

25. Game Turn Sequence

1.	Morale for any units with casualty markers. Then Reform
2.	New Generals diced for /placed next to a own division unit
3.	Move Generals (2D6 Divisional/ 3D6 Corps) inches
4.	Determination Dice. 2D6 –corps Gen -Div Gen -1 per 3”.
5.	Opportunity shooting from this point onwards.
6.	Roll and do automatic AP (arriving units, cavalry, and guns) at any point from now on.
7.	Motivate a unit, carry out that units AP.
8.	Repeat step 7 until General fails to motivate.
9.	Repeat 7,8 with next General.
10.	Fighting carried out as it occurs.
11.	Reinforcements Units arrive on 9, +2 Road +1 Vet -1 raw
12.	Forward face command bases that have been turned for a turn. are now returned to forward facing.
13.	Countdown (21) Reduce by a D6 score in Defender's turn

28. Motivation

A=General's command 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 (count only once)

+2 Unit and General separated by wood, hill, crops ,buildings

B. Unit Value

Raw =3

Average =2

Veteran =1

Dice score must **equal or exceed** A+B+C for success

A General continues to motivate until he fails.

2,3= Automatic fail 11,12(or General with)= Automatic pass

If successful then roll D6 for AP

29. Action Points

Brigades AP = D6

+1 **Unit is Vet OR has General with**

-1 **If unit is Raw**

-2 **If unit disordered at turn start**

Artillery AP= D6

-1 **if Confederate**

-1 **if Damaged**

-1 **if Light Gun**

1AP	Unit moves 1 movement increment
2 AP	Infantry Shoot (max twice per turn)
1AP	Unit passes through another unit
1AP	Wheel 45° (max twice/only at move start)
1AP	Facing change (max 1per turn)
2AP	Infantry to carry out falter test at 3” or start point if closer.
1AP	Mntd Cavalry to carry out falter test at 3” or start point if closer.
1AP	Foot unit or gun front edge passes through scenery (ie lose 1AP)
1AP	Formation change (not same as direction change. Max 1per turn)
1AP	Cavalry to mount or dismount
2AP	Mounted cavalry front edge passing through scenery.
1AP	To shoot a gun (max 4 shots)
1AP	To move a gun 1”back(max 2)or wheel forwards
2AP	To limber/unlimber gun
1AP	Attempt to remove disorder

All Get Residual 1AP

23. Arrivals 2D6

+2 Road

+1 Vet

-1 Raw

+1 Div Gen off table

9 or more = success

Unit has Auto AP

1st turn after arrival.

Routed/Retiring Unit Losses

Rout =D6 x ½ bases lost

Retire=D6-1 x ½ bases lost

Vets re Roll

(own choice)

Raw re roll

(opponents choice).

34. Morale

+1D6 per casualty Marker (up to 3)

+1D6 if Raw unit

+1D6 if unit is disordered

+1D6 if any current casualties caused by artillery

+1D6 No support rank (1.5 + bases)(Ignore if cavalry)

+2D6 if battered

+2D6 enemy cavalry or foot in rear or flank box (4”)

+2D6 if testing for a rout/destroyed occurring within 6”

-1D6 if battery attached

-1D6 if Veteran unit

+3D6 if lost fight this turn (**only** used at end of a fight)

-2D6 if Div General with unit (**or** -1D6 if any General within 3”)

General with a unit in combat can cancel an entire morale test once per game. But takes 1 risk roll if in a fight(6 = Dead)

	Result if Fighting	Result if Not fighting
1 Fail.	Unit Retires D6-1= No. of ½ bases lost	Unit stands (can motivate etc..)
2 Fails		Withdraw D6+1inches unless defending linear or scenery edge or on a hill.
3 Fails	Unit is routed (D6=No. of ½ bases lost)	Unit retires D6+1 inches (D6-3= No. of ½bases lost)
4 Fails	Unit is routed (two units within 6” test for seeing this rout before the routing unit is removed from the game) (D6= No of ½ bases lost)	

Each score of 4,5,6 = 1 Fail for that unit
Max 10 Dice

31. Artillery Shooting

Roll 1 D6 per AP used (max 4)

(no re rolls)

4,5,6=Hit for canister

5,6= Hit for other ranges

Range	Distance Inches
Canister	0-5
Short	5-10
Long	10-30
Rifled	30-40
Machine Gun	4” Short 8” Long

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

Canister 4D6 (3 D6 rifled gun canister)

Short range 2D6

-1 if damaged gun -1 if light gun

Overhead shooting 3” gap either side. 5” if Confederate

Near gap reduced to 1” if gun on hill

31. Infantry Shooting

Re Rolls(Not Muskets)

Vet 1,2,3 Av 1,2 Raw 1

1D6 Per Base
5,6 =Hit(6 if impaired)

	Short	Long
Muskets	3”	6”
Rifle	4”	10”

Double 1=low on ammunition

Front rank plus ½ second rank shoot (rounded down).

