

25. Game Turn Sequence

Morale for units with casualty markers.
New Generals diced /placed next to any unit
Move Generals (2D6 Divisional/ 3D6 corps)
Determination Dice. 2D6—Corps Gen– Div Gen—1 per complete 3”.
Opportunity shooting from this point onwards
Roll and carry out automatic AP (arriving units, cavalry, and guns) at any point from now on.
Motivate a unit, carry out AP.
Repeat step 7 until General fails to motivate.
Next General.
Reinforcements 9 +2 Road +1 Vet –1 raw
Forward face command bases that have been turned for a turn.
Countdown (42) Reduce by a D6 score

28. Motivation

A=General's value

B=Unit Value

C= Modifiers

+1 per complete 3” distance

+1 Unit or General in woods or buildings

+1 Intervening enemy or friends brigades

+2 Unit and General **separated** by Wood/Hill/farm

Equal or exceed A+B+C for success

General continues to motivate until fail.

2,3= Auto fail 11,12(or General with)= Autopass

If successful then roll D6 for AP

B. Unit Value

Raw =3

Trained =2

Veteran =1

29. Action Points

Brigades AP = D6

+1 Vet OR General with

-1 Raw

-2 Disordered

Artillery AP= D6

-1 if Confederate

-1 if damaged

-1 if Light Gun

1AP Move 1 movement increment

2 AP Infantry Shoot (max twice)

2AP Infantry **falter** test at 3” or start point

1AP Cavalry falter test at 3” or start point

1AP Foot or gun front edge pass through scenery

1AP Formation change

2AP Cavalry to mount or dismount

2AP Mounted cavalry passing through scenery

1AP Facing change Max 1

1AP Wheel 45’ (Max 2. At turn start)

1AP Unit passes through another unit

1AP To shoot a gun (max 4 shots)

1AP To move a gun 1”backwards

2AP To limber/unlimber gun

23. Arrivals 2D6

+2 Road

+1 Vet

-1 Raw

+1 General off table

9 or more = success

Unit has Automatic AP

1st turn after arrival.

Routed/Retiring

Unit Losses (½bases)

Rout =D6

Retire = D6-1

Vets re Roll (own choice)

Raw re roll (opponent choice)

Front Front Front Front Front Front V10

34. Morale

+1 Per casualty (Max 3)

+1 Raw

+1 Disordered

+1 Any casualties from artillery

+1 No support rank(2 bases)(not cav)

+2 Battered (2½ bases)

+2 Enemy cav/foot in rear/flank box (4”)

+2 Testing for a rout/destroyed within 6”

+3 Lost fight (**only** for morale check at end of a fight)

-1 Battery attached

-1 Veteran

-2 Divisional General with unit (or –1D6 if any General within 3”) *General with a unit in combat can cancel a morale test once per game. But takes 2 risk rolls if in a fight(6 = Dead)*

**Each
4,5,6
=
1 Fail**

Max 10 Dice

Fails	If Fighting	Not fighting
1	Retire Lose D6-1 ½ bases	Stand. No advance allowed
2		Retire D6+1 inches unless defending linear or scenery edge or on a hill.
3	Routed Lose D6 ½ bases	Retire D6+1 inches Lose D6-1 ½ bases
4	Routed (two units within 6” test for seeing this rout before the routing unit is removed from the game) Lose D6 ½ bases	
Any morale losses do not create casualty markers		

31. Artillery Shooting

1 D6 per AP (max 4) (no re roll)

4,5,6=Hit for canister

5,6= Hit for other ranges

Saving Rolls if hit by Artillery

3,4,5,6

-1 if canister or greater than 2 ranks

+1 Long range or in cover

Opportunity Shooting For Guns

(Taken at any time)

0-5”Canister 4D6 (3D6 rifled gun)

5-10” Short range 2D6

-1 if damaged gun -1 if Light gun

Overhead shooting 3” gap both sides (5” if Confederate)

Ignore near gap if gun on hill

Range

Canister 0-5”

Short 5-10”

Long 10-30”

Rifled 30-40”

Machine Gun

4” Short

8” Long

31. Infantry shooting

D6 Per Base 5,6 =Hit (6 if impaired)

Ranges	Short	Long	Opportunity shooting Short range once per turn	Re-rolls (Not muskets) Veteran 1,2,3 Average 1,2 Raw 1
Musket	3”	6”		
Rifle	4”	10”		

Saving rolls

Who shoots		
Inf /Cav Short range in open	4,5,6	Front rank + half 2nd (rounddown).
Inf /Cav Short range in cover	3,4,5,6	
Guns short range	3,4,5,6	Double 1 = Low ammo
All at long range	2,3,4,5,6	

32. Reason for disorder test

5,6 Veteran 4,5,6 Trained 3,4,5,6 Raw

- After a fight is concluded and the units out of contact
- Per casualty received from shooting . **Roll of 6=disordered.**
- Reaching the far edge of slowing scenery
- Passing through another infantry brigade (test both)

Effects of Disorder

To restore order
1 D6 per AP used

Order Restored

3,4,5,6 Vet
4,5,6 Av
5,6 Raw

**Disordered at
turn start =
lose 2 AP**

30. Movement

Increments = 6- frontage
Dismounted cavalry max 2 increments

Unit Type Increment size

Infantry and Limbered Guns* 3"

Mounted cavalry* 4"

Manhandled Guns (backward) 1"

* +2" per increment on road

33. Falter Test At 3" or start, whichever is soonest. Both Players roll 2D6. Claim each category once only

Assaulter	Target
+2 Assaulting Flank or Rear 1 st attempted assault of game General with unit Won last fight	+2 General With 2 or more own brigades (inc dismntd cav) within 6" Veteran Infantry (not dismounted cav) at edge of scenery or linear against cavalry
+2 Confederate 2 or more own brigades (include dsmntd Cav) in 6"	+1 No casualty markers Won last fight
+1 No casualty markers Target Raw or dismounted cavalry Target disordered or battered Assaulting unit has support rank (1.5 or more bases in 2nd rank) Assaulter is mounted cavalry	+2 Defending linear or edge of template (not mounted cav) Non disordered Infantry being assaulted by cavalry. Unlimbered gun being assaulted (ONLY claim allowed) Brigade has gun attached
Assaulter wins by 5 or more Defender routs. D6 =No of 1/2 bases lost. Guns automatically lost. Morale test caused for rout. Defender unit removed to rout area. Assaulter takes position (2 base depths). Assaulter disordered	
Assaulter wins Assaulter is moved in to assault. Carry out fight now.	
Other Infantry=stop, disordered. Cavalry= retire D6+1. Defender unaffected.	

33. The Fight D6 per base

- +2 D6 Passed falter test (+3 if Confederate)
- +2D6 Cavalry charging bases in the open
- +2 D6 Own unit has support rank (1.5 or more bases in 2nd rank)
- +D6 per support brigade(max 3) within 6"
- 2 D6 if battered or disordered or dismounted cavalry
- 2 D6 if enemy behind linear or edge of wood/farm
- D6 enemy uphill (-2 D6 rough hill)
- 3D6 if initially attacked from flank or rear
- 2D6 1 base frontage

Minimum of 1 Dice per unit

Every 5,6 = Hit

Guns=No modifiers
2D6 per gun
1D6 if limbered

SAVES (lose 1/2 base)
Veterans 3,4,5,6
Average 4,5,6
Guns/Raw 5,6

Defender wins unless assaulter kills more/all.
Loser takes morale.
Retire= D6+1" and D6-1 losses OR Rout= D6 losses.
Both sides disordered.

16. Generals Movement 2D6/3D6. Corps commander moves last. Risk =6= dead

Being shot at whilst with a unit. 1 Risk if any casualty markers placed.

Hit whilst away from own units. Nearer to enemy than friends and closest target . 1 risk.

Being with a unit when it is routed or destroyed in fighting. 1 risk.

A General wishing to cancel a morale test whilst with a unit that is fighting. Once per game. 2 risks.

A General with a unit which is fighting. 1 risk if any casualty markers placed.

Replacing Generals 1,2 Not replaced 3,4, 1 point worse 5,6 Same as before.

General killed whilst with a unit = 4 deduct generals value=No of casualty markers placed.

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