AN SPI™ BRAND WARGAME

REBEL SABERS™

GAME OF CIVIL WAR CAVALRY BATTLES

NEW STRATEGY GAME

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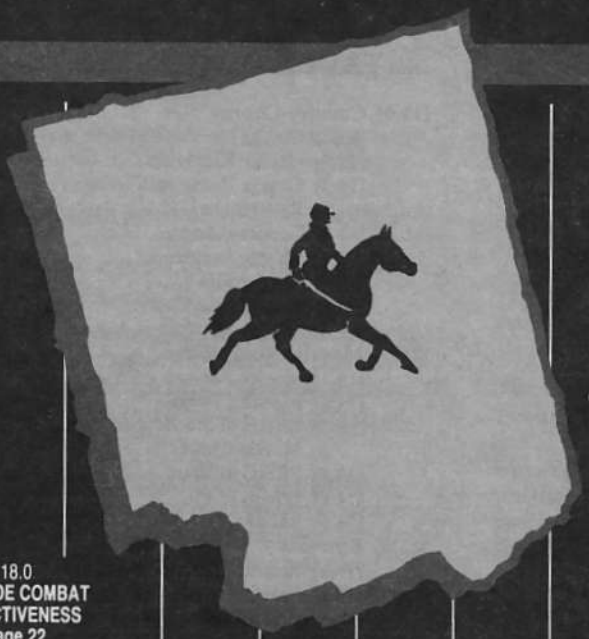

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[1.0] INTRODUCTION

The REBEL SABERS™ game, part of the "Great Battles of the American Civil War" game series, simulates the emergence of the Union cavalry as a viable combat force through several of the major cavalry actions fought during that war. The REBEL SABERS game provides definitive cavalry rules for the series, rules which can be grafted onto and used with previous games in the series (TERRIBLE SWIFT SWORD™ game, BLOODY APRIL™ game, etc.). The system itself, for those unfamiliar with it, enables players to recreate, on a regimental level, virtually any battle in the American Civil War. The REBEL SABERS game provides several advances in design, in addition to the new and extensive cavalry rules provided.

The battles in The REBEL SABERS game range from small, one-brigade engagements to the largest (and last) major cavalry battle in North America: Kelly's Ford (March 17, 1863); Horse Soldiers at Gettysburg (the battle of Low Dutch Road, July 3, 1863); Trevilians Station (June 11, 1864); and the big one, Brandy Station (June 9, 1863).

Although the "Great Battles" system is not simple, players will find that the small numbers of units involved makes REBEL SABERS scenarios much easier to play than previous games.

Note to Veteran Gamers: The REBEL SABERS game contains many minor changes from previous games in this series, including changes to charts and tables, as well as rules. Watch for notes such as this, and assume nothing.

[2.0] GLOSSARY

Brigade Combat Effectiveness (BCE): A measure of a brigade's abililty to function at full effectiveness in relation to casualties suffered.

Column or In Column: One of the formations possible for units to adopt. It enables units to move more rapidly along roads at some cost in combat ability. See also "Line" and "Skirmish Formation".

Command Points Rating: A number based on the ability of a division commander. Each division commander has a number of Command Points available each Game-Turn. Command Points are used to increase the Effectiveness Radius of brigade commanders subordinate to the 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.

Corps Integrity Radius: A numerical rating of each Corps Commander representing the range in hexes over which that Corps Commander may command his subordinate Divisional Commanders.

Current Strength: A unit's combat strength (measured in Strength 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 by using a numbered marker (see also "Initial Strength").

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

Divisonal 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 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."

Enemy (see also "Friendly"): Term used to distinguish the units and actions of one player from those of an opposing player when both players are mentioned in the context of the same rule.

Friendly (see also "Enemy"): Term usually used to distinguish the units or actions of one player from an opposing player when the Friendly Player is the Phasing Player or when both players can act in a single Phase (see also section 4.0, Sequence of Play).

Green Regiment: A regiment with a "?" morale rating. A green regiment must use the Seeing the Elephant Table to determine its morale rating every time it makes a morale check (see "Morale Check").

In Command: A unit is 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 Strength Points) at the start of the game; this value is printed on the counter representing the unit (see sample units). See also "Current Strength."

Morale Check: A game function performed by a player whenever something happens (usually casualties) that brings into question the relative value of discretion and valor. As a result of an unsuccessful morale check, a unit may rout.

Morale Rating: The numerical rating of each combat unit's ability to withstand the psychological effects of battle. The numbers range from 6 (best) to 2 (worst). This rating is referred to whenever a player is required to check a unit's morale. Units with a morale rating of "?" are green regiments (see "Green Regiment").

Movement Allowance: The total Movement Points that a unit or leader has available for use in the owning player's Movement Phase. Movement Allowances for each type of unit are listed in the Terrain Effects on Movement Chart 5.19, not on the units themselves (see also "Movement Point").

Movement Point: Used by units and leaders to move, also used by units to change formation. The number of Movement Points needed to cross a hexside or enter a hex depends upon the terrain crossed or entered.

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 2, he could rally two units of his command which are within his Effectiveness Radius in addition to any stacked with that brigade commander. NOTE: Corps and division commanders have no Rally Rating and may only rally units with which they are stacked.

Skirmish Formation: A special formation used by dismounted cavalry units.

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

Weapon Type: A letter-code, such as "R" or "HB", printed on a regiment or artillery battery to show the specific weapon the unit uses. Most cavalry regiments have two weapon types, one used when mounted, the other when dismounted.

[3.0] GAME EQUIPMENT

[3.1] GAME MAPS

[3.11] There are two 22" x 34" maps plus one 11" x 34" map included with this game. The larger maps are printed on both sides.

[3.12] All three maps are used for the Brandy Station scenario: the sides are labeled "Brandy Station Map A," "Map B," and "Map C." They are designed to overlap each other when placed together. By lining up the Rappahannock River (the easternmost piece of terrain on maps A & C) plus the various roads, runs, and trails players will be able to

align the maps properly. Note that map A (the small map) does not align symmetrically with maps B and C; it overlaps to the west.

[3.13] Map C is also used for the Kelly's Ford scenario.

[3.14] The map for Horse Soldiers at Gettysburg aligns with Map B of the TERRIBLE SWIFT SWORD™ game, extending that battlefield to the east. Cases 28.0 and 29.0 give instructions for integrating that map into the TERRIBLE SWIFT SWORD game.

[3.15] As an experiment, three distinct styles of maps were used in this game. TSR encourages players to write (c/o REBEL SABERS Game Editor) and tell us which style is preferred.

[3.2] GAME CHARTS AND TABLES

Various tables and charts are provided with the game. One set of tables and charts is used for Brandy Station, Kelly's Ford, and Trevilians Station. The Horse Soldiers at Gettysburg scenario uses slightly different versions of the Stacking Restrictions and Range Effects tables. All other tables and charts are common to all scenarios. Some tables are printed on the maps, but most are in the rule book. All are explained in the rules.

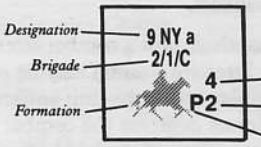
[3.3] THE PLAYING PIECES

[3.31] Three types of counters are used in the game: combat units, non-combat units (leaders and supply wagons), and markers. Combat units include cavalry battalions, infantry regiments, artillery sections, and cavalry detachments. Leaders are brigade commanders, division commanders, and overall commanders. (Some scenarios have only two levels of commanders.) See the Summary of Units for the different types of markes.

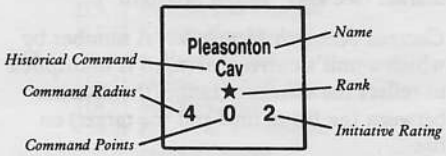
[3.32] The basic cavalry unit is the battalion; two battalions make up one regiment (except in some cases where the unit was only a battalion to begin with, as the 35th Virginia Battalion, or the unit was so weak that it only had enough companies to make up one battalion). The battalion counter indicates which regiment it belongs to. The two battalions of each regiment are designated "a" and "b." In addition, artillery batteries are in sections of two guns. Each battery usually has two or three sections, each of which may operate independently. These unit sizes more accurately reflect how these units operated, especially during cavalry engagements.

[3.33] Some units are represented by more than one set of battalion or section counters. This occurs because some units served under different commanders in the different scenarios. Thus, the 10 NY cavalry regiment (the worst such offender in the game) has six counters: two (battalions) for each regiment under a different command (1/3/C at Brandy Station; 3/2/C at Gettysburg; and 1/2/C at Trevilians Station). Players must be careful to use the correct regiment in each scenario.

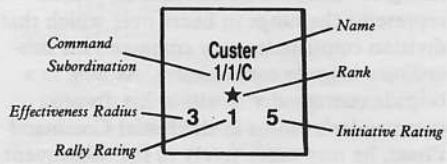
COMBAT UNIT: Front



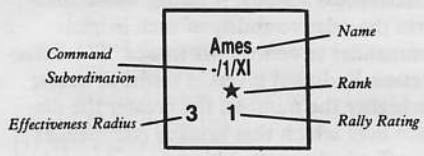
DIVISION or OVERALL COMMANDER: Front



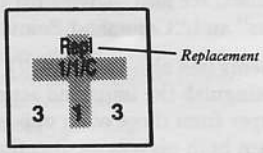
CAVALRY BRIGADE LEADER: Front



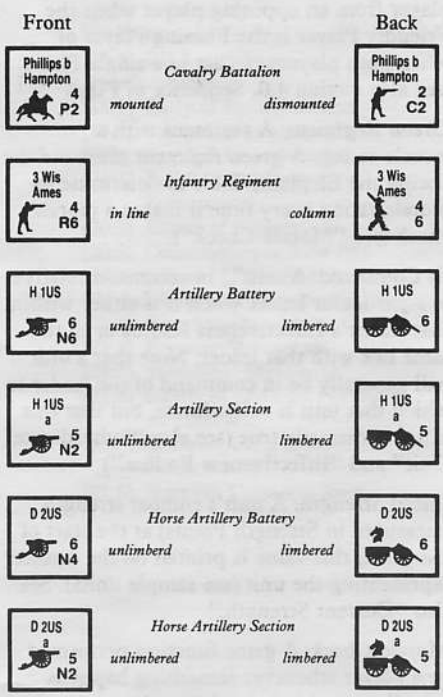
INFANTRY BRIGADE LEADER: Front



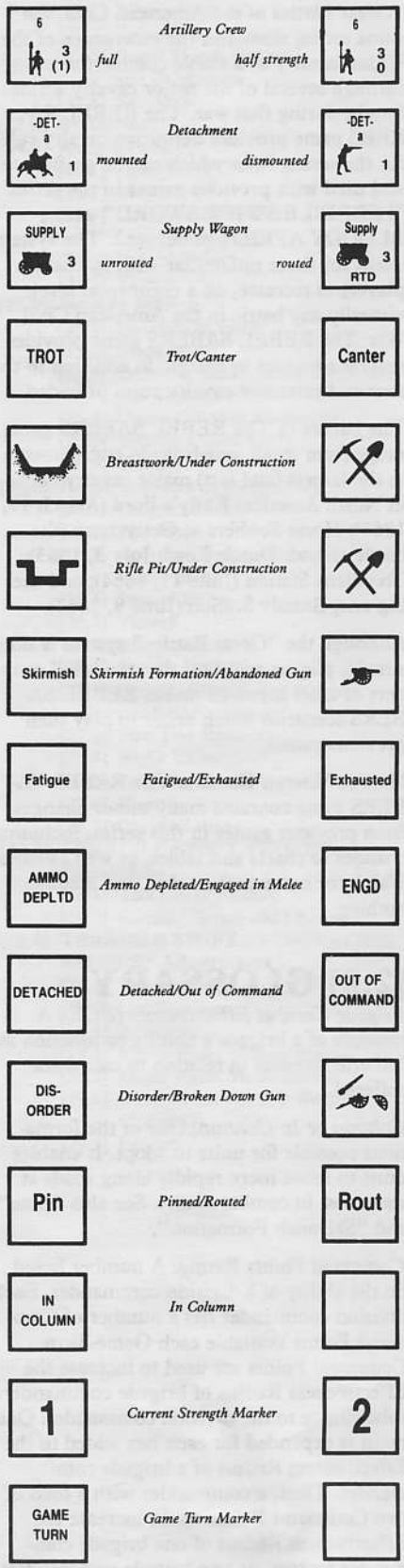
BRIGADE LEADER: Back



SUMMARY OF COMBAT UNIT TYPES



SUMMARY OF MARKER TYPES



[3.34] Some commanders also have more than one counter, varying by scenario. For example, Wade Hampton is a brigadier at Brandy Station and Gettysburg, but a division commander at Trevilians Station, for which he has a different counter.

[3.4] LEADER RANKS

[3.41] Union Rank Insignia

Major General ★ ★

Brigadier General ★

Colonel

Major

[3.42] Confederate Rank Insignia

General

Colonel ★ ★ ★

The Confederate Army used the same insignia for all general officers.

[3.5] GAME SCALE

The ground scales and time scales of the individual scenarios vary.

[3.61] In all scenarios, each infantry/cavalry strength point is the equivalent of 50 men (give or take a few), while each artillery point is a gun. Infantry units are regiments, artillery units batteries or sections, and cavalry units battalions (two battalions to a regiment); there are also smaller detachments.

[3.62] In the Kelly's Ford, Brandy Station, and Trevilians Station scenarios the map scale is approximately 180 yards per hex, and each turn represents 30 minutes.

[3.63] For the Horse Soldiers at Gettysburg scenario, the scale is 120 yards per hex and 20 minutes per turn.

[4.0] SEQUENCE OF PLAY

GENERAL RULE

Play is divided into game turns. Each game turn consists of two player turns. The player who moves first in each game turn is stated in the scenario rules. Within each player turn, each player performs a variety of actions—mostly moving and fighting—in accordance with the sequence given below. (The player whose turn it is usually is referred to as the "phasing" player.) The number of game turns in each scenario is stated in the scenario rules.

The REBEL SABERS™ game sequence of play is slightly different from recent "Great Battles" games. All players are strongly recommended to review the sequence of play thoroughly.

The complete player turn is undertaken first by one player and, when he has finished, then the other.

I. First Player Turn

A. INITIAL COMMAND PHASE

1. The phasing player checks the effectiveness radii of all his brigade commanders to see whether the units within each brigadier's command can move and attack freely, or whether they will be limited by lack of such command. Note that division and overall commanders may spend command points to increase their brigade commanders' radii.

2. Within the rules for such, individual regiments or battalions and smaller echelons may be detached from their command.

B. MOVEMENT PHASE

The Phasing Player may move all, some or none of his units as he desires (and that are capable of movement). He may also bring in any reinforcements due, as per the Reinforcement Schedule for each battle. The non-phasing player's units may not move during this phase, but they may conduct withdrawal fire where appropriate.

C. DEFENSIVE FIRE PHASE

The non-phasing player may fire at any enemy units within range and Line of Sight with any of his units capable of firing, within the provisions and restrictions of the rules for fire combat. Neither player can move his units during this phase, except as a result of combat.

D. OFFENSIVE FIRE PHASE

The phasing player may fire at the enemy, as per phase C, above.

E. ASSAULT PHASE

The sub-sequence below covers both melee and cavalry charges, and the possible movements surrounding both. The term "assault" refers to both melee and cavalry charges.

1. *Assault Designation*

The phasing player announces which of his units will try to assault enemy units. Infantry assaults are designated before cavalry charges. Targets must be designated immediately.

2. *Retreat Before Melee*

Under certain circumstances, the non-phasing player has the option to retreat units that have been designated targets of melee, thus avoiding melee. A retreating unit may undergo withdrawal fire. It retreats one or two hexes if infantry, up to four hexes if cavalry. After completing each retreat, the retreating player conducts a morale check for each retreating unit, regardless of whether it suffered any casualties. When all retreats are finished, the phasing player can advance into the now vacant hexes with any units that were designated to assault the units which retreated. Advancing units must move into the hexes they were designated to assault.

3. *Charge Avoidance*

Mounted cavalry, limbered artillery, and wagons can avoid an enemy charge by retreating two to four hexes and then making a morale check. The phasing player can advance his cavalry into the vacated hex (and possibly further) unless such units are subject to a counter-charge.

4. *Counter-Charge*

The non-phasing player can attempt to counter-charge with mounted cavalry units that are either the target of a charge or are within counter-charge range and are not also assault targets.

5. *Charge Fire*

Eligible dismounted cavalry and infantry that are about to be charged can fire at the charging units (see 13.6).

6. *Assault*

First, all charges (including any which result in counter-charges) are resolved and casualties and retreats are applied as they occur.

Second, the phasing player performs a pre-melee morale check, if necessary, for each unit initiating melee. Units that pass this check must enter the adjacent enemy-occupied hex they were designated to assault and engage those enemy units in melee. Melee is resolved, and any results (casualties, retreats, etc.) are applied.

F. AMMUNITION RESUPPLY

The phasing player may resupply eligible units that are out of ammunition.

G. RALLY

First, the phasing player removes all "Pin" markers from his units. Qualifying fatigued and exhausted units also recover.

Second, the phasing player attempts to reform any disordered units, with the help of any nearby commanders.

Third, the phasing player may now rally any of his routed units that are stacked with leaders or within the effectiveness radius of their brigade commanders.

H. FINAL COMMAND PHASE

Friendly leaders that have been killed or wounded are replaced and leaders are promoted as necessary and required.

II. The Second Player-Turn

The opposing player now becomes the phasing player and repeats the above sequence.

III. Interphase

Advance the game turn marker to the next turn.

IV. Straggler Recovery and BCE Adjustment

This phase occurs only in the Trevilians Station scenario and is discussed in the scenario rules.

[5.0] MOVEMENT

GENERAL RULE

Each type of unit in the game has a movement allowance which is listed on the Terrain Effects on Movement table (5.19). The number listed for each unit type is the basic number of movement points that unit can

expend in a single movement phase. Moving from one hex to another requires a specific number of movement points, determined by the type of terrain in the hex entered and along the hexside crossed. These costs are summarized on the Terrain Effects on Movement table. Most voluntary movement occurs during each player's movement phase.

PROCEDURE

Units can be moved one at a time or in stacks, hex by hex, in any direction or combination of directions the moving player desires, within the rules and restrictions for movement.

[5.1] MOVEMENT CONDITIONS AND PROHIBITIONS

[5.11] During its movement phase, each unit can move as far as its movement allowance permits. A unit cannot exceed its movement allowance (exceptions; see 5.4, 5.5, and 22.0), although it may move less than its allowance. A unit is never forced to move during its movement phase. Unused movement points cannot be saved from one turn until the next, nor can they be transferred from one unit to another. Movement must be from hex to adjacent hex; units cannot skip hexes.

[5.12] The number of movement points a unit must spend to enter a given hex depends on the type of terrain in that hex, the type of terrain along the hexside the unit is crossing, and the formation the unit is in. Note that when there are two types of terrain in a hex (e.g., woods and clear), the cost must be paid for the most expensive terrain.

[5.13] Units may not move or retreat off the map (exception: see 27.65). A unit forced to move off the map is considered captured by the enemy.

[5.14] During a movement phase, a unit may not enter a hex occupied by an enemy combat unit. Enemy-occupied hexes can be entered only in the assault phase.

[5.15] Units may move in and out of enemy Zones of Control (See 10.0), although they may be subject to enemy withdrawal fire when they do. Other than withdrawal or retreat fire, no combat is allowed during a movement phase.

[5.16] Rout and retreats mandated by combat results do not require the expenditure of movement points and are not considered normal movement.

[5.17] In order for a unit to gain the benefit of movement along roads, trails, or paths, the unit must be in the appropriate formation and it must move from one road/trail hex directly into an adjacent, connected road/trail hex. Note that trails and paths do not negate the effects of elevation although roads do (also see 6.22).

[5.18] Tactically—and, perhaps, realistically—foot units approached mounted units with great caution. To reflect this, infantry and dismounted cavalry that begins a movement phase three or more hexes away from enemy mounted cavalry cannot move adjacent to that mounted cavalry in that movement phase. If the foot unit begins a movement phase within two hexes of the mounted unit it can move adjacent. The only exception to this is if, in moving, the foot unit is going to move adjacent to an enemy infantry or dismounted cavalry unit, in which case it can ignore this restriction, but only if it actually does move adjacent to that enemy foot unit.

[5.19] TERRAIN EFFECTS ON MOVEMENT Table
(See central pull-out section.)

[5.2] ELEVATION

[5.21] The REBEL SABERS™ maps use a system of graduated elevation to represent the three-dimensional contours of the battlefields. The gradations represent changes in elevation of 40 to 50 feet (although these numbers cannot be considered absolutely). The desire is to create an effect, to represent what is, in actuality, often gradual changes in elevation, rolling hills dotted by a few abrupt "ups" and "downs."

[5.22] Whenever one hex contains two different elevations, the hex is always considered to be at the *lower* level.

[5.23] Units must pay one extra movement point when crossing an elevation level, whether they are moving up or down. This extra cost is ignored in the first hex the unit moves into during a movement phase. For example, a mounted cavalry regiment starts in hex B2327 (a level 2 clear hex). The regiment moves north, entering B2227, a level 3 hex. It does not pay any extra cost because this is the first hex entered in the movement phase. However, as the regiment continues moving north it enters 2028 and must pay one extra movement point (2 MPs to enter the hex) because that hex is higher than 2128. Note that if the regiment had started in 2426 and then moved 2237-2227, it would have paid one additional MP to enter 2227.

[5.24] Ridges represent rises in elevation not great enough to warrant an entire hex. They thus are placed along hexsides to inhibit movement and lines of sight. Ridges are treated separately on the Terrain Effects on Movement table.

[5.3] ADDITIONAL TERRAIN TYPES

[5.31] Railroads, houses, and small towns have no effect on play.

[5.32] All of the maps contain a variety of rivers, runs, streams, and creeks. All of these can be waded at an additional cost, except for the Rappahannock and Hazel Rivers. Artillery and wagons cannot cross rivers or deep runs, such as Mountain Run, except at bridges and fords.

[5.33] The Rappahannock River can be crossed only at the fords. These are, in effect, Union entrance hexes. No Confederate units may cross the Rappahannock. No unit from either side can move eastward across the Rappahannock; this is considered moving off the map (See 5.14). The dams along the Rappahannock are purely decorative.

[5.34] The Hazel River can be crossed only at Welford's Ford.

[5.35] Bridges are treated as if they were roads in that they negate the cost of moving across a stream/run if the unit is in the right formation. Infantry in line, dismounted cavalry, mounted cavalry in line formation, and skirmishers may not use bridges during the movement phase. During the assault phase one regiment (or two battalions of the same regiment) of the types listed above can cross a bridge to attack an enemy unit.)

[5.36] Unless there is an actual bridge symbol present, roads and trails which cross streams, runs, or rivers have no effect on that crossing. Essentially, there is no bridge unless a bridge symbol is present.

[5.37] Fords can be used to facilitate crossings in the same way and using the same rules as bridges, although the costs are different (see the Terrain Effects on Movement table).

[5.38] Roads, trails, and paths can be used for faster movement (see 5.4 and 22.21). They also facilitate movement by negating the costs of other terrain in the hex. Units using roads and trails (see 5.17) ignore other terrain in the hex, but only if they are in column, are limbered, or are leaders or wagons. Remember, trails and paths do not negate elevation changes. In most cases, units sitting on roads prohibit other units from moving through or into that hex along the road (see 6.22, 8.16). In these instances, the moving units must pay for the terrain in the hex: in effect, moving around the units blocking the road.

[5.39] Artillery and wagons may not move into marsh or wooded marsh hexes. If forced, somehow, to enter such a hex, the guns are considered mired and must be abandoned.

[5.39] There are a few stone walls dotting the maps. They cannot be crossed by artillery or wagons unless the wall is crossed by a road or trail. Cavalry and infantry may ignore the wall if using a road or trail only if the unit is in column.

[5.4] CAVALRY

[5.41] Mounted cavalry has three types of movement: Walk, Trot, and Canter.

[5.42] The basic movement mode for mounted cavalry is walk. Walking cavalry has 8 movement points, as shown on the Terrain Effects on Movement table.

[5.43] Mounted cavalry moving at a trot moves at double (2x) its normal rate (i.e., 16 movement points). Place a "Trot" marker on the unit. The following restrictions apply to trotting units:

a) Cavalry units moving at trot cannot enter woods or marsh during a movement phase, except along a road or trail. Cavalry units cannot trot in rough terrain.

b) Only mounted cavalry in column formation may trot.

c) Cavalry units trotting at any time during the Movement phase may not fire in the Offensive Fire phase, nor may they perform withdrawal or retreat fire.

d) A cavalry unit must be in command to trot. Moreover, it may not be disordered or routed.

[5.44] Mounted cavalry moving at canter moves at three times (3x) its basic movement rate (i.e., 24 Movement Points). Place a "Canter" marker on the unit. The following restrictions apply to cantering units:

a) All of the restrictions for trotting (5.43) apply to cantering.

b) Cavalry using canter may do so only on roads or pikes, but not on trails.

c) When canter movement has been completed, roll one die for each cantering unit. If a 6 is rolled that unit is disordered. Place a "Disordered" marker on that unit (see 9.84). This die roll is not necessary if the unit is stacked with a leader.

[5.45] Mounted cavalry can combine trot and canter with regular movement (including changing formation; see 6.43). When the unit changes its speed, its remaining movement points are adjusted to reflect the change. Fractions can be retained, but the unit must be able to pay the full cost of entering a hex in order to enter it. If a unit canters at any point during its move, the player must roll one die to determine whether the unit becomes disordered at the end of the movement phase, but before any change of formation.

For example, a mounted cavalry unit begins the turn moving at a trot (16 MPs). It moves four hexes to a road. It has 12 movement points remaining: the equivalent of 6 movement points if walking, or 18 if cantering. Upon reaching the road the unit switches to a canter and moves 12 hexes. It now has 6 movement points remaining: the equivalent of 2 movement points if walking, or 4 if trotting. The player wants the cavalry to change from column into line formation at this point. The change of formation consumes all of the unit's remaining movement points.

[5.46] If players are using the optional fatigue rules (see 22.3), the cantering unit becomes fatigued, not disordered, on a die roll of 6. See section 22.0 for effects of fatigue (including exhaustion). Players may use this without using the rapid march rules.

[5.5] EXTENDED ARTILLERY MOVEMENT

[5.51] Under certain conditions, artillery can double its movement rate (from 7 to 14). These conditions are:

a) It moves only along roads, pikes, trails, or paths. It may not move through any other type of terrain.

b) It must start the turn in the effectiveness or command radius of any friendly leader. (Artillery had a very loose command structure.) It may then keep moving at the doubled rate, regardless of commanders, until it stops for a turn, unlimbers, or is pinned or routed. To resume extended movement it must, once again, be near a commander.

[5.53] If, during the course of any extended movement, the artillery battery or section moves along a trail or path, at the end of such movement each individual section must roll for a breakdown. The player rolls one die. If the result is 6, one of the gun carriages has broken down. Place a "Broken Down Gun" marker on the unit. The strength of the battery is reduced by one. If the battery remains in the hex until the end of the next friendly movement phase and is not pinned, routed, or unlimbered, the gun is repaired and the unit regains its lost strength point.

[5.6] RESTRICTED MOVEMENT

[5.61] Routed units can move only one hex in the Movement phase, regardless of terrain costs. They cannot move into or across impassable terrain (also see 14.42.). Routed units cannot change formation or move adjacent to an enemy unit. If a routed unit moves, it must move further away from the nearest enemy units, and not toward other enemy units. If it cannot satisfy this restriction, it cannot move.

[5.62] Out of Command units follow the same restrictions as 5.61. However, these units can spend up to two movement points (or move one hex, whichever is greater). Moreover, such units can move toward their brigadier, even if this takes them closer to the enemy.

[5.63] Disordered units have their movement allowances reduced by one. Both mounted cavalry and infantry in disorder are automatically considered in line formation. Disordered cavalry may not trot or canter. Disordered units may not move into an enemy Zone of Control (this is different from not being allowed to move adjacent). (See 9.84, 10.0.)

[5.64] Cavalry commanders of all levels, artillery, and supply wagons are always in command and have no movement restrictions other than those specific to other rules.

[5.65] Infantry brigade leaders (only two are used in this game, in the Brandy Station scenario) are out of command if not within the command radius of their superior (cavalry division) commander to whom they are attached (see 17.3). Infantry brigadiers have their movement allowance halved if they are out of comand.

[5.66] When individual regiments enter the game as reinforcements, they are considered to be in command control for the purpose of movement. They must attempt to move into their brigade leader's effectiveness radius as quickly and directly as possible (unless they have been detached; see 17.6).

[5.67] Detached units (17.6 and 21.1) are considered in command control for all purposes.

[6.0] FORMATIONS

A unit's formation affects its ability to move and engage in combat. Infantry units may be in either line or column; artillery can be limbered or unlimbered; cavalry units are either mounted or dismounted. Dismounted cavalry is treated the same as line infantry. In addition, mounted cavalry is either in line or column. Supply wagons and leaders have no formations. (Also see 21.2).

[6.1] CAVALRY FORMATIONS

[6.11] Cavalry units can operate either mounted or dismounted. The cavalry counters are printed on both sides to indicate each status. Both sides have the same strength but, in most cases, the morale ratings are different.

[6.12] Dismounted cavalry is always treated as infantry in line. It can do anything that regular line infantry can do, except it cannot go into column formation—plus the restriction in 6.13.

[6.13] If a dismounted cavalry unit is alone in a hex (or stacked with other, dismounted cavalry), and if that unit is assaulted (but not charged) by infantry or mounted cavalry, it must attempt to retreat before melee. Roll one die; if it is higher than the morale rating the unit retreats before melee; otherwise it stays. This does not apply to cavalry charges.

[6.14] Historically, when a cavalry regiment dismounted, every third or fourth man was assigned to hold the horses. To reflect this, each dismounted regiment has its strength—for stacking, fire and melee—as well as its density (see 8.3) reduced as follows:

Original Strength	Dismounted Strength
7	5
5-6	4
4	3
1,2,3	No Change

[6.15] Mounted cavalry is either in column or line. Unless a "Column" marker indicates otherwise, mounted cavalry is considered to be in line formation. Column formation increases a unit's ability to move, while line formation is essentially a combat-oriented formation. (Historically, cavalry had a wide range of combat formations, which we have, for simplicity, grouped as above.)

[6.16] Mounted cavalry in column can increase its movement capability by trotting and cantering (see 5.4). Mounted cavalry in column can also use bridges and fords in its Movement phase. However, mounted cavalry in column cannot charge, assault, or fire. If mounted cavalry in column is fired upon by

enemy units the enemy player shifts his fire column one to the right in addition to any other adjustments as the result of facing (see 7.2). This adjustment does not apply to artillery firing at bombardment range. See the facing rules for additional effects.

[6.17] Mounted cavalry in line can fire, charge, or attack in melee, but cannot increase its movement rate (Trot/Canter). In addition, it cannot use bridges and fords in the Movement phase. Mounted cavalry in line suffers one column shift to the right when fired upon by enemy small arms. When fired on by artillery at canister range (see the Range Effects table), shift two columns to the right. This adjustment does not apply to artillery firing at bombardment range (for which there is no adjustment). This, too, is in addition to the effects of facing (7.2). Thus a battalion of mounted cavalry in line that is enfiladed by enemy canister fire would suffer a three-column adjustment on the Fire Combat Results table.

[6.18] For additional rules affecting cavalry's ability to fire/melee/charge, see the Combat and Facing rules.

[6.2] INFANTRY FORMATIONS

[6.21] Infantry units are either in line or in column. The units are back-printed to represent either status.

[6.22] Infantry in column has the same movement rate as if in line; however, only infantry in column may take advantage of the movement rate for roads, trails, bridges and fords. However, an infantry unit in column (as well as limbered artillery and mounted cavalry in column) may use the road/trail movement rate only if that road/trail hex is unoccupied. Otherwise, it must pay the cost of the other terrain in the hex. Exception: if the unit in the road/trail hex is in line or unlimbered, the moving unit may move on the road through the unit in the hex.

[6.23] Infantry in column may not fire, nor may it initiate melee.

[6.24] Infantry in line may move and engage in combat normally, except that the use of roads, trails, bridges, and fords is not allowed in the Movement phase. Thus, an infantry regiment crossing the Rappahannock must be in column.

[6.3] ARTILLERY FORMATIONS

Artillery is either limbered or unlimbered. When a section or battery is limbered it can move but it cannot fire; when unlimbered it can fire, but it cannot move (exception: see 16.5). When artillery is assaulted (either in melee or a charge) only the strength of the gun crew is considered (see 12.8 and 16.2). This also applies to small-arms fire, which affects only the gun crew (see 9.82).

[6.4] CHANGING FORMATION

[6.41] To change formation a unit must expend movement points. The cost to change formation is given in the Formation Change table (6.47). A unit may not change formation if it does not have the available movement points.

[6.42] Infantry and artillery may change formation at any time during a friendly Movement phase and, if the points are available, may change formation more than once during that phase. Mounted cavalry can change from line to column (and vice versa) at any time during the Movement phase, but may mount or dismount only at the end of its movement. In other words, once a cavalry unit mounts or dismounts, it can move no further that phase.

[6.43] Note that cavalry and artillery using extended movement (5.4 and 5.5) pay 2x (or 3x) the cost to change formation when using that form or extended movement. Thus, a cavalry battalion in Canter (3x) would have to pay 6 MPs to change to Line or 3 MPs to dismount (the MPs being paid at triple rate).

[6.44] Units not in command control in the Initial Command phase may not change formation. Exception: this does not apply to Artillery.

[6.45] Any unit that changes formation in the ZOC of an enemy unit triggers withdrawal fire from that unit (see 10.1). If, as a result of that fire, the unit suffers a casualty or is disordered, routed, or pinned, the formation change is not effected (unless mandated by the combat result). When firing at cavalry mounting or dismounting, treat the cavalry as mounted.

[6.46] If an artillery unit attempts to change formation or a dismounted cavalry unit attempts to mount within range and line of sight of any enemy small-arms units, those enemy units may fire. This is a form of withdrawal fire which is not restricted to the unit's ZOC.

[6.47] FORMATION CHANGE Table
(See central pull-out section.)

[7.0] FACING

GENERAL RULE

All infantry, artillery and cavalry units have a specific facing dependent on their formation. Line infantry, line mounted cavalry, dismounted cavalry, and unlimbered artillery have three frontal hexsides and three enfilade hexsides (see diagram). The front of a unit is the top of its counter, as determined by the type and the unit silhouette. The two hexsides adjacent to this are also front hexsides. The three rear hexsides are the enfilade hexsides. Limbered artillery, infantry in column, and mounted cavalry in column have one frontal and five rear (or enfilade) hexsides. All other types of units have no facing and present frontal hexsides at all times.

PROCEDURE

Each unit must be oriented so that the top edge 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 must maintain the same facing. A unit moving into a hex assumes the facing of the unit(s) already in that hex.

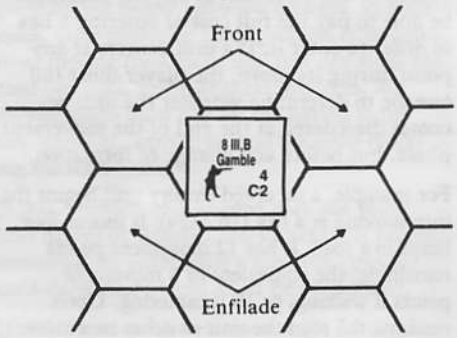
CASES

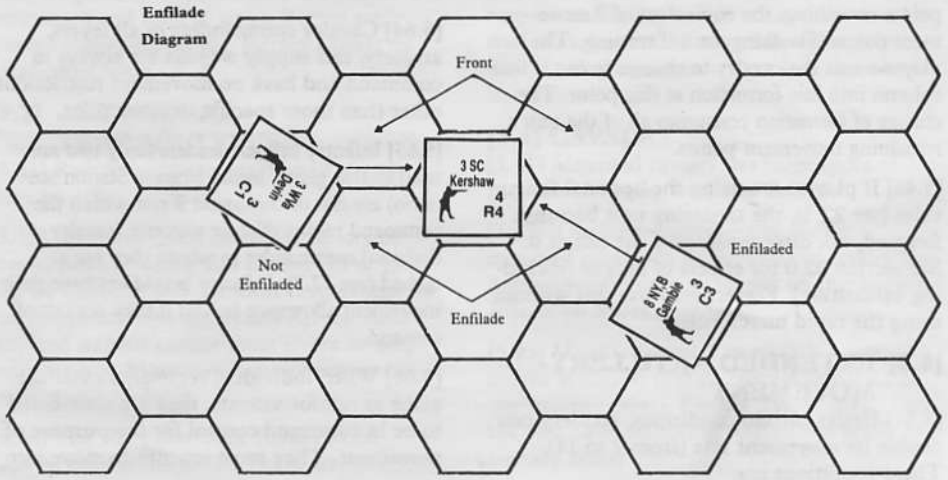
[7.1] EFFECTS OF FACING ON MOVEMENT

[7.11] A unit can 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., top of the counter pointed toward the hex) that unit is to enter before it is moved into a hex. Thus, a unit can never move backward into a hex (Exception: see 16.5). 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

Example of Line Facing:





freely throughout the friendly Movement phase. Changing facing is not movement; therefore, units normally restricted in movement (units that are out of command, for example) can still change facing during their Movement phase. When changing facing, a unit may turn in place as many hexsides as desired.

[7.13] A unit may change facing only during a friendly Movement phase or after a charge or melee.

[7.2] EFFECTS OF FACING ON FIRE COMBAT

[7.21] Units can fire through only their frontal hexsides.

[7.22] Units can be fired upon through any hexside. A unit fired upon through one (or more) of its rear hexsides is enfiladed. The total fire strength directed against a unit which is enfiladed by at least one firing enemy unit is adjusted two columns to the right in favor of the firing player on the Fire Combat Results table. (Also see 6.16 and 6.17.) If a line of fire (see 9.7) 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 initiate melee against one or more enemy units.

[7.32] In any melee in which a defending unit is attacked through an enfilade hexside (even if other enemy units are attacking frontally), the final differential is shifted one column to the right on the Assault Combat Results table (see table 12.9). The facing of any units in melee can be rearranged by the owning player(s) when melee is concluded.

[7.4] FACING AND CAVALRY CHARGES

Since a cavalry charge and counter charge are mostly movement, cavalry may charge only through frontal hexsides. If a unit is charged through an enfilade hexside, adjust the Assault Results table one to the right in favor of the attacker.

[8.0] STACKING

GENERAL RULE

Generally, units can move through other friendly units freely (exception: see 6.22 and 8.16). 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. (Again, 8.16 and 6.22 are exceptions.)

CASES

[8.1] UNIT STACKING RESTRICTIONS

[8.11] The number of combat strength points that can occupy any single hex at the same time depends upon the type of terrain. The Stacking Restrictions table (see 8.19) lists all the limits. Note, however, that regardless of the strength point limits, a *single unit* can always occupy any hex containing terrain it could normally enter. For purposes of defining "single unit," that includes any one infantry regiment, any one cavalry regiment (i.e., the two battalions comprising that regiment) or any one battalion, and any one battery (i.e., all sections belonging to that battery) or section.

[8.12] For stacking, the current strength of a unit (unadjusted by terrain, etc.) is its number of stacking points, with the exception of supply wagons, worth 8 stacking points each, artillery batteries (all sections of that battery in that hex), worth 2 stacking points each, and individual artillery sections, 1 point each (see 8.13). Note that detachments (see 21.1) count as one unit, and their strength is one.

[8.13] The number of artillery batteries or sections that can be stacked in a given hex is listed on the Stacking Restrictions table (8.19). Artillery can be stacked with infantry and other unit types in the same hex (see 8.16). See 16.1 for battery and section definitions.

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

[8.15] A unit cannot retreat into or through a hex occupied by friendly units. If a retreating unit is forced to enter a friendly occupied hex, the other units in that hex are displaced and must undergo a morale check (see 15.32 and 21.6).

[8.16] An infantry or cavalry regiment (both battalions) in column formation cannot move into a hex containing any other friendly combat unit (see 6.22). Thus, a maximum of one regiment (both battalions of cavalry) can stack in any one hex when the regiment is in column.

[8.17] Mounted cavalry units in line cannot move into a hex containing any other friendly combat units except other line-mounted cavalry units and artillery.

[8.18] Units in different formations may not stack together in the same hex. Moreover, infantry may never stack with cavalry, even dismounted. Units may move through each other, except as proscribed by 8.16 and 8.17. Artillery can stack with any type of unit, within the stacking restrictions, except units in column (both infantry and mounted cavalry).

[8.19] STACKING RESTRICTIONS Table (See central pull-out section.)

[8.2] EFFECTS OF STACKING ON COMBAT

[8.21] Only the top infantry or cavalry unit in a stack takes losses when the hex is fired upon. However, if a combat result calls for losses greater than the number of strength points (SP) 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 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 crews only suffer losses if no infantry or cavalry units are present in the hex (exceptions: see 6.45, 6.46 and 8.22).

[8.22] When artillery fires at bombardment range (see 16.3), it does not fire at the top unit, but rather, fires only at one unit in the hex, chosen randomly (without looking). The result applies only to that unit, with the exception of a pin result, which applies to all units in the hex. The target unit is chosen after the guns fire. Density is calculated normally.

[8.23] The Stacking Restrictions Table lists the maximum number of SPs and/or batteries or sections, which are stacked in the same hex that can fire out of that hex at the same target or at different targets. A maximum total of 16 SPs of small-arms can fire out of any hex, even if there are more than 16 SPs in the hex. There are also fire strength per hexside limitations (see 9.3).

Example: Three dismounted cavalry battalions with a current strength of 6 SPs each are stacked in a clear hex. Only 8 of these 18 strength points can fire through any one frontal hexside (see 9.3 and 8.19). Additionally, 8 of the remaining 10 strength points can fire through another frontal hexside, while the remaining 2 strength points cannot fire at all (see 8.23). If one of those units was an artillery section, 8 of the infantry strength points plus all of the guns could fire through the same hexside (see 9.3).

[8.3] DENSITY AND FIRE COMBAT

[8.31] The number of strength points in a hex can affect the efficiency of enemy fire. The more crowded the hex, the more effective enemy fire will be.

[8.32] In determining the column for fire strength on the Fire Combat Results table, the firing player must consult the Density Adjustment table. Look under the column with the correct number of strength points in the hex, and make any column adjustment indicated.

[8.33] For density purposes, each artillery battery is considered to be two strength points. A battery or section attacked by enemy artillery fire at bombardment range never receives a column shift in its favor for density. This applies only to artillery bombardment fire; an artillery battery attacked by small-arms fire or canister shifts the column to the left if applicable.

[8.34] For purposes of density, mounted cavalry is counted at double its strength points. Thus, a 5-point mounted cavalry battalion is considered as 10 for density purposes. Dismounted cavalry is treated as infantry (no doubling).

[8.35] For density purposes a supply wagon is considered 4 strength points. Leaders and markers have no effect on density.

[8.36] DENSITY ADJUSTMENT Table (see central pull-out section.)

[8.4] STACKING ORDER

[8.41] Units can stack or change their stacking order only during a friendly Movement phase, with one exception: When the top unit runs out of ammunition (see 11.0), the owning player can 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, regardless of unit type or stacking order. Units moving into a hex assume the facing of the unit in the hex.

[8.43] If a unit suffers a pin result from a morale check, all units in the hex are considered immediately pinned, regardless of the actual stacking order of the pinned unit in the hex.

[9.0] FIRE COMBAT

GENERAL RULE

Combat units 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 can 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). Units are never required to fire.

Small-arms fire and artillery fire are resolved using the same procedure, but artillery fire strength can never be combined with small-arms fire strength; the two kinds of fire are always resolved separately (exception: see 9.42). Moreover, artillery canister fire may not be combined with bombardment (see 16.3).

Units must be in command to fire offensively, but not to fire defensively. However, out-of-command units can fire offensively at adjacent enemy units (see 17.11).

PROCEDURE

The firing player announces which of his units are firing on a given enemy unit. The current strength of each separate firing unit is modified by the range of that unit from the target unit. The Range Effects table lists the effect of range on each weapon type. The current strengths of all firing units are added together (with some exceptions), after the effects of range have been applied. The total fire combat strength is then located on the Fire Combat Results table (Fire CRT). The table is adjusted to the right or left accordingly if any column shifts apply. The firing player rolls two dice, and the result of that combat is indicated at the intersection of the fire strength column and the row corresponding to the dice roll result.

The Fire CRT column can be shifted to the right or left by terrain, target density, enfilade, or other factors. All column shifts are cumulative, but the net adjustment cannot be more than four columns in either direction. Any further column shifts are ignored. The Fire CRT can never be shifted above the highest column or below the lowest column.

CASES

[9.1] COMBAT STRENGTH

[9.11] The initial combat strength and weapon type of each unit is printed on the counter. As a unit suffers losses, place strength markers under the unit to indicate its current strength. Strength markers are neutral and can be used by both sides. The combat strength represents the unit's current manpower, fire strength, melee or charge capabilities, and, in most cases, stacking points (see 8.36).

[9.12] All infantry and cavalry units have a fire strength equal to their combat strength. This is the current strength, which can be different from the initial strength (see 6.14, 9.11).

[9.13] All artillery units have a fire strength equal to their current gun strength. The fire strength can be further modified by the status of the gun crew (see 16.23).

[9.2] WEAPON TYPE AND RANGE

[9.21] The type of weapon used by each unit is printed on the counter for that unit. Units that have no weapon type cannot engage in fire combat. The different weapon types are listed on the Range Effects table. Note that mounted cavalry usually has a different weapon type than dismounted cavalry.

[9.22] A unit's weapon type determines how far and how effectively it can fire. The Range Effects table gives the strength point multiplier for that weapon at that range. Multiply the current strength by that number to get the fire strength.

[9.23] The maximum range (in hexes) for each weapon type is listed on the Range Effects table. No friendly unit can fire at an enemy unit that is beyond the maximum range for the friendly unit's weapon. Calculate the range 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.

[9.24] If a stack composed entirely of combat units carrying SC or P units is fired upon in either player's Fire phase, the firing player adjusts the total fire strength column one to the left. (These were breech-loading weapons, capable of being loaded while lying down, thus affording the firer much greater protection than the standard rifled or smoothbore carbines and muskets.) See exceptions in 9.25.

[9.25] Units that carry SC- and P-type weapons do not receive a weapon type defensive shift when fired upon if they are stacked with units that carry other small-arms type weapons, or when fired upon by withdrawal fire (see 10.1) or retreat fire (see 10.2). Moreover, the benefit does not accrue to infantry in column or any mounted cavalry.

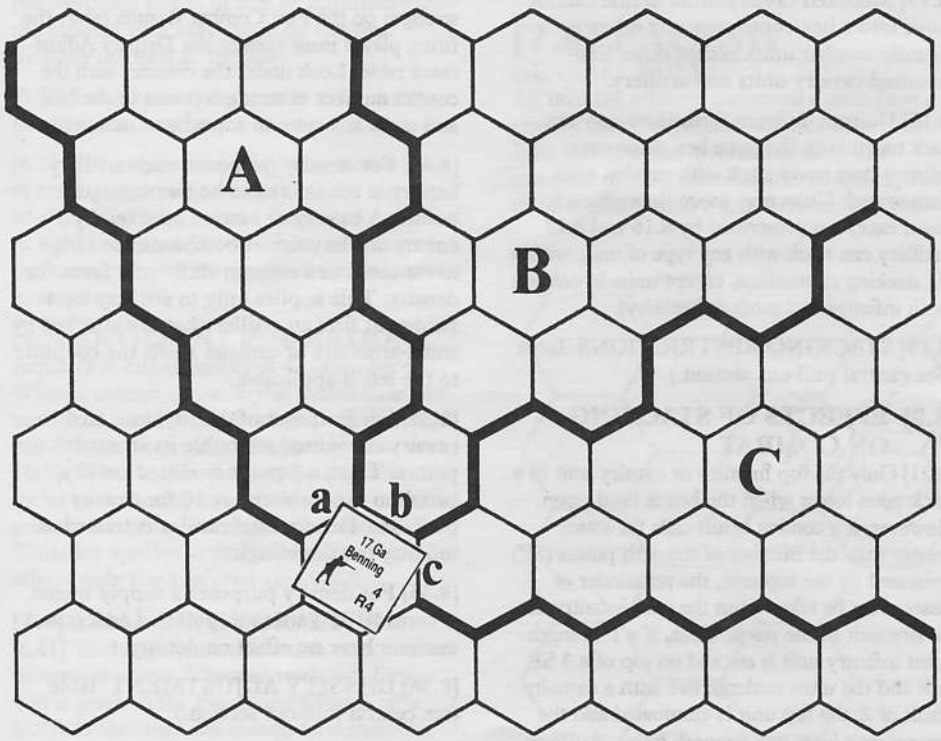
[9.26] Adjacent opposing units may engage in fire combat against each other, or they may fire at other more distant opposing units.

[9.27] RANGE EFFECTS Table (see central pull-out section.) (Note that there is a separate Range Effects table for the Gettysburg scenario.)

[9.3] FIRE STRENGTH PER HEXSIDE

[9.31] The number of small-arms strength points that can fire out of (as opposed to into) a given hex is limited by the number of

Fire Strength per Hexside Diagram



frontal hexsides to fire through. Eight strength points can fire out of a given hex through any one of its frontal hexsides (see exceptions in 8.19). However, the total number of small-arms strength points that can fire out of a hex is limited to 16 SPs.

[9.32] The 8 strength points that can fire through a hexside are pre-range effects modification strength points. Thus, the 8 strength points can be doubled, halved, etc., as an effect of range.

[9.33] Artillery is not limited to 8 strength points of fire per hexside. All batteries or sections in a hex can fire out of one hexside unless prohibited by 8.19.

[9.4] MULTIPLE UNIT FIRE

[9.41] Generally, if two or more friendly units fire at the same enemy-occupied hex, all firing units must combine their fire strength into a single total, regardless of whether the firing units are stacked together or in different hexes. Each unit's fire strength is computed separately for range, and then all are added together. However, small-arms fire strength and artillery fire strength are usually never added together; the two types of fire are resolved separately (exception: see 9.42).

[9.42] The exception to 9.41 is that artillery fires at two different ranges, canister and bombardment (see 16.3 and 9.27). Artillery fire at canister range is never combined with artillery fire at bombardment range. However, a player may choose to combine artillery canister fire (but not bombardment fire) with small-arms fire if all firing units are either stacked together or in adjacent hexes.

[9.43] When a unit is fired on separately by artillery and then 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 strength points in the hex. All casualties (if any) from both attacks are then applied before resolving any morale checks, disorder rolls, etc. (Thus, a unit does not escape artillery bombardment fire because small-arms fire causes the unit to rout and run away.)

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

[9.45] No unit can be fired upon more than once in any given Fire phase by small-arms fire. No unit can be fired upon more than once in a Combat phase by artillery canister. No unit may be fired upon more than once by bombardment. A unit can be fired upon by both small-arms and artillery in any one Fire phase, but only once by each (see 10.2, and remember 9.42).

[9.46] No unit may fire its entire fire strength more than once in any given Fire phase (see 10.2). However, within any given Fire phase a unit can choose to split its fire strength, directing it at any number of target hexes, as long as it obeys the rules on facing and on maximum fire strength per hexside. A unit that divides its fire strength can fire at several targets at the same range or at different ranges, resolving each fire separately.

Example: An infantry regiment with a current strength of 3 SPs can fire with a strength of 1 at three different enemy hexes or it can 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 can be the current strength modified by terrain, range, etc.).

[9.47] In splitting units' fire strengths, the current strength cannot be so divided as to make the final fire strength against any one hex less than 1. This restriction applies only when splitting fire strength. A unit can always fire its whole strength at a single target, no matter how much it is reduced.

Example: A battery of 6 TB guns could not fire at six individual targets twelve hexes distant, since the final fire strength would be ½ point per target. The battery would have to split its fire among only three of the targets to produce the necessary 1 point minimum per target. However, the battery could fire at six targets if target density, mounted formation, etc., provided column shifts that raised the final fire strength per target to at least 1.

[9.5] TERRAIN EFFECTS ON FIRE COMBAT

Some terrain features on the map provide column shifts that benefit the defender in fire combat. A defending friendly unit receives the benefit of terrain as long as at least one of the firing enemy units is firing through or into that terrain. All terrain effects are cumulative. Terrain effects are listed on table 9.56.

[9.51] **Ridges.** If a friendly target unit occupies a hex with a ridge hexside, and any enemy unit is firing through the ridge hexside, the total fire strength of the firing unit(s) is shifted one column to the left on the Fire CRT.

[9.52] **Woods, Heavy Woods/Rough, and Woods/Marsh.** If a friendly target unit occupies one of these hexes, the total fire strength of the firing enemy unit(s) is shifted one or two columns to the left on the Fire CRT; see 9.56.

[9.53] **Roads and Trails.** These have no effect on fire combat. For any terrain effects, refer to the other terrain in the hex.

[9.54] Stone walls do not block line of sight. However, artillery cannot fire across a stone wall which forms a side of the hex the artillery is in. If the target unit is in a hex which has a stone wall hexside, and all enemy units firing at it are firing across the stone wall hexside, the target unit receives a two-column shift to the left on the Fire CRT. If some enemy units are firing across the stone wall and others are not, the target unit receives a one-column shift to the left on the Fire CRT. A stone wall provides no protection at all if the target unit is enfiladed by fire (and the target unit still suffers the two-column shift to the right for being enfiladed).

[9.55] Example of Terrain Effects and Fire CRT Column Shifts

An infantry regiment of 2 SPs in a woods hex is fired upon from behind by three enemy dismounted cavalry battalions with a combined strength of 22 SP. The infantry receives a three column shift in its favor (two for target density, one for woods). The firing cavalry units receive two shifts in their favor (target is enfiladed). The final net adjustment is one shift to the left, in favor of the defender. The attack is resolved on the 14 to 18 column.

[9.56] TERRAIN EFFECTS ON COMBAT Table
(See central pull-out section.)

[9.6] EFFECTS OF FACING, FORMATION AND ASSAULT

[9.61] Units may fire only through their frontal hexsides; however, they can be fired upon from any direction.

[9.62] Infantry and mounted cavalry units in column and limbered artillery cannot fire in any phase.

[9.63] The total fire strength of the firing unit(s) is shifted two columns to the right on the Fire CRT if the target is enfiladed (see 7.22).

[9.64] Neither player may fire into a hex in which engaged units are in the midst of a melee. (Exception: see 16.64.)

[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 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 can 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 unit's hex.

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 can 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 table, 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 elevation 0 feet. Infantry, artillery, and dismounted cavalry are 5 feet tall; mounted cavalry and supply wagons are 10 feet tall. Ridges are 30 feet high. Trees in woods are 20 feet high.

[9.73] Determining LOS. Players can determine the Line of Sight in two ways: they can

use the basic algorithm (mathematical expression of the Line of Sight), or they can 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 if:

H/D is equal to or greater than (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 the heights are expressed in increments of 5 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 straightedge (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 obstacle and a woods hex adds 20 feet to the height of any obstacle, etc. 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

The types and distribution of Combat results has changed somewhat from previous games in this system. E.g., almost gone is the dreaded "Pin" (of dubious realism to begin with). The new CRT and its results can be used with any other game in the system that uses a 50-man-per-strength-point scale.

Results on the Fire Combat Results table (CRT) include personnel casualties, guns destroyed, disorder, rout and morale checks (which include disorder, rout and pin). The latter three affect a unit's ability to function; the former reduce its strength level.

[9.81] When the Fire CRT yields a numerical result and the target is infantry or cavalry, that unit has lost that number of strength points (mostly men killed or wounded, but also troops simply unable to function for a variety of reasons). The owning player adjusts the affected unit's strength marker and also, if necessary (depending on the scenario), records the loss on his order of battle roster sheet (for determining loss of brigade effectiveness). For results with an asterisk (*), that unit undergoes a morale check after the casualties are taken (see 14.2). A unit is removed from play when all its SPs are lost.

[9.82] If an artillery battery or section is stacked with an infantry or cavalry unit, the artillery unit does not suffer casualties from small-arms or canister fire unless the infantry or cavalry unit is eliminated by casualties (exception: 6.46). When a battery or section is affected by small-arms or artillery canister fire, only the crew suffers casualties. If a battery suffers a result of 1 from small-arms fire, the gun crew counter is flipped over to its reduced strength side or, if already reduced, the crew is eliminated. A small-arms result of 2 or more eliminates the crew immediately. If an artillery crew is eliminated, the battery or section remains on the map and is marked with an "Abandoned Guns" marker.

[9.83] When an artillery battery or section is fired at and hit by enemy artillery at bombardment range (see 8.22), all results of 1 are treated as automatic disorder (i.e., the unit is disordered without rolling for morale). All results of 2 or greater are treated as 1's. Remember, this applies only to battery vs. battery at bombardment range. If a battery or section has all its guns destroyed, remove that battery/section from the game, including the crew. Remember that density has no negative effect on artillery as a target when the artillery is being bombarded.

[9.84] When a D result is obtained, roll one die and compare it to the unit's current morale rating. If the die roll is higher than the morale rating, that unit is disordered. When rolling for a D, subtract one from the die roll if the unit is stacked with a leader; add one if it is enfiladed. If the modified roll is the same as or lower than the morale rating, there is no effect. Otherwise, the unit is disordered. A disordered unit suffers the following effects:

a) Movement rate reduced by 1 and may not enter enemy ZOC; cavalry may not trot or canter.

b) Regardless of what formation that unit is in, it is immediately placed in line. (This does not apply to artillery.) It may not change formation until reformed.

c) The unit may not fire offensively, or fire withdrawal or retreat fire.

d) The unit may not initiate melee, charge, or counter-charge, although they defend normally. Place a "Disordered" marker on top of that unit to indicate its status. (Removal of disorder is discussed in 14.65.)

e) A unit already disordered that suffers an additional D result becomes routed (see 14.4).

[9.85] When an M result occurs, the unit must undergo a morale check (see 14.2).

[9.86] When a D/R result is obtained, the player rolls one die for his unit and compares that number with his unit's morale rating. If the die roll is higher than the morale rating, that unit routs (see 14.4). If it is the same or lower, the unit is disordered (see 9.84). When rolling for D/R results, add one to the die roll if the unit has been enfiladed, and subtract one from the die roll if the unit is stacked with a leader.

[9.87] On the Fire CRT and the Morale Check table all R results to batteries/sections are treated as pins (see 14.5).

[9.88] Leaders can be killed or wounded by enemy fire (see 17.7). However, they are not affected by D, R, or M results, although if a combat unit obtains a pinned result, the leader is also pinned. A pinned leader has his effectiveness rating reduced by one and, like the combat units, may not move except to retreat as a result of an assault or rout.

[9.89] FIRE COMBAT RESULTS Table (See central pull-out section.)

[9.9] ADVANCE AFTER FIRE COMBAT

[9.91] If an enemy-occupied hex is vacated as a result of fire combat in the friendly Offensive Fire phase, adjacent friendly units that fired into the hex in the friendly Offensive Fire phase can advance into the vacant hex in the friendly Assault phase. However, the advancing units are still bound by the stacking restrictions for the vacant hex (see 8.19). The advance is automatic; the units needn't make a morale check to advance. (This rule and case 12.79 explain the only methods for entering a vacant hex in the friendly Melee phase.)

[9.92] A unit may not advance as a result of retreat fire or withdrawal fire.

[9.93] Friendly units may not advance as a result of fire in the friendly Defensive Fire phase.

[9.94] Neither artillery nor wagons may advance as a result of fire combat. However, leaders stacked with advancing units may advance with those units.

[10.0] ZONES OF CONTROL

GENERAL RULE

All units in line formation, dismounted cavalry units, and unlimbered artillery batteries and sections have a Zone of Control (ZOC) extending into three hexes adjacent to their frontal hexsides. Mounted cavalry in column exerts a ZOC into only its frontal hex. The ZOCs of these units affect withdrawal, retreat, supply, and command.

Limbered artillery, supply wagons, and leaders have no ZOC.

CASES

[10.1] WITHDRAWAL FIRE

If a frendly unit leaves an enemy-controlled hex, the enemy unit exerting that ZOC can

perform withdrawal fire at the moving unit before it leaves the hex at the following times:

a) friendly Movement phase (includes changing formation (see 6.45)

b) friendly Retreat Before Melee phase

c) friendly Charge Avoidance phase

d) charge or counter-charge.

A friendly small-arms unit can also take withdrawal fire at any enemy artillery battery or section that changes formation within range and LOS of the friendly unit. In this form of withdrawal fire, range is not limited to friendly ZOC hexes.

[10.11] Withdrawal fire takes place before the withdrawing unit leaves the hex, i.e., the range is one hex. However, units firing at enemy artillery changing formation may fire at a distance greater than 1 hex.

[10.12] Withdrawal fire is in addition to any normal offensive or defensive fire. Units can fire withdrawal fire any number of times.

[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 can fire only 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 can do so without being fired upon. However, in such a case, the unit(s) remaining in the hex suffer withdrawal fire. In effect, they are covering for the withdrawing unit(s). If a unit suffers withdrawal fire as a covering unit for other units that are withdrawing from a hex, the density adjustment for fire combat is based on the size of the covering force only, not the size of the entire stack.

[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 morale checks, possible disorder, leader loss, etc. If a unit suffers a pinned result from a morale check during a withdrawal in a Movement phase, it can move one hex, and then it becomes pinned (exception: 12.78). A withdrawing unit is not affected if the covering force is pinned by withdrawal fire.

[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. A unit withdrawing will almost invariably present its enfilade to an enemy unit.

[10.17] Withdrawal fire takes place either in the Movement phase and/or 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 that ZOC during the Fire phase does not suffer withdrawal fire. Withdrawal fire is not considered part of any Fire phase and never occurs during a Fire phase; it occurs only at the times listed above. Units that use withdrawal fire may fire regularly during any Fire phase in that player-turn. Remember to check firing units for ammunition depletion.

[10.18] Leaders (alone) who withdraw from an enemy ZOC do not trigger withdrawal fire.

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

[10.2] RETREAT FIRE

A unit 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 (see 10.1) with two exceptions: in retreat fire, units entering the ZOC trigger the fire, as opposed to units leaving the ZOC (as in withdrawal fire); and retreat fire can occur during a Combat phase.

[10.21] Each time a unit retreats into the hex of a different enemy unit, the possibility of retreat fire is triggered; therefore, a retreating unit can be fired on by several enemy units as it retreats.

[10.22] Enemy units firing on retreating units may fire only once at a given unit during any retreat. Units firing retreat fire must check for ammunition depletion.

[10.23] Retreating, routed units that suffer casualties from retreat fire do not roll for disorder, D/R, or make morale checks.

[10.3] EFFECT OF ZOC ON AMMUNITION SUPPLY

Units attempting to trace a line of supply to their supply wagons (see case 11.2) may not trace this line through an enemy ZOC, unless the hex is occupied by a friendly unit.

[10.4] EFFECT OF ZOC ON COMMAND 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

ZOCs 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 possible ammunition depletion. These units may be resupplied by being within supply range of a supply wagon, which carries both small-arms and artillery ammunition.

[11.1] SUPPLY WAGONS

[11.11] Wagon trains are not combat units; they have no combat strength and may never fire or initiate melee. If forced to defend against an assault, they have a melee value of 0 and are always considered to be attacked from enfilade. They have no facing or formation. However, they are considered independent and may move free of command control. Wagons carry an unlimited supply of artillery and small-arms ammunition.

[11.12] Supply wagons may attempt to retreat before melee in that segment of the Assault phase. To do so, the player rolls a die; if he rolls a 1 or 2, the wagon may retreat one or two hexes; if he rolls 3-6, the wagon remains in place. Wagons may also avoid charges (13.0) using the same method. However, if they roll 1-4 they may retreat up to 4 hexes; if they roll 5-6 they stay in place. Wagons may attempt retreat/avoidance whether or not they are stacked with any other units.

[11.13] Supply wagons have a stacking value equal to 8 stacking points. For density purposes, they are worth 4 points.

[11.14] The effect of small-arms or canister fire against wagons is as follows:

a) All numbered casualty results (i.e., 1, 2, etc.,) are treated as automatic routs. Routed wagons rout like any other unit; moreover, they may not provide supply.

b) All other results are treated as possible pins. The player rolls for possible pin, with the wagon having a morale rating of 3 (roll as if for D result). A pinned wagon may neither move nor provide supply. Routed and/or pinned wagons are rallied like other units, in the Rally phase.

[11.15] The effects of artillery fire at bombardment range against wagons are as follows:

a) All numbered results plus all D/R results are treated as automatic pins. The wagon may not move or provide supply.

b) All other results are treated as possible pins; treat as in 11.14.

[11.16] In melee/charge, wagons ignore all K and R results; moreover, they are never repulsed. Wagons may never be destroyed by combat. They may be captured as a result of melee or charge if the enemy unit is in the same hex as the wagon at the end of the Assault phase.

[11.17] Captured wagons may not be used by the other side; capturing them simply denies their use to the other player. Of course, if they are recaptured by the original side, they may be used. (Historically, the caliber of ammunition, as well as the type of shell and shot used, varied greatly from side to side, and one side's ammo was pretty much useless to the other.)

[11.18] Captured wagons may not be de-

stroyed; they may be moved by the capturing player normally.

[11.19] A wagon that has moved in the Movement phase may not be used to resupply friendly units in the ensuing Supply phase.

[11.2] SMALL-ARMS AMMUNITION

[11.21] Each time a small-arms unit fires and the player rolls an 8 on the Fire CRT, there is a possibility that that unit will run out of ammo. This does not apply to mounted cavalry, which are always in supply. The player rolls one die; if he rolls a 1 or a 2, that unit is out of Ammunition. Place an "Ammo Depleted" marker on that unit. All units under the marker are considered out of ammo (see 8.41).

[11.22] A unit that is out of ammunition may do anything else but fire. It may not fire at any time until resupplied.

[11.23] Units that are out of small-arms ammunition may be resupplied in the Ammunition Supply phase. To be resupplied, a unit must be able to trace a supply path to a friendly supply wagon in that phase. The path is traced from unit to wagon (not vice versa). For cavalry, the path may be no longer than 10 movement points (at mounted cavalry rate); for infantry, the path may be no longer than 5 movement points, infantry rate. Both movement rates are treated as column movement. The path may not be traced through an enemy combat unit or ZOC, unless the latter is occupied by a friendly combat unit. The unit cannot be pinned or routed.

[11.24] Units may draw supply from any friendly wagon, except one that has moved (see 11.19.)

[11.3] ARTILLERY AMMUNITION

[11.31] Each side has an artillery roster, which includes all batteries/sections available, although not all are used in each scenario. The boxes represent rounds of ammunition. Players should use these rosters for each scenario, noting which batteries are in that particular battle.

[11.32] Whenever a player fires with one of his batteries or sections, and he rolls a 7 or 9 on the CRT (regardless of whether it is canister or bombardment), the battery has expended one round. Check off one box to indicate such expenditure (see 16.73 and 11.33).

[11.33] Artillery ammunition is tracked by section. When a section fires, that section expends ammo. When a battery (see 16.1) fires and expends ammo, that expenditure is applied to one section, firing player's choice.

[11.34] A battery or section splitting fire may expend only one round per Fire phase, regardless of how many times the player rolls on the CRT for that unit in that phase.

[11.35] If a battery or section has expended all of its rounds, it is out of ammunition and may not fire until resupplied.

[11.36] Artillery can be resupplied by tracing a supply path, as per 11.23, in the Ammunition Supply phase. The path may be no longer than 10 MPs, cavalry movement rate.

[11.37] An artillery unit may receive two rounds of ammunition (maximum) during a Supply phase, even if it needs more. However, no section may ever carry more than three rounds of supply.

[11.38] Friendly batteries/sections may exchange ammunition (i.e., rounds/boxes) if they are stacked in the same hex during the Supply phase and neither unit has fired during that player-turn.

[11.39] If an artillery unit is captured, its ammo is eliminated and cannot be used by the enemy.

[12.0] ASSAULT/ MELEE

GENERAL RULE

The term assault refers to hand-to-hand combat, sometimes refered to as "shock," in which one side attempts to dislodge the other from its position. In the REBEL SABERS™ game, there are two types of assault combat: melee and charge. While only mounted cavalry in line may charge, any combat unit (within certain restrictions) may initiate melee. The other major difference is that while melee is initiated from an adjacent hex, charge is initiated at a distance of two hexes or greater. A charge may never be combined with a melee; they are conducted and resolved separately. Moreover, dismounted cavalry may never assault the same enemy-occupied hex as mounted cavalry. Dismounted cavalry may combine with infantry to attack the same hex.

Melee occurs in the melee sections of the Assault phase when a phasing player moves a unit(s) into an enemy-occupied hex. The ensuing combat is mandatory, and the result is obtained from the Assault Combat Results table. As a result of melee, units may be captured, suffer casualties, be forced to retreat and possibly routed, or remain engaged in melee. Melee can occur only in the Assault phase.

PROCEDURE

To engage in melee with an enemy unit, a friendly unit must begin the friendly Assault phase adjacent to that enemy unit. In the Melee segment, the friendly unit initiates melee (see 12.3) and moves into the hex with the enemy unit. 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 strength points (adjusted for leaders, terrain, and morale) are always subtracted from the attacker's regardless of who has more points, thus, differentials of zero or negative differentials are possible. The column of the Assault CRT that corresponds to the differential is used to resolve the attack. Differentials lower than -7 or higher than +16 use the -7 or +16 columns, respectively.

CASES

[12.1] DEFINITION OF MELEE STRENGTH

[12.11] The melee strength of an infantry or dismounted cavalry unit is its current strength (which may be different from the initial strength).

[12.12] The melee strength of a mounted cavalry unit is its current strength. However, if mounted cavalry is attacked solely by enemy infantry, the results column on the CRT is adjusted one to the left, in favor of the defending cavalry. If mounted cavalry attacks infantry or dismounted cavalry, adjust the melee CRT one column to the right.

[12.13] Dismounted cavalry units and units in skirmish formation have modified melee strengths (see 6.14 and 21.46).

[12.14] 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 can be used as a comparison figure.

[12.15] Wagons have a melee strength of 0.

[12.2] MELEE INITIATION AND RESTRICTIONS

[12.21] To engage in melee, an attacking unit must begin the friendly Melee phase adjacent to the enemy unit that is to be attacked. Furthermore, the attacking unit must be able to move into the defending unit's hex through one of the attacking unit's frontal hexsides.

[12.22] A unit cannot fire at an enemy unit in an Offensive Fire phase and then assault a different enemy unit in the ensuing Melee phase. The friendly unit may assault only a unit at which it fired. A unit that did not fire in the friendly Offensive Fire phase may assault any enemy unit, within the restrictions of 12.21.

[12.23] Units that split fire (see 9.4) between two or more hexes may assault units in only one of those hexes. Individual units may not split their melee strength between hexes.

[12.24] If a unit in column formation is attacked, it goes into line formation as soon as melee is resolved.

[12.25] The following types of unit cannot initiate melee: infantry and mounted cavalry in column, artillery crews, wagons, pinned, disordered and routed units.

[12.26] A unit is not required to initiate melee simply because it is eligible to do so. However, if a unit does initiate melee, the attack must be resolved. Moreover, units may not automatically initiate melee combat. They must be in command and must pass a modified morale check to do so (see 12.3).

[12.3] THE MELEE INITIATION PROCEDURE

a) In the Melee Designation segment, the phasing player announces all melee attacks he will attempt in his Melee phase. He indicates each enemy-occupied hex he will attack,

as well as the friendly units participating in each attack. Once he declares his attacks, the attacking player may not change his mind later in the sequence. He is committed to these attacks and these attacks only.

b) In the Retreat Before Melee segment, the defending player may retreat all units that are eligible to retreat before melee (see 12.71 and 12.74). Any adjacent attacking unit(s) can advance into the vacated hex and/or execute withdrawal fire.

c) All attacking units announced in step A which are stacked with leaders of their own command automatically initiate melee; no die roll is necessary. Also see melee initiation morale check modifiers.

d) The attacking player conducts a morale check for attacking units which are not stacked with leaders. The player rolls a die (see melee initiation morale check modifiers, following) and if the result is equal to or less than the unit's morale rating, it must attack; if the result is greater, it may not attack at all. Each unit makes the morale check separately unless it is in a stack, in which case only the top unit makes a check; the result applies to the entire stack. The top unit must be eligible to assault in order to use its morale rating for the stack; otherwise, the second unit (if eligible) is used, etc.

e) Attacking units that successfully initiate melee enter the defender's hex. Melee is resolved in the Melee Resolution segment, using the general rule and procedure for melee combat.

MELEE INTIATION
MORALE CHECK MODIFIERS

A melee initiation morale check die roll is modified if the following factors apply. All modifiers are cumulative.

Add one to the die roll if:

a) The attacking unit is ammo depleted.
b) The unit's current strength is less than one-half its initial strength.
c) There are units from two or more different brigades stacked together in a hex (regardless of whether or not they all attempt to assault).
d) This is a cavalry follow-up attack (see 13.84).
e) The melee occurs during a night game turn (Trevilians Station only).

Subtract one from the die roll if:

a) All the defending units are ammo depleted.
b) The attacking/checking unit occupies one of the defending unit's enfilade hexes.
c) The checking unit is adjacent to its leader during a daytime game turn.

[12.4] EFFECTS OF TERRAIN

[12.41] The effects of various types of terrain are listed in the Terrain Effects on Combat table (9.56). The effects are of two types:
a) Column adjustment; or
b) Reduction in strength points for each unit crossing a specific type of hexside.

[12.42] When the effect is for crossing a hexside, it applies only to a hexside that is part of the target hex.

[12.43] If units are engaged (ENGD) in a melee, terrain effects are ignored after the first round of melee for the original combatants; the terrain effects do apply to any additional units joining in.

[12.44] A unit can assault into a hex only if it could move into that hex normally.

[12.5] ADDITIONAL EFFECTS ON MELEE STRENGTH

[12.51] If a stack of units contains a leader or leaders from its own command, add 1 SP to the stack's melee strength, regardless of whether the stack is attacking or defending or of the actual number of leaders in the hex.

[12.52] When defending in a melee, a routed unit's melee strength is divided in half, fractions rounded down. Routed units cannot intitiate melee; if engaged in melee, a routed unit must retreat from melee during the next Retreat Before Melee phase, if possible. If the routed unit cannot retreat from the engaged melee without entering an enemy ZOC, it is captured.

[12.53] If the unit with the lowest printed morale in a stack of friendly units involved in melee has a morale rating at least 2 points higher than the highest printed morale rating of an enemy unit in the same melee, the friendly units add 1 SP to their total melee strength. Morale ratings of artillery and wagons are ignored for this purpose.

[12.6] STACKING IN MELEE

[12.61] The maximum number of units and/or strength points with which a player may conduct a melee in a single hex is listed in the Stacking Restrictions table (see 8.19). A hex can always be occupied for melee by a single unit, even if the unit's current strength is higher than the terrain in the hex would normally allow.

[12.62] Neither the attacker nor the defender can engage in melee with more strength points than the terrain in the combat hex allows. However, a player can always engage in melee with a single friendly unit, even if the unit's melee strength is higher than the terrain in the hex would allow; in this rare instance, the strength points over the maximum are ignored when calculating the combat differential. They are affected by such combat in all respects.

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

[12.64] Friendly units occupying different hexes can enter the same hex to assault enemy units there.

[12.65] Melee losses are always taken from the topmost unit in a stack. Losses are taken from infantry or cavalry before any others, regardless of the stacking order of the units. However, if the attacking units were originally located in different hexes (see 12.64), any strength point loss greater than 1 may be taken from any of the former topmost attacking units.

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

[12.7] RETREAT BEFORE MELEE

During the Retreat Before Melee Designation segment, the attacking player must announce which defending units he intends to assault. The defending player then must either immediately exercise his option to retreat before melee in that segment (if it is available to him; see 12.71, 12.74, 6.13) or declare that he will accept the melee.

[12.71] All units in hexes announced as melee targets are eligible to retreat before melee except for the following: unlimbered artillery units, pinned units, routed units, and units entirely surrounded by enemy units or enemy ZOC. (See 11.12 concerning wagons.) Eligible units can retreat before melee regardless of whether they are in command.

[12.72] The non-phasing player may retreat any eligible units one or two hexes away from the hex they are in.

[12.73] Units retreating before melee may not enter an enemy ZOC.

[12.74] Normally, only units announced as melee targets can retreat before melee. However, when a defending unit that is not a melee target is adjacent to one or more defending units that are melee targets and are actually retreating before melee, the adjacent non-target unit may also retreat before melee, if it is within the effectiveness radius of its brigade commander.

[12.75] Units that retreat before melee are subject to withdrawal fire.

[12.76] The owning player must conduct a morale check (14.2) for all retreating units, regardless of whether they are fired upon by withdrawal fire, with the exception of units retreating under 12.74 and skirmishers (21.5). Each retreating unit is subject to only one morale check when retreating before melee, even if casualties are taken from withdrawal fire. The morale check occurs at the end of the retreat.

[12.77] Mounted cavalry units (regardless of formation) and limbered horse artillery batteries may retreat before melee without drawing withdrawal fire. They are simply moved one or two hexes. Moreover, a morale check is not required for these units at the end of retreat.

[12.78] If a unit is attempting to retreat before melee and is pinned by withdrawal fire, it cannot retreat and is forced to stand and accept melee.

[12.79] A hex vacated by a unit retreating before melee can be occupied by any units

that were going to assault the retreating units. The advancing units are still bound by the Stacking Restrictions table (8.19). A unit so advancing may not initiate melee in that game turn.

[12.8] RESULTS OF MELEE

As a result of melee, units and/or strength points of both sides can be captured, suffer casualties, be forced to retreat, or remain engaged. Also, see 16.2 for further explanation of melee results regarding artillery batteries and gun crews.

[12.81] A K result eliminates 1 strength point from the affected unit(s) — if the affected units are infantry or cavalry. A K result on an artillery unit eliminates one-half a full-strength gun crew, or completely eliminates a half-crew.

[12.82] A result of R plus a number (e.g., R2) means that all the affected units must retreat the given number of hexes. The path of retreat is generally away from enemy lines and toward one's own lines (see 15.0). Units that cannot retreat legally are captured. Units that are forced to retreat as a result of melee into or through an enemy ZOC trigger the appropriate retreat fire. At the end of the prescribed retreat movement, the owning player conducts a morale check for each unit. If the affected unit is an unlimbered battery, the crew retreats and the guns remain in the hex and are considered captured (see 15.34).

[12.83] A result of C plus a number indicates that number of combat strength points has been captured. The affected unit is reduced by that number of strength points as if it were a normal casualty. Prisoners cannot escape, but guns can be recaptured (see 16.2).

[12.84] An "Eng" result means that all units in that hex are engaged; i.e., the fighting is still raging. Engaged units can neither fire nor move, nor can that hex be fired upon by other unengaged units. Engaged units have no ZOCs. Leaders who are engaged cannot rally other units; in addition, their effectiveness radius is reduced to 1. Other units cannot move through a hex containing engaged units, although units can be moved into the hex. Place an "ENGD" Marker in the hex. In the ensuing player turn, the former defending player has the following options:

a) He can fight another melee in his Melee phase with the same units, recomputing the differential. For this purpose, units that could not normally initiate melee (see 12.25) are allowed to do so, unless they are currently routed.

b) He can, within stacking restrictions, bring in more units and fight another melee as in 1.

c) He can retreat his engaged units two hexes during the Retreat Before Melee segment, making morale checks 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 usual 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 and wagons may not be so retreated. Option 3 cannot be combined with options 1 or 2.

Units that were routed at the beginning of melee have no choice when engaged. They must retreat in their player turn.

[12.85] A "Rpls" result indicates that the phasing (attacking) player must retreat two hexes, roll for possible leader loss on the Leader Casualty table (see 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, too, rolls for leader loss and performs a morale check for his affected unit(s).

[12.86] Pin markers are automatically and immediately removed from units involved in melee.

[12.87] If, in a melee, 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.

[12.9] ASSAULT COMBAT RESULTS Table

(See central pull-out section.)

[13.0] CAVALRY CHARGE

GENERAL RULE

The REBEL SABERS™ game, with its focus on cavalry tactics, has a very detailed set of rules governing cavalry charges. Players experienced with previous "Great Battles of the American Civil War" games are advised to read this section carefully, as it is very different from what they are accustomed to.

Cavalry charges are part of assault but differ from melee (although they both use the same CRT). Only mounted cavalry in line formation may charge, but any unit may be the target of a charge. Charges take place over a distance of not less than two or more than four hexes, and the type of terrain over which a charge may occur is limited. Only phasing units may charge, but defending, eligible cavalry units may counter-charge, and there is a limited ability to avoid charge. The combat strength of a charging unit is often different from its current strength. Charges occur in the charge segment of the Assault phase and, with certain exceptions, are resolved in much the same way as melees (they both use the Assault CRT). Charges may never be combined with melees. Remember, the actual charge occurs during the Assault phase and the movement undertaken as part of the charge (or counter-charge) is in addition to that used in the Movement phase (but does not cost MPs).

PROCEDURE

In the Charge Designation segment of the Assault phase, the phasing player announces which of his cavalry units that are eligible to charge are going to do so, and which defending units are the targets. Defending mounted cavalry, limbered artillery and wagons may choose to avoid the charge by retreating. Then, the non-phasing player may attempt to counter-charge with any of his in line-mounted cavalry units that are eligible to do so. Charging units move into their target hexes, or are intercepted by counter-charges in a neutral hex, and the phasing player resolves all resultant charges on the Assault CRT in much the same way as melees are resolved. Players will note that leaders have a greater effect on charges than on melees.

[13.1] CHARGE COMBAT STRENGTH

[13.11] The strength of a cavalry unit is always its current strength (remember horse holders, 6.14) except when charging.

[13.12] When a cavalry unit is charging, its combat strength is doubled.

[13.12] When a cavalry unit is counter-charging, its strength is doubled.

[13.14] Note that a cavalry unit defending against a charge, but not counter-charging, defends at normal (not double) strength.

[13.2] CHARGE ELIGIBILITY

[13.21] All mounted cavalry units in line formation are eligible to charge, except disordered units, routed units and units not in command control.

[13.22] Units in an enemy ZOC are not eligible to charge.

[13.23] Cavalry units do not have to be stacked with a leader to charge, although they must be in command control.

[13.24] Cavalry units may not fire at one hex and charge another.

[13.25] Friendly units from different hexes may charge the same target hex, but only if they are all within the Effectiveness Radius of their brigade commander. However, units from different brigades may not charge the same hex.

[13.3] CHARGE RANGE AND TERRAIN RESTRICTIONS

[13.31] A cavalry unit may charge any enemy unit that is at least two hexes distant and not more than four hexes distant. These 2 to 4 hexes are called the charge range.

[13.32] The hexes between, but not including, the charging cavalry unit and its target may include any type of hexes or hexsides, except the following:

a) Woods of any type, including orchards
b) Marsh
c) Ridge or stone wall
d) Deep runs or rivers
e) More than one uphill change in elevation.
f) Hexes containing combat units, wagons, breastworks or rifle pits.

[13.33] Cavalry may charge downhill and across bridges and fords, although there are stacking restrictions as to the last two (only one regiment, or the two batallions in that regiment, may cross a bridge or ford in a charge). Cavalry may charge across shallow runs, but they may not charge through breastwork hexsides or into hexes with rifle pits (see 9.56).

[13.34] Cavalry may not charge an enemy unit which is not within its line of sight (see 9.7).

[13.35] When charging, a unit cannot change its facing. A charging unit may move into frontal hexes only during its charge.

[13.36] Charging cavalry units, in the Charge Resolution segment, are simply moved from the charge initiation hex into the target hex. There is no cost in movement points.

[13.37] Cavalry may charge/counter-charge through an enemy ZOC, but in doing so they may trigger withdrawal fire. If as a result of such fire the charging cavalry is disordered, it stops movement in that hex and may not complete the charge or counter-charge. Other results are applied normally.

[13.4] COUNTER-CHARGE

Under certain conditions, defending, non-phasing cavalry units may counter-charge against a charging, enemy cavalry unit, either meeting the oncoming charge head-on, or intercepting the enemy charge against another, friendly unit.

[13.41] The eligibility requirements for counter-charge are the same as in 13.2. In addition, unless the non-phasing, defending unit is going to counter-charge against the unit that is charging it, a non-phasing unit may not counter-charge if it is the target of an enemy charge or melee, as explained below.

[13.42] Oncoming counter-charge: A non-phasing unit may counter-charge an enemy unit (or stack) that is charging that non-phasing unit. If the non-phasing unit is stacked with a leader, it may counter-charge automatically. If the unit is not stacked with a leader but is in the effectiveness radius of its brigade (or higher) commander, the player rolls one die; if it is higher than the initiative rating of that commander, the unit may not counter-charge. If the non-phasing unit is not within range of a leader, it may counter-charge only if the player rolls a 1 or 2. A leader may affect any number of counter-charges within his radius, even if he, himself, is counter-charging or the target of a charge.

[13.43] Interception counter-charge: A non-phasing, eligible cavalry unit may counter-charge an enemy unit that is seeking to charge a different, friendly unit. That may be done by intercepting that phasing unit mid-charge, if the path of the charging unit takes it within interception range of the unit seeking to counter-charge, and the non-phasing unit is not the target of an enemy charge or melee. The interception range (which is subject to the restrictions of 13.32, and 13.33 through 13.35) is 1-3 hexes. A stack of cavalry may not split to intercept counter-charge; it must stay together. Interception can never take place in the hex occupied by the original target unit.

[13.44] An eligible cavalry unit may attempt an intercept or counter-charge under the following circumstances:

a) If it is stacked with a leader, roll one die and compare that number to the initiative rating of that leader. If it is higher than the rating, the unit(s) may not intercept.

b) If not stacked with a leader but within effectiveness range of its brigadier or adjacent to its divisional commander (or overall commander), roll one die and compare it to the initiative rating of that leader. If the die roll is the same or higher than that rating, the unit(s) may not charge; otherwise it may.

c) Units not qualifying under a or b may not intercept/counter charge (although they may counter-charge under 13.42).

[13.45] In an oncoming charge (see 13.42), the charging unit does not move the full distance to the non-phasing unit. Instead, both units meet in the middle of the original, designated charge path; i.e., if the charge distance was 4 or 3 hexes, it would be the second hex distant from the charge initiation hex. If the charge range was two hexes, it would be the hex between the two units.

[13.46] If a target is being charged (oncoming) by cavalry units from more than one hex and that non-phasing unit wishes to counter-charge, it must counter-charge all on-coming, charging units in the middle distance hex of its (non-phasing) choice (see 13.45). All charging units are placed in that hex (with the charging units not using that exact path considered to be swerving to meet the counter-charge). However, if for some reason, either terrain restrictions (see 13.32) or distance limitations, some of those charging units could not reach that hex, those charging units do not join the combat but, instead, are moved into the hex vacated by the counter-charging units, unless the non-phasing player chooses to leave some units in that hex, in which it completes its original charge.