Opportunity shooting= Short range. Once per turn.

Saving Roll for Cavalry, Infantry and Guns

Inf and Cav at Short range in the open	4,5,6
Inf and Cav Short range in cover Guns at short range.	3,4,5,6
Any at Long range	2,3,4,5,6

32. Reasons for a Disorder Test

5,6 Veteran 4,5,6 Average 3,4,5,6 Raw

- After a fight is concluded and the units are not in contact (not guns)
- Per casualty received from shooting . In a single turn. 6=Disordered.
- Reaching the far edge of slowing scenery.
- Infantry brigade passing through an infantry brigade (test for both).

Effects of Disorder

To restore order
1D6 allowed 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 allowed = 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.

Assaulter Factor	Any Listed reason allows the factor box to be claimed ONCE	Defender Factor	Any Listed reason allows the factor box to be claimed ONCE
+2	<ul style="list-style-type: none"> • If Confederate • 2 or more own units (include dismounted Cavalry) within 6" 	+2	<ul style="list-style-type: none"> • General With • 2 or more own brigades (include dismounted cav) within 6" • If Veteran • Infantry Brigade defending edge of scenery or linear or on rough hill against mounted cavalry assault
+2	<ul style="list-style-type: none"> • If assaulting Flank or Rear • 1st attempted assault of Game (for that brigade) • General with unit • Won last fight 	+1	<ul style="list-style-type: none"> • No casualty markers • Unit won last fight
+1	<ul style="list-style-type: none"> • No casualty markers • Target is Raw or is dismounted cavalry • Target is disordered or battered. • Assaulting unit has support rank (1.5 or more bases in 2nd rank) • Assaulter is mounted cavalry 	+2	<ul style="list-style-type: none"> • Defending linear or edge of template (not mounted cav) • Non disordered Infantry being assaulted by cavalry. • Unlimbered gun being assaulted (This is the only factor guns can claim) • Brigade has gun attached

Results

Assaulter exceeds defender by 5 or more	Defender routs. Roll 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 has higher score	Assaulter is moved in to assault. Carry out fight now.
Other circumstances	Infantry. Assaulter stops. Assaulter disordered Mounted Cavalry retire D6+1 from falter test position. Not disordered. Defender unaffected.

33. The Fight (all bases count)

- +1D6 per base (including guns and 1/2 bases)
- +2D6 Passed falter test this turn (+3 D6 if Confederate)
- +2D6 Cavalry charging unit in the open
- +2D6 Own unit has support rank (1.5 or more bases in 2nd rank)
- +1D6 per support unit (up to 3) within 6"(not guns)
- 2D6 if battered or disordered or dismounted cavalry
- 2D6 if enemy behind linear or defending edge of wood/farm(not mntd)
- 1D6 enemy uphill (-2 D6 rough hill)
- 3D6 if initially attacked from flank or rear
- 2D6 1 base frontage

Minimum of 1 Dice per player
Guns=2D6 per Gun (No variables)(1D6 limbered)

Every 5,6 = Hit

Saving
Roll per
casualty

Veterans 3,4,5,6
Average 4,5,6
Guns/Raw 5,6
(Each Casualty = 1/2 base removed)

After the Fight. Defender counts as winning unless assaulter causes more casualties or wipes out defender. Loser takes morale.

Loser either retires(D6+1") (D6-1 losses) or routs (D6 losses(rerolls?)).

Both sides disordered.

16. Generals

Movement 2D6/3D6. Corps General moves last.

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

Dead Generals = 4 , deduct general's value=No of casualty markers placed.

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

Risk Type 2. Being targeted whilst away from own units. Nearer to enemy than friends and closest target. 1 Risk if any hits suffered.

Risk Type 3. Being with a unit when it is routed or destroyed in fighting. 1 risk if unit routs or is destroyed.

Risk Type 4. A General wishing to cancel a morale test whilst with a unit that is fighting. Once per game. 1 Risk.

Risk Type 5. A General with a unit which is fighting. 1 Risk if any casualty markers placed.