is activated, either automatically or as described in 30.3. Units that are in reserve cannot move or change formation, but they can fire and change facing. A reserve unit that is routed can retreat, but cannot move again until acti-

vated, through it can be rallied. **Exception:** A reserve artillery crew that is routed and then rallied can return to its battery during a friendly Movement Phase.

### [30.1] Confederate Reserves

**[30.11]** All Confederate units except those listed in 29.1 are considered to be in reserve on Game-Turn 1. On Game-Turn 2 and after, all Confederate units except those listed in 30.12 are free to function normally. The Confederate supply wagon is activated on Game-Turn 2.

**[30.12]** The following Confederate units begin the game in reserve: Polignac's division, Pelican's battery, Cornay's battery and the 2nd La cavalry. They are automatically released on Game-Turn 5.

### [30.2] Union Reserves

**[30.21]** All Union regiments, leaders, supply wagons and batteries begin the game in reserve.

**[30.22]** The following Union leaders and supply wagons cannot move until Turn 3: Smith, Mower, Franklin, Emory, XVI Corps Supply Wagon, XIX Corps Supply Wagon.

### [30.3] Methods of Activation

Any brigade in reserve can activate under any one of the following conditions:

1. It is scheduled to be activated automatically on a given turn (see Turn Track).
2. Any unit of the brigade is fired on by enemy small arms fire.
3. An enemy unit is in the LOS\* and within 3 intervening hexes of any unit of the brigade (4 hexes away).
4. A Union brigade with an Activation Marker makes a successful activation roll (30.4).
5. The Union player makes a successful die roll on the Union Brigade Release Table (see 30.5).
6. The Union player expends Victory Points to activate certain brigades on certain turns (see the Reserve Activation Schedule).

\*LOS is assumed to extend from a unit in all directions for this purpose—not just from the front three hexsides. Also, friendly units do not block LOS for this purpose.

### [30.4] Union Battery Activation

The following Union batteries are considered to be attached to the designated Union brigades for activation purposes only.

Battery	Brigade
24 NY	Shaw
L 1st US	McMillan
1 Vt	Lynch
3 Indiana	Hill
9 Indiana	Moore

### [30.5] Union Activation Markers

**[30.51]** If, at any time, a Confederate unit approaches within 6 intervening hexes of any Union unit that has not been activated, and is in the LOS of that unit, the Union player can place an Activation Marker on the brigade commander of the potentially activated unit. The marker should have a "6" on it. If the Confederate unit approaches to within 5 or 4 intervening hexes, a "5" or "4" Activation Marker, respectively, should be used.

**[30.52]** If the brigade commander already has an Activation Marker, and a Confederate unit approaches closer, the marker can be changed for a lower-numbered one. A marker cannot be changed

for a higher-numbered one, even if the Confederate unit subsequently moves further away.

**[30.53]** If a Confederate unit approaches to within 3 or less intervening hexes, no Activation Marker is needed; the brigade is automatically activated. Otherwise the marker is left on the brigade commander until the brigade is activated.

**[30.54]** The Confederate batteries West, Valverde, McMahon and Mosely do not trigger Union activation as long as they do not move or change formation.

**[30.55]** During the Union Initial Command Phase, the Union player can roll one die for each brigade commander with an Activation Marker on it. If the die roll is equal to or greater than the number on the Marker, then that brigade is activated; if the result is a lower number, then the brigade remains in reserve.

### [30.6] Union Brigade Release

The Union Army was very slow to react to the Confederate attack, allowing several brigades to be outflanked while available units did not move in support.

**[30.61]** The following Union brigades are treated for all purposes as if they are in reserve: Shaw, Benedict, Dwight and McMillan. These brigades may be released by a special die roll made by the Union player during his Initial Command Phase of Game-Turns 3, 4, and 5. The brigades can also be activated as per 30.3, numbers 2, 3 and 4.

**[30.62]** During the Initial Command Phase of Turns 3, 4 and 5, the Union player rolls a die to determine which of his front line brigades can begin moving. Cross reference the die roll with the turn number on the Union Brigade Release Table to determine which brigade is released.

**[30.7] Reserve Activation Schedule** (see map)

**[30.8] Union Brigade Release Table** (see map)

## [31.0] HOW TO WIN

### GENERAL RULE:

Victory is determined at the end of Turn 12. Each player totals Victory Points earned throughout the game, and the player with the most points is the winner. VP's are earned for inflicting casualties on the enemy, causing enemy brigades to lose BCE and for being the last player to have units occupying certain hexes on the map.

### [31.1] VP for Enemy Casualties

A player receives points for the elimination or capture of enemy Strength Points, guns and leaders. These are awarded as follows:

Casualty Caused	Victory Points
Each enemy infantry or cavalry SP destroyed	1 VP
Each enemy infantry or cavalry SP captured	2 VP
Each enemy gun destroyed	1 VP
Each enemy gun captured	2 VP
Each enemy supply wagon guard eliminated	1 VP
Each enemy supply wagon captured	5 VP
Each enemy brigade commander* killed or wounded	3 VP
Each enemy brigade commander* captured	5 VP
Each enemy division commander* killed or wounded	5 VP
Each enemy division commander* captured	7 VP
Each enemy corps (or wing) commander killed or wounded	10 VP
Each enemy corps (or wing) commander captured	12 VP

\*Includes replacement leaders

**Note:** No VP are awarded for the elimination or capture of enemy artillery crews.

### [31.2] VP's for Geographic Objectives

Players earn VP's at the end of the game by controlling certain hexes marked on the map with a pair of numbers separated by a slash (e.g.: 20/20). "Control" is defined as either occupying a hex, or being the last player to have units in the hex. Victory hexes that are in the ZOC of both players, but are occupied by neither yield no VP's.

**[31.21]** There are six VP hexes on the map. The number to the left of the slash is the point total awarded to the Confederate player if he controls the hex at the end of the game; the number to the right is the value to the Union player if he controls it.

**[31.22]** If any engaged melees occur in Victory Point hexes on the last turn of the game, these melees (only) should be played out to the bloody end; with the moving player having the opportunity to reinforce with any units within range as if another turn were being played.

### [31.3] VP's for Enemy BCE

At the end of the game, a player receives VP's for each enemy brigade reduced to its BCE level. The number of points awarded for each brigade is listed on each side's OB Roster.

### [31.4] Levels of Victory

PLAYER WITH MOST VP'S	EXCESS VP'S	VICTORY LEVEL
Union	50 +	Union Strategic Victory
Union	30-49	Union Decisive Victory
Union	0-29	Union Tactical Victory
Confederate	1-39	Confederate Tactical Victory
Confederate	40-69	Confederate Decisive Victory
Confederate	70 +	Confederate Strategic Victory

### PLEASANT HILL DESIGN CREDITS

**Design and Development:** Dr. David Martin and Leonard Millman

**Additional Development:** Douglas Niles

**Editing:** Ed Sollers, Jon Pickens

**Additional Research:** John W. Busey

**Playtesters:** George Deutch, C. A. Brosius, Steve Sickels, Neal Baedke

**Cartography:** David S. LaForce

**Graphic Production:** Dennis Kauth, Roger Raupp, Colleen O'Malley

**Typesetting:** Kim N. Lindau

## HOW TO USE THE OB ROSTER

The OB (Order of Battle) Roster sheet is used to record the number and type of losses suffered by each player's units and to record current ammunition levels for supply wagons. The OB Roster sheet aids players in keeping track of the loss of Brigade Combat Effectiveness and the awarding of Victory Points for enemy casualties. The OB Roster sheet includes:

1. The designation of all units and the names of all leaders.
2. The strength (number of guns) and weapon type of each artillery unit at the start of the game.
3. The Morale Rating of each unit to be used for determining Victory Point awards.

4. The Brigade Combat Effectiveness Limit of each brigade, expressed as the number of Strength Points from the total in the formation which must be lost before BCE loss occurs.

5. A number of boxes next to each supply wagon equal to the amount of ammunition with which the wagon begins the game.

#### PROCEDURE:

Each time an infantry unit suffers casualties, a number of boxes equal to the number of Strength Points lost is marked off the BCE track for that unit's brigade. When all of the boxes above the line have been marked off, the brigade has reached its BCE limit and loses Combat Effectiveness (see 28.0). Each time that a cavalry unit loses a Strength Point or an artillery unit loses a gun, a box of that unit's strength is marked off. Each time a supply wagon resupplies a unit, an ammunition box of the appropriate weapon type is marked off.

The symbols used to mark the boxes are:

■ = Strength Point/gun eliminated, or leader killed.

☒ = Strength Point/gun or leader captured.

□ = Leader wounded

**Note:** Players should always use pencil when writing on their OB Roster sheet.

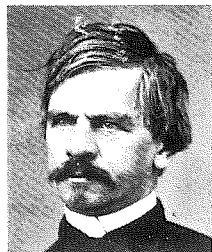
Retain one copy of the OB Roster sheet without marks on it, since duplicate copies will be needed. TSR, Inc. grants permission to reproduce the OB Rosters for personal use.

Additional copies are not available from TSR, Inc.



## Generals and Generalship

A MAJOR REASON FOR THE CONFEDERATE defeat of Banks' invasion was superior command structure, and generally superior leadership. As discussed in the accompanying article, Union co-ordination during the campaign was severely hindered by the lack of an overall commander. Units from four different armies (Banks' Department of the Gulf, Steele's Department of Arkansas, Thayer's Army of the Frontier, and Sherman's Army of the Tennessee), plus Porter's fleet, were only loosely directed by Halleck and Grant in Washington. On the other hand, all Confederate forces involved in the campaign were united under the command of Kirby Smith, commander of the Trans-Mississippi Department. This structure permitted the Confederates to co-ordinate their movements and employ their reserves much more efficiently than their opponents. It was not until well after the



Nathaniel Banks



Richard Taylor

close of the campaign that the Union armies west of the Mississippi were effectively organized into one department, commanded by Maj. Gen. E.R.S. Canby.

By chance, the four leading generals of the campaign, Kirby Smith, Taylor, Banks and Franklin, were all veterans of the war in the east. Here again, though, the Confederates held the advantage. Banks and Franklin were sent west virtually in exile because their presence was no longer required in the east; Kirby Smith and Taylor were called west because of their special abilities.

E. KIRBY SMITH (1824-1893, West Point 1845), commander of the Trans-Mississippi Department, was assigned to that post primarily because of his administrative skills. He was never particularly noted for his ability as a field commander and strategist, as the Red River Campaign was to show. Smith's pre-war experience was quite extensive, with service in the Mexican War, fighting Indians and teaching mathematics at West Point. He served as J.E. Johnston's chief of staff in the spring of 1861, and then commanded a brigade at First Bull Run, where he was badly wounded. After recovering, he was promoted to major general and fought in Kentucky and Tennessee in 1862. There he quarreled with Braxton Bragg and eventually was transferred to Texas. Smith soon received command of the Trans-Mississippi Department and was promoted to full general (Feb. 1864). He ably organized the troops that were to face Banks during the Red River Campaign, but at the critical moment removed troops from Taylor's command and sent them to Arkansas. Smith remained in charge of "Kirby Smithdom" until he surrendered to Canby in Galveston on 2 June 1865, the last major Confederate command still in the field.

RICHARD TAYLOR (1826-1879), the highly-educated (Europe, Harvard, Yale) son of General and President Zachary Taylor was by far the most influential and dynamic figure in the campaign. Originally Colonel of the 9th Louisiana, he commanded a Louisiana brigade under Jackson in the Valley and Seven Days campaigns. In July, 1862 he was transferred to Louisiana as a Major General in command of the District of Western Louisiana. Taylor was primarily responsible for turning back Banks in 1864. Taylor was so angry with Kirby Smith for the latter's handling of the Red River Campaign that afterwards he told Smith off and asked to be relieved. Instead, he was promoted to Lieutenant General and given command of the Department of East Louisiana, Mississippi and Alabama. He fought gallantly with dwindling resources until forced to surrender to Canby on 8 May,

1865. Author of the perceptive and well-written "Destruction and Reconstruction" (1879).

NATHANIEL P. BANKS (1816-1894) was a pre-war Congressman and Governor of Massachusetts. As one of the leading Republican politicians in the northeast, he was appointed a major general early in 1861. His lack of military experience showed immediately in his defeats at the hands of "Stonewall" Jackson in the Valley and at Cedar Mountain. After temporarily commanding the Military District of Washington, Banks was sent west to take charge of the Department of the Gulf. There he showed much greater skill in the political reorganization of Louisiana than he did on the battlefield. After the Red River disaster, he was replaced by Canby, and was investigated by the Congressional Joint Committee on the Conduct of the War; he finally resigned from the Army. Later he returned to Congress for several additional terms.

WILLIAM B. FRANKLIN (1823-1903, West Point 1843), commander of Banks' 19th Corps, was another Easterner who was sent to greener pastures in the west. Franklin commanded a brigade at First Bull Run, and soon rose to command of the 6th Corps on the Peninsula. Promoted to Major General, he led the Left Grand Division at Fredricksburg. After receiving most of the blame for that disaster, he was shipped out to Louisiana. He was in effect Banks' second-in-command during the Red River Campaign. Though wounded at Mansfield, Franklin stayed in the field through Pleasant Hill and Cane River. While later on leave because of his wound, he was temporarily captured by Early's men during their drive on Washington in July, 1864, but soon escaped. He never did return to command.

Union and Confederate supporting commanders were talented and relatively equally matched. However, here as in several other major campaigns, Confederate generals were to suffer a higher mortality rate than their Union counterparts. Two, Tom Green and Alfred Mouton, were killed during the campaign. The worst casualties among Union generals were the wounding of Franklin and Brig. Gen. Thomas Ransom at Mansfield.

TOM GREEN (1814-1864), commander of Taylor's cavalry division, was a relative of his commanding officer. He spent his youth in the Texas Army fighting Indians and Mexicans. Green had lengthy service as a brigadier general in the western theater, participating in the New Mexico and Galveston campaigns before coming to Louisiana to help repel Banks. He commanded

Taylor's left wing at Mansfield. Green was killed three days after Pleasant Hill by a blast of canister while leading his cavalrymen in an attack against Porter's gunboats.

**ALFRED MOUTON** (1829-1864, West Point 1850), was a general of militia in his native Louisiana from 1850 to 1861. Originally Colonel of the 18th La., he was badly wounded at Shiloh. Later he was promoted to brigadier general and commanded a brigade. Mouton was in command of a division when he was killed while leading an attack at Mansfield.

**JOHN WALKER** (1822-1893) was a pre-war veteran of the Mexican War and US Regular Army. In 1862 he commanded a brigade and later a division in Virginia, where he fought at Harpers Ferry and Antietam. Late that year he was promoted to Major General and transferred to the Trans-Mississippi Department, where he commanded a division of Texas infantry. After the Red River Campaign he replaced Richard Taylor as commander of the District of West Louisiana. The end of the war found him in charge of a sub-district in Texas.

**THOMAS CHURCHILL** (1824-1905) commanded Price's infantry corps during the Red River Campaign. He was a veteran of the Mexican War, where he was captured by the enemy. After fighting at Wilson's Creek as Colonel of the 1st Arkansas Mounted Rifles, he was commissioned a brigadier general in April 1862. As commander at Arkansas Post, he was forced to surrender against his will to McClernand on 12 Jan. 1863 when his men began waving white flags. Churchill's inability to locate and roll up the Federal left at Pleasant Hill was largely responsible for Taylor's defeat there. Just before the end of the war he became a Major General. Churchill surrendered with Kirby Smith.

**PRINCE CAMILLE DE POLIGNAC** (1832-1913) was the highest-ranking foreigner in the Confederate Army. A Frenchman with experience in the Crimean War, he came to America to advance his career as a professional soldier. He was given a commission as a Lieutenant Colonel and served as Beauregard's chief of staff at First Bull Run. After fighting on the Peninsula, Polignac was transferred west in time for Corinth. In January 1863 he finally was assigned his coveted rank of Brigadier General. The unruly Texas brigade he commanded initially cared little for him and christened him "Polecat" in a deliberate mispronunciation of his name. However, his skill and professionalism eventually earned the respect of his men and peers. Polignac succeeded to

the command of Mouton's division at Mansfield. After being promoted to Major General in March 1865, he was sent on a fruitless embassy to France to seek aid for the Confederacy. He never returned to America. He was the last surviving Confederate Major General, and a statue has been erected in his honor on the Mansfield battlefield. His distinguished postwar life included the command of a French division in the Franco-Prussian War. Polignac's informative memoirs have recently been translated into English.

**HAMILTON BEE** (1822-1897) was the brother of Brig. Gen. Barnard Bee, who gave "Stonewall" Jackson his immortal nickname at First Bull Run. Hamilton Bee fought as a Texas Ranger in the Mexican War. Though a brigade commander in the Texas theater, he had no combat experience before leading a cavalry brigade against Banks in 1864. He failed to hold the Federals at Monett's Ferry, and was almost removed from command by the angry Dick Taylor. Nevertheless, he was to lead a cavalry division and infantry brigade before the close of the war.

**DAVID D. PORTER** (1813-1891), Admiral of the Mississippi Squadron was by far the most colorful Union officer in the campaign. He came from a very military family — his father had been a Navy Commodore, as was his brother William; Admiral David Farragut was his foster brother and Maj. Gen. Fitz-John Porter was a cousin. David Porter joined the Navy at the age of 16 and led a full career culminating as the Superintendent of Annapolis and Admiral of the Navy. He aided in the capture of New Orleans, and then was given command of the Mississippi Squadron in September, 1862. In this role he aided Sherman in capturing Arkansas Post, and Grant in taking Vicksburg. During the Red River Campaign, Porter had constant fears that Banks would desert his boats. The experience perhaps soured him on the inland waters, as Porter in late 1864 transferred to the North Atlantic Squadron. His last major combat was the capture of Fort Fisher in January, 1865.

**FREDERICK STEELE** (1819-1868, West Point 1843), commander of the Department of Arkansas during the Red River Campaign, was a veteran of the western theater from Wilson's Creek to Mobile. As a Brigadier General and then Major General, he fought in virtually every campaign in Arkansas and Missouri from 1861 to 1864. His drive on Shreveport in conjunction with Banks' campaign was done only half-heartedly, and did not get farther than Camden, Ark.

The Red River Campaign is confusing for having no less than three Smiths in high command — Kirby Smith, the Confederate commander (discussed above), and the Union Kilby Smith and A.J. Smith.

**ANDREW JACKSON SMITH** (1815-1897, West Point 1838) was a veteran of the Mexican and Indian Wars. He became a brigadier general in early 1862, and commanded various divisions in the west from late 1862 until the Red River Campaign. There he led the detachment of 10,000 men (2 divisions of the 16th Corps, 1 division of the 17th) that Sherman "loaned" to Banks. A.J. Smith later fought at Nashville, and led the 16th Corps at Mobile.

**THOMAS KILBY SMITH** (1820-1887) originally commanded the 54th Ohio, and then became a brigadier general in late 1863. He led the detachment of the 17th Corps that fought in the Red River Campaign, and later a detached division of the Army of the Tennessee.

**THOMAS RANSOM** (1834-1864) was wounded four times in the war (Charleston, Mo., Fort Donelson, Shiloh and Mansfield) before he finally collapsed and died of exhaustion after the fall of Atlanta. He began the war as a captain in the 11th Ill., and served on McClernand's staff at Corinth. Ransom held brigade commands in the 16th and then in the 17th Corps during the Vicksburg Campaign, and commanded the 4th Division, 13th Corps during Red River. He was not completely recovered from his Mansfield wound when he fought at Atlanta as commander of a 16th Corps division.

**ALBERT LEE** (1834-1907) was no relation to the famous Virginia Lees. He began the war as a Major in the 7th Kansas Cavalry, and commanded a cavalry brigade at Corinth. At Champion's Hill he commanded a division of the 13th Corps, and was wounded in the first assault at Vicksburg on 19 May 1863. During the Red River Campaign, Lee commanded Banks' cavalry division (actually a division of 19th Corps) without distinction. Banks perhaps unjustly blamed him for the disaster at Mansfield, and temporarily relieved him of command. After resuming command of his division, Lee quarreled with Banks' successor, E.R.S. Canby, and in early 1865 was again relieved temporarily. He resigned from the Army the minute the war was over.

**ROBERT CAMERON** (1828-1894) commanded the 3rd Division of the 13th Corps during the Red River Campaign. He should best be remembered for founding Colorado Springs, Colorado after the war.

PLEASANT HILL™ Counter Section Nr. 1 (200 pieces): Front

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

A.J. Smith ★ X1	Franklin ★ ★ XIX	McMillan ★ 5 (5)	Dwight ★ 5 (5)	Benedict ★ 4 (4)	Shaw ★ 5 (4)	Lucas ★ 3 (X)	Brigade REPL 2 1	8 Wis Hubbard ★ R5	5 Min Hubbard ★ R4
Mower ★ XVI	Emory ★ XIX	Hill ★ 3 (3)	Moore ★ 4 (4)	Hubbard ★ 4 (4)	Lynch ★ 4 (4)	Gooding ★ 3 (X)	Brigade REPL 2 1	47 Ill Hubbard ★ R4	119 Ill Lynch ★ R5

UNION COMBAT UNITS

35 Ia Hill ★ R5	33 Mo Hill ★ R5	49 Ill Moore ★ R5	178 NY Moore ★ R4	14 Ia Shaw ★ R5	24 Mo Shaw ★ R4	27 Ia Shaw ★ R5	32 Ia Shaw ★ R4	58 Ill Lynch ★ R3	89 Ind Lynch ★ R6
153 NY Dwight ★ R6	114 NY Dwight ★ R4	29 Mo Dwight ★ R8	161 NY Dwight ★ R3	116 NY Dwight ★ R4	160 NY McMillan ★ R3	15 Mo McMillan ★ R4	47 Pa McMillan ★ R7	13 Mo McMillan ★ R4	14 NY Lucas ★ C2

30 Me Benedict ★ R6	182 NY Benedict ★ R4	165 NY Benedict ★ R4	173 NY Benedict ★ R4	3 RI Gooding ★ R2	18 NY Gooding ★ C1	2 NY Gooding ★ R2	6 Mo Lucas ★ R2	1 a	1 b
3 Ind PA6	1 L US N6	9 Ind N4	25 NY TB4	1 VI TB6	Supply R4	Supply R4	16 Ind R1	Abnd Gun	Abnd Gun

ACT 4	ACT 4	ACT 5	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1	1

NEUTRAL MARKERS

3	3	3	3	3	3	3	3	3	3
3	3	3	3	3	5	5	5	5	6

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PLEASANT HILL™ Counter Section Nr. 1 (200 pieces): Front

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

Churchill ★ 2	Polignac ★ 6	Parsons ★ 2	Clark ★ 2	Burns ★ 4 (3)	Bea ★ 4 (X)	Major ★ 5 (X)	Bagby ★ 5 (X)	Brigade ★ 3 1	Supply ★ R4
Walker ★ 8	Tappan ★ 6	Gause ★ 4 (4)	Grinstead ★ 4 (4)	Randal ★ 5 (5)	Waul ★ 5 (5)	Scurry ★ 5 (5)	Stone ★ 3 (3)	Gray ★ 5 (4)	2 La Indng ★ R2

3 Ark Major ★ R2	2 Ark Major ★ R2	1 Tex Major ★ S2	2 Tex Major ★ M2	8 Mo Clark ★ M3	9 Mo Clark ★ R3	24 Ark Grinstead ★ R2	38 Ark Grinstead ★ R3	33 Ark Grinstead ★ M2	19 Ark Grinstead ★ R2
5 Tex Bagby ★ M3	Wl. Tex Bn Bagby ★ R1	7 Tex Bagby ★ M3	4 Tex Bagby ★ S2	10 Mo Burns ★ M3	9 Mo ss Burns ★ R3	16 Mo Burns ★ R3	12 Mo Burns ★ R3	11 Mo Burns ★ M4	27 Ark Grinstead ★ M2

Combat Units

26 Ark Gause ★ M2	39 Ark Gause ★ M2	32 Ark Gause ★ R2	36 Ark Gause ★ R2	18 Tex Waul ★ R3	22 Tex Waul ★ R3	8 Tex Waul ★ R3	13 Tex Waul ★ M4	1 Tex Indng ★ M4	1 Tex Bee ★ M4
Old. Tex Bn Randal ★ M2	14 Tex Randal ★ R3	15 Tex Randal ★ R2	28 Tex Randal ★ R2	11 Tex Randal ★ R3	19 Tex Scurry ★ R4	16 Tex Scurry ★ R3	16 Tex DC Scurry ★ M3	17 Tex Scurry ★ R3	28 Tex Bee ★ R4

31 Tex Stone ★ R2	34 Tex Stone ★ M2	22 Tex Stone ★ M1	17 Tex Stone ★ R1	West La ★ TB4	Elter Ark ★ HA4	McMinn. Tex ★ TB4	Dan. Tex ★ N4	Valverde ★ HA4	Pin
28 La Gray ★ R2	Crest. La Gray ★ R2	Brd. La Bn Gray ★ R1	Fm. La Bn Gray ★ M1	18 La Gray ★ R2	Comay La ★ HA4	Peilon La ★ TB4	Hidmn Tex ★ HA4	Mely Tex ★ N4	Pin

Pin	Pin	Pin	Pin	Pin	Pin	Eng	Eng	Eng	Eng
Ammo	Ammo	Ammo	Ammo	Ammo	Ammo	Ammo	Ammo	Ammo	Ammo

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PLEASANT HILL™ Counter Section Nr. 1 (200 pieces): Back

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

2807	2808	2809	2810	2811	2812	2813	2814	2815	2816
2 La Indng ★ R2	Gray Polignac ★ R2	Stone Polignac ★ R2	Scurry Waul ★ R2	Waul Waul ★ R2	Randal Waul ★ R2	Grinstead Tappan ★ R2	Gause Tappan ★ R2	1321	1320

19 Ark Grinstead RTD 1221	33 Ark Grinstead RTD 1222	38 Ark Grinstead RTD 1222	24 Ark Grinstead RTD 1221	9 Mo Clark RTD 0924	8 Mo Clark RTD 0924	2 Tex Major RTD 2918	1 Tex Major RTD 2918	2 Ark Major RTD 3018	3 Ark Major RTD 3018
27 Ark Grinstead RTD 1221	11 Mo Burns RTD 1023	12 Mo Burns RTD 1123	16 Mo Burns RTD 1122	9 Mo ss Burns RTD 1123	10 Mo Burns RTD 1023	4 Tex Bagby RTD 0725	7 Tex Bagby RTD 0625	Wl. Tex Bn Bagby RTD 0725	5 Tex Bagby RTD 0625

Combat Units

1 Tex Bee RTD 2615 M4	Terl. Tex Indng RTD 0526	13 Tex Waul RTD 1914	8 Tex Waul RTD 2013	22 Tex Waul RTD 1914	18 Tex Waul RTD 2013	36 Ark Gause RTD 1321	32 Ark Gause RTD 1420	39 Ark Gause RTD 1321	26 Ark Gause RTD 1420
26 Tex Bee RTD 2615 R4	17 Tex Scurry RTD 1716	16 Tex DC Scurry RTD 1815	16 Tex Scurry RTD 1815	19 Tex Scurry RTD 1716	11 Tex Randal RTD 2012	28 Tex Randal RTD 2211	19 Tex Randal RTD 2111	14 Tex Randal RTD 2111	Old. Tex Bn Randal RTD 2211

Rout	Valverde ★ 2416	Dan. Tex ★ 1120	McMinn. Tex ★ 2317	Elter Ark ★ 1220	West La ★ 2516	17 Tex Stone RTD 2710	22 Tex Stone RTD 2711	24 Tex Stone RTD 2711	31 Tex Stone RTD 2710
Rout	Mely Tex ★ 2216	Hidmn Tex ★ 1713	Peilon La ★ 2808	Comay La ★ 2709	18 La Gray RTD 2811	Fm. La Bn Gray RTD 2809	Brd. La Bn Gray RTD 2809	Crest. La Gray RTD 2810	28 La Gray RTD 2811

In Column	In Column	In Column	In Column	Rout	Rout	Rout	Rout	Rout	Rout
Pin	Pin	Pin	Pin	Pin	Pin	Pin	Pin	Pin	Pin

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PLEASANT HILL™ Counter Section Nr. 1 (200 pieces): Back

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

5 Min Hubbard RTD 2035	8 Wis Hubbard RTD 2036	Lucas Indng RTD 1042	Shaw Indng RTD 2424	Benedict Emory RTD 1028	Dwight Emory RTD 2829	McMillan Emory RTD 2230	1739	2031
119 Ill Lynch RTD 1135	47 Ill Lynch RTD 2034	Gooding Tappan RTD 2240	Lynch Waul RTD 1135	Hubbard Mower RTD 2035	Moore Mower RTD 1637	Hill Mower RTD 1537	2132	2031

89 Ind Lynch RTD 1336	58 Ill Lynch RTD 1031	32 Ia Shaw RTD 2223	27 Ia Shaw RTD 2324	24 Mo Shaw RTD 2624	14 Ia Shaw RTD 2424	178 NY Moore RTD 1637	49 Ill Moore RTD 1636	33 Mo Hill RTD 1537	35 Ia Hill RTD 1337
14 NY Lucas RTD 1043 C2	13 Mo McMillan RTD 2229	47 Pa McMillan RTD 2330	15 Mo McMillan RTD 2331	160 NY Dwight RTD 2230	116 NY Dwight RTD 2627	161 NY Dwight RTD 2728	29 Mo Dwight RTD 2829	114 NY Dwight RTD 2630	153 NY Dwight RTD 2828

1 a	1 b	6 Mo Lucas RTD 1142 R2	2 NY Gooding RTD 2240 R2	18 NY Gooding RTD 2341 C1	3 RI Gooding RTD 2341 R2	173 NY Benedict RTD 1628	165 NY Benedict RTD 1728	162 NY Benedict RTD 1529	30 Mo Benedict RTD 1429
Abnd Gun	Abnd Gun	16 Ind Lucas RTD 1042 R1	1933	1837	1 VI 1235	25 NY 2524	9 Ind 1836	1 L US 2531	3 Ind 1436

2	2	2	2	2	2	2	2	ACT 6	ACT 6	ACT 5
2	2	2	2	2	2	2	2	2	2	2

4	4	4	4	4	4	4	4	4	4
7	6	6	6	6	4	4	4	4	4

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<i>Designation</i>	<i>Brigade Combat Effectiveness Limit</i>
Churchill <input type="checkbox"/>	
Tappan <input type="checkbox"/>	
Grinstead <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> = 8 VP
Repl. <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Gause <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> = 6 VP
Repl. <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

# INDEPENDENT BRIGADES AND REGIMENTS

<i>Designation</i>	<i>Brigade Combat Effectiveness Limit</i>
Major <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> = 5 VP
Repl. <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Bagby <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> = 6 VP
Repl. <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Terrel's Tx. Indpt.	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Independent Cavalry	
Bec <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> = 5 VP
Repl. <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
2 La. Cavalry	<input type="checkbox"/> <input type="checkbox"/>

<b><i>Designation</i></b>		
Daniel's Tx.	Guns: □□□□	Crew: □□
Ammo: □□□□□□□□		
Etter's Ark.	Guns: □□□□	Crew: □□
Ammo: □□□□□□□□		
Mosely's Tx.	Guns: □□□□	Crew: □□
Ammo: □□□□□□□□		
McMahan's Tx.	Guns: □□□□	Crew: □□
Ammo: □□□□□□□□		
Valverde	Guns: □□□□	Crew: □□
Ammo: □□□□□□□□		
West La.	Guns: □□□□	Crew: □□
Ammo: □□□□□□□□		
Haldeman's Tx.	Guns: □□□□	Crew: □□
Ammo: □□□□□□□□		
Cornay's La.	Guns: □□□□	Crew: □□
Ammo: □□□□□□□□		
Pelican La.	Guns: □□□□	Crew: □□
Ammo: □□□□□□□□		

Small Arms:           □□□□□□□  
 Artillery:            □□□□□□□□□□□□□□

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Note: Polignac begins the game in hex 2812 with Gray.

[illegible]

<i>Designation</i>	<i>Brigade Combat Effectiveness Limit</i>
Lucas <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> = 7 VP
Repl. <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Gooding <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> = 5 VP
Repl. <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>

**Designation**

25 NY	Guns: □□□□	Crew: □□
Ammo: □□□□□□□□□□□□		
L 1 US	Guns: □□□□□□	Crew: □□
Ammo: □□□□□□□□□□□□		
1 Vt.	Guns: □□□□□□	Crew: □□
Ammo: □□□□□□□□□□□□		
3 Ind.	Guns: □□□□□□	Crew: □□
Ammo: □□□□□□□□□□□□		
9 Ind.	Guns: □□□□	Crew: □□
Ammo: □□□□□□□□□□□□		

XVI Corps Wagon      Small Arms: □□□□□□□  
Artillery: □□□□□□□□

XIX Corps Wagon      Small Arms: □□□□□□□  
Artillery: □□□□□□□□



# PLEASANT HILL™ Counter Section Nr. 1 (200 pieces): Front

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

35 Ia Hill 5 R5	33 Mo Hill 4 R5	49 III Moore 4 R5	178 NV Moore 3 R4	14 Ia Shaw 3 R5	24 Mo Shaw 3 R4	27 Ia Shaw 3 R5	32 Ia Shaw 4 R4	59 III Lynch 3 R3	89 Ind Lynch 5 R6
153 NV Dwight 2 R6	114 NV Dwight 3 R4	29 Me Dwight 3 R8	161 NV Dwight 2 R3	116 NV Dwight 3 R4	160 NV McMillan 2 R3	15 Me McMillan 3 R4	47 Pa McMillan 3 R7	13 Me McMillan 3 R4	14 NV Lucas 2 C2
3 Ind 5 PA6	L 1 US 5 N6	9 Ind 5 N4	25 NV 5 TB4	1 W 5 TB6	Supply XI 4 R1	Supply XIX 4 R1	16 Ind Lucas 3 R1	Abnd Gun	Abnd Gun

## UNION COMBAT UNITS

30 Me Benedict 3 R6	162 NV Benedict 3 R4	165 NV Benedict 3 R4	173 NV Benedict 3 R4	3 RI Gooding 3 R2	18 NV Gooding 3 C1	2 NV Gooding 3 R2	6 Mo Lucas 3 R2	Abnd Gun	Abnd Gun
3 Ind 5 PA6	L 1 US 5 N6	9 Ind 5 N4	25 NV 5 TB4	1 W 5 TB6	Supply XI 4 R1	Supply XIX 4 R1	16 Ind Lucas 3 R1	Abnd Gun	Abnd Gun

ACT 4	ACT 4	ACT 5	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1	1

## NEUTRAL MARKERS

3	3	3	3	3	3	3	3	3	3
3	3	3	3	3	5	5	5	5	6

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# PLEASANT HILL™ Counter Section Nr. 1 (200 pieces): Front

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

Churchill 2	Polignac 6	Parsons Churchill 2	Clark Parsons 4	Burns Parsons 4	Bee Ingham 4	Major Ingham 5	Baby Ingham 5	Brigade REPL 3	Supply R1 4
Walker 2	Tappan Churchill 2	Gause Tappan 4	Gristled Tappan 4	Randel Walker 5	Waul Walker 5	Scurry Walker 5	Stone Polignac 3	Gray Polignac 5	21a Ind 2

3 Ark Major 4 R2	2 Ark Major 4 R2	1 Tex Major 3 S2	2 Tex Major 3 M2	8 Mo Clark 3 M3	9 Mo Clark 3 R3	24 Ark Gristled 3 R2	38 Ark Gristled 3 R3	33 Ark Gristled 2 M2	19 Ark Gristled 2 R2
5 Tex Bagby 3 M3	W1 Tex Bn Bagby 3 R1	7 Tex Bagby 2 M3	4 Tex Bagby 3 S2	10 Mo Burns 3 M3	9 Mo ss Burns 4 R3	16 Mo Burns 3 R3	12 Mo Burns 3 R3	11 Mo Burns 2 M4	27 Ark Gristled 4 M2

## Combat Units

26 Ark Gause 3 M2	39 Ark Gause 3 M2	32 Ark Gause 4 R2	36 Ark Gause 2 R2	18 Tex Waul 3 R3	22 Tex Waul 4 R3	8 Tex Waul 3 R3	13 Tex Waul 3 M4	17 Tex Scurry 3 R3	1 Tex Bee 3 M4
14 Tex Randel 3 M2	14 Tex Randel 3 R3	15 Tex Randel 4 R2	28 Tex Randel 3 R2	11 Tex Randel 3 R3	19 Tex Scurry 4 R3	16 Tex Scurry 3 R3	16 Tex DC Scurry 3 M3	17 Tex Scurry 3 R3	26 Tex Bee 3 R4

31 Tex Stone 2 R2	34 Tex Stone 3 M2	22 Tex Stone 3 M1	17 Tex Stone 3 R1	West La TB4 5	Etter Ark HA4 5	McMillan Tex TB4 5	Dan Tex N4 5	Valkende HA4 5	Pin
28 La Gray 3 R2	Crosby La Gray 3 R2	Brd La Bn Gray 3 R1	Fm La Bn Gray 3 M1	18 La Gray 3 R2	Conroy La HA4 5	Pelican La TB4 5	Ilidm Tex HA4 5	Maly Tex N4 5	Pin

Pin	Pin	Pin	Pin	Pin	Eng	Eng	Eng	Eng	Eng
Ammo	Ammo	Ammo	Ammo	Ammo	Ammo	Ammo	Ammo	Ammo	Ammo

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PLEASANT HILL™ Counter Section Nr. 1 (200 pieces): Back  
Quantity of Sections of this identical type: 1. Total quantity of sections (all types) in game: 1

2 La Impnd 2 2806 R2	Gray Polignac 4 2812	Stone Polignac 3 2712	Scurry Walker 4 1815	Waul Walker 4 1914	Randal Walker 4 2112	Gristed Tappen 3 1222	Gause Tappen 3 1321	1320	1813
2807	Baby Impnd 4 0625	Major Impnd 3 3018	Bee Impnd 3 2615	Burns Parsons 3 1023	Clark Parsons 3 0924			2812	1121

19 Ark Gristed RTD 1221	33 Ark Gristed RTD 1222	38 Ark Gristed RTD 1222	24 Ark Gristed RTD 1221	9 Mo Clark RTD 0924	8 Mo Clark RTD 0924	2 Tex Major RTD 2918	1 Tex Major RTD 2918	2 Ark Major RTD 3018	3 Ark Major RTD 3018
27 Ark Gristed RTD 1221	11 Mo Burns RTD 1023	12 Mo Burns RTD 1123	16 Mo Burns RTD 1122	9 Mo ss Burns RTD 1123	10 Mo Burns RTD 1023	4 Tex Bagby RTD 0725	7 Tex Bagby RTD 0625	Wl. Tex Bn Bagby RTD 0725	5 Tex Bagby RTD 0625

Combat Units

1 Tex Bee 2 2615 M4	17 Tex Scurry RTD 1716	13 Tex Waul RTD 1914	8 Tex Waul RTD 2013	22 Tex Waul RTD 1914	18 Tex Waul RTD 2013	36 Ark Gause RTD 1321	32 Ark Gause RTD 1420	39 Ark Gause RTD 1321	26 Ark Gause RTD 1420
28 Tex Bee 2 2615 R4	16 Tex DC Scurry RTD 1815	16 Tex Scurry RTD 1815	19 Tex Scurry RTD 1716	11 Tex Randal RTD 2012	28 Tex Randal RTD 2211	15 Tex Randal RTD 2111	14 Tex Randal RTD 2111	Gld. Tex Bn Randal RTD 2211	

Rout	Valverde 5 2416	Dan. Tex 5 1120	Mathm. Tex 5 2317	Eter Ark 5 1220	West La 5 2516	17 Tex Stone RTD 2710	22 Tex Stone RTD 2711	24 Tex Stone RTD 2711	31 Tex Stone RTD 2710
Rout	Misly Tex 5 2216	Hidm Tex 5 1713	Pelon La 5 2808	Comay La 5 2709	18 La Gray RTD 2811	Fin La Bn Gray RTD 2809	Brd La Bn Gray RTD 2809	Crsnt La Gray RTD 2810	28 La Gray RTD 2811

In	In	In	In	Rout	Rout	Rout	Rout	Rout	Rout
Column	Column	Column	Column	Column	Column	Column	Column	Column	Column
Pin	Pin	Pin	Pin	Pin	Pin	Pin	Pin	Pin	Pin

PLEASANT HILL™ Counter Section Nr. 1 (200 pieces): Back  
Quantity of Sections of this identical type: 1. Total quantity of sections (all types) in game: 1

5 Min Hubbard RTD 2035	8 Wis Hubbard RTD 2036	Lucas Impnd 2 1042	Shaw Emory 3 2424	Benedict Emory 3 1028	Dwight Emory 3 2829	McMillan Emory 3 2230	1739	2031
119 Ill Lynch RTD 1135	47 Ill Hubbard RTD 2034	Gooding Impnd 2 2240	Lynch Mower 3 1135	Hubbard Mower 3 2035	Moore Mower 3 1637	Hill Mower 2 1537	2132	2031

89 Ind Lynch RTD 1336	58 Ill Lynch RTD 1031	32 Ia Shaw RTD 2223	27 Ia Shaw RTD 2324	24 Mo Shaw RTD 2624	14 Ia Shaw RTD 2424	178 NV Moore RTD 1637	49 Ill Moore RTD 1636	33 Mo Hill RTD 1537	35 Ia Hill RTD 1337
14 NV Lucas 2 1043 C2	13 Me McMillan RTD 2229	47 Pa McMillan RTD 2330	15 Me McMillan RTD 2331	160 NV McMillan RTD 2230	116 NV Dwight RTD 2627	161 NV Dwight RTD 2728	29 Me Dwight RTD 2829	114 NV Dwight RTD 2830	153 NV Dwight RTD 2828

Abnd Gun	Abnd Gun	6 Mo Lucas 2 1142 R2	2 NV Gooding 2 2240 R2	18 NV Gooding 2 2341 C1	3 RI Gooding 2 2341 R2	173 NV Benedict RTD 1628	165 NV Benedict RTD 1728	162 NV Benedict RTD 1529	30 Me Benedict RTD 1429
Abnd Gun	Abnd Gun	16 Ind Lucas 2 1042 R1	1933	1837	1 VI 1235	25 NV 2524	9 Ind 1836	L 1 US 2531	3 Ind 1436

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

4	4	4	4	4	4	4	4	4	4
4	4	4	4	4	4	4	4	4	4
7	6	6	6	6	4	4	4	4	4