[13.47] If a stack of defending cavalry is being charged by more than one stack of enemy, phasing units (oncoming), i.e., the phasing player is charging from different hexes (see 13.25), the non-phasing player may choose to either counter-charge each oncoming group individually (if he has enough battalions in his stack), or he can follow 13.46. However, he must designate what he wants to do first, before rolling for counter-charge attempts.

[13.48] Remembering all the restrictions and possibilities envisioned in the above sections, note that a non-phasing player may combine oncoming with interception counter-charge in any way that does not flout the rules. With many units charging and enemy units trying to counter-charge, mass confusion is the probable result. Keep in mind the sequence of designating targets before rolling the die to see if the counter-charge may take place. If it's not strictly prohibited, you can probably do it.

[13.49] Regardless of who charges and who counter-charges, the phasing player (the player whose turn it is) is always the attacker.

[13.5] CHARGE AVOIDANCE

[13.51] Mounted cavalry, limbered artillery, and supply wagons may seek to avoid a charge by retreating to the rear in a sort of expanded version of Retreat Before Melee. No other unit type may avoid a charge.

[13.52] Any eligible unit that wishes to avoid a charge may, in the Charge Avoidance segment, retreat at least two, but not more than four, hexes. The retreating units may not enter or cross impassable terrain or enemy ZOCs. Moreover, charge avoidance retreats may not use bridges or fords, nor may they cross deep runs. Displacement (see 15.32) may be used, but the avoiding units may not end up stacked with other, friendly units. If a unit can not retreat at least two hexes using these restrictions, it may not avoid charge.

[13.53] Units retreating by charge avoidance make a morale check after completing such a retreat, with all results being applicable in that final hex. (Remember, units retreating by charge avoidance may be subject to withdrawal fire from adjacent enemy units.)

[13.54] The charging units that were avoided may pursue the retreating units, although they may not actually enter their hex to attack them. Within normal terrain restrictions, the charging units may follow the path of retreat as far as they wish up to the hex adjacent to the retreating unit (i.e., before where it has stopped). Such pursuit may not move through, although it may enter, an enemy ZOC and the pursuing, phasing cavalry unit is always subject to interception counter-charge. The pursuers may stop anywhere along the path of retreat.

[13.6] CHARGE FIRE

[13.61] In the Charge Fire segment of the Assault phase, units that are eligible to do so may fire at units about to charge them or an adjacent friendly unit.

[13.62] All dismounted cavalry, infantry in line, or unlimbered artillery can fire charge fire as long as the unit is not routed or disordered. Pinned units can perform charge fire, as may units that are from brigades that have exceeded their BCE level.

[13.63] An eligible unit that has not voluntarily retreated (charge avoidance) can perform charge fire at the charging enemy unit. In addition, any friendly unit that is eligible, is adjacent to the unit being charged, and is not itself the target of a charge or melee can perform charge fire.

[13.64] Charge fire takes place into the hex from which the charging units will enter

the target hex to attack, so the charging player must first move his charging units to the hex adjacent to the target and, before completing the charge movement and the subsequent assault dice roll, the charging cavalry receives charge fire. The charge fire is resolved before the cavalry can complete the charge.

[13.65] If the charging unit is disordered by the charge fire, it may not complete the charge and must remain in the hex adjacent to the target unit.

[13.66] Charge fire is conducted just like any other type of fire, and all rules pertaining to such pertain to charge fire.

[13.7] LEADERS AND CHARGES

[13.71] Cavalry battalions may charge without the presence of a leader.

[13.72] Depending on the situation, leaders are needed for counter-charges as per 13.42 and 13.44.

[13.73] As with a melee, any stack of units with a leader may add one to its charge strength. This one strength point is added after doubling the charge strength but before making any other adjustments. The same applies to cavalry units counter-charging. Units defending against a charge also do the same (although units defending against a charge, i.e., not counter-charging, are not doubled).

[13.74] If cavalry units that are charging or counter-charging are stacked with a leader that has an asterisk (*) on its initiative rating, the player adds one more point (total of 2) to the post-doubled strength of the battalions.

[13.75] Leaders in charges have an increased chance of being killed or wounded (see 17.76).

[13.8] CHARGE RESULTS

[13.81] Charges are resolved using the Assault Results table in the same way as for melee (see 12.8).

[13.82] All cavalry units that have charged or counter-charged become disordered after all combat results have been applied, except if the unit is routed or already disordered (exception, see 13.84).

[13.83] In a charge where the defending units are on foot (infantry, dismounted cavalry, or unlimbered artillery) any time the afoot units must make a morale check as per the Assault CRT, 1 is added to that morale check die roll.

[13.84] If, as a result of a charge, the target enemy unit is either eliminated or retreated two or more hexes, the victorious cavalry unit may attempt to attack in melee (not charge) any adjacent enemy units in a single hex that are not already the target of a different attack by friendly infantry or charging cavalry. That is, it may not combine with infantry, although it may do so with friendly, attacking (but not charging) cavalry. In such a case, add one to any melee initiation die roll required (see 12.3). Automatic disorder (13.82) applies after this follow-up attack.

[14.0] MORALE, ROUT, RALLY

GENERAL RULE

All combat units (plus wagons, crews, etc.) possess a morale rating (see sample units). Morale is often as important as combat strength, and the morale rating is used for a variety of purposes; among them (but not exclusively): melee initiation and reaction, determining results of morale checks, voluntary retreats, etc. Results of morale checks may be disorders, pins or routs. Disordered and routed units may be rallied in the Rally phase, otherwise they remain in that condition. Units that have received such results are restricted as to what they can do.

There are two types of die rolls that use morale ratings. One die roll, the morale check, uses the Morale Check table (14.26); the other is a morale rating die roll, wherein the unit gets into trouble if the die roll is higher than its rating. The different types of morale die rolls are listed, for reference purposes, in the Morale Die Roll Reference table, 14.27.

[14.1] MORALE RATINGS

[14.11] Each combat unit, as well as supply wagons and artillery crews, has a morale rating, a number ranging from 6 (best) to 1 (worst). Please note that the ratings of cavalry dismounted are lower than those of the same units mounted. See sample units.

[14.12] The morale ratings are permanent. However, in at least one instance (the Union 4th PA regiment at Kelly's Ford), the morale for that unit in that scenario is different than the printed morale. See the individual scenario for any possible adjustments.

[14.13] Batteries and sections have printed morale ratings (with sections having lower ratings than the battery). The rating for a battery is used only if all sections of that battery that are in play are stacked together (in which case the battery counter is used). Otherwise, the individual section ratings are in effect.

[14.14] The morale ratings for artillery crews are used only when the crew is not stacked with the battery/section; otherwise use the rating for the battery/section.

[14.15] A few units have no numerical morale rating; they have a "?". This indicates the units are green, i.e., they have seen little or no previous action.

[14.16] Each time that a green (?) unit is required to make a morale check (known as "seeing the elephant"), the owning player immediately refers to the Seeing the Elephant table (14.17). He then rolls one die to determine the morale rating of the green unit. Green units do not acquire a permanent rating. They must check for a morale rating every game phase if required. They retain that rating during that phase only.

[14.17] SEEING THE ELEPHANT Table (see central pull-out section.)

[14.2] MORALE CHECKS

[14.21] There are a variety of times during the game that a unit is required to make a morale check by using the Morale Check table. Most of these occur during combat (either an M result or a numbered result with an asterisk, although morale checks are required after other actions, such as Retreat Before Melee (12.76).

[14.22] Whenever a rule or action requires a unit to undergo a morale check, the player consults the Morale Check Results table, notes the unit-in-question's morale rating, and rolls one die, referring to the MCRT under the column for that morale rating.

[14.23] A morale check die roll can be modified under various circumstances, listed below. All modifiers are cumulative.

Subtract 1 from the die roll if:
a) The unit is stacked with its brigadier or superior leader from its own command.

Add 1 to the die roll if:
a) The unit has suffered greater than 50% losses from its initial strength (which may be different from its printed strength as per individual scenario).
b) It is a morale check from a combat result and the affected unit has been enfiladed;
c) The unit is stacked with a unit from a different (albeit friendly) brigade.

[14.24] The effects of disorder are covered in 9.84. Likewise different interpretations on results for artillery and wagons are covered in 9.87, 11.14 and 11.15. Also see 9.88.

[14.25] Morale is checked each time such a check is called for, even if it has occured before in that phase.

[14.26] MORALE CHECK RESULTS Table
(See central pull-out section.)

[14.27] MORALE DIEROLL REFERENCE Chart
(See central pull-out section.)

[14.3] EFFECTS OF STACKING ON MORALE CHECKS

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

[14.32] If only the top unit is affected by the combat (as in fire), that unit's morale is checked first. If the top unit does not rout or become disordered, no morale check is needed for the units beneath it. If it does rout or disorder, the unit beneath must check morale. If the top unit is eliminated entirely, the unit beneath it must check as if it were the top unit.

[14.33] Leaders affect only units within their own command in a hex. Leaders in a stack may choose to retreat with a routed unit or remain with a unit beneath. However, a leader may not remain in a hex if all his units are no longer present; he must retreat.

[14.34] If one unit in a stack becomes pinned, all units in that stack are immediately pinned. However, disorder affects only the unit in question.

[14.4] EFFECTS OF ROUT

[14.41] Units that are routed must retreat three hexes (not as an expenditure of movement points), in addition to any other retreats that may have been required in that Combat phase. Units unable to retreat those three hexes for any reason (terrain or enemy units) are captured.

[14.42] Routed units have a movement allowance of one hex per turn, regardless of terrain cost; however, they cannot enter or cross impassable terrain. They have no Zone of Control. Routed units cannot engage in any kind of fire combat. They cannot retreat before melee or initiate charge or melee; if forced to assault or defend against a charge, they do so at half-strength (round fractions down).

[14.43] 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 D/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. Routed units ignore D results.

[14.44] Leaders are never routed (however, see 14.33).

[14.5] EFFECTS OF PIN

[14.51] When a unit is pinned, place a "Pin" marker on top of all units in the hex, as a pin result immediately affects all units in the hex.

[13.52] Pinned units may not move (except to retreat as a combat result), nor may they fire in a friendly Offensive Fire phase. Moreover, they may not fire withdrawal or retreat fire. However, they may fire in the friendly Defensive Fire phase, although their fire strength is reduced to one.

[14.53] Pinned units may not initiate melee or charge, although they may defend against both normally. They may not retreat before melee, charge, or counter-charge. They do have a Zone of Control.

[14.54] Pinned units may change facing, but they may not change formation.

[14.55] Pinned units may become routed, at which point they are now Routed units. Routed units that receive a pin result are both pinned and routed. Pinned units ignore a disorder result, however, Disordered units that receive a pin are now pinned.

[14.6] RALLY

[14.61] Routed, disordered and pinned units remain so until they are rallied in a friendly Rally phase.

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

a) They are stacked with any friendly commander (this does not require expending a Rally Point (see 17.14).

b) They are within the effectiveness radius of the brigade commander for that unit, and that brigade commander expends a rally point (see 17.14) to rally that unit.

[14.63] The effectiveness radius cannot be traced through enemy combat units, enemy ZOCs (although the presence of a friendly unit in that hex negates the effect of such a ZOC) or impassable terrain.

[14.64] Routed artillery units, gun crews, supply wagons, and independent units can 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. If the die roll is equal to or lower than the unit's morale rating, it rallies. In addition, leaders can rally independent units by being stacked with them in the Rally phase, as per 14.62.

[14.65] Disordered units may be rallied under the same conditions as in 14.62 and 14.64. In addition, if no leader is present, any disordered cavalry or infantry unit may be rallied by rolling a die as per 14.64.

[14.66] All "Pin" markers are automatically removed in the friendly Rally phase.

[15.0] RETREATS

GENERAL RULE

Units can be forced to retreat as a result of rout or as a direct result from the Melee Combat Results table; the number of hexes retreated depends on the circumstances. Players must observe certain restrictions when retreating units.

PROCEDURE

All retreats are conducted by the player owning the retreating unit. A retreating unit must always end its retreat the number of hexes it is required to retreat away from the hex in which it began the retreat. A unit cannot enter the same hex twice during any one retreat. Units must retreat away from enemy units and toward their own lines (also, see 15.4).

CASES

[15.1] RESTRICTIONS ON RETREATS

A unit cannot retreat through an enemy unit or an impassable hexside, nor can it retreat off the map. If a unit is unable to retreat because it is completely surrounded by enemy units, impassable terrain and/or the edge of the map, it is captured and removed from the game.

[15.2] RETREATING THROUGH ENEMY ZOCs

Units can retreat through or into hexes in enemy ZOC (exception: units tretreating before melee or charge may not enter enemy ZOC). Units that retreat into enemy ZOC are subject to retreat fire (see 10.2).

[15.3] PRESENCE OF FRIENDLY UNITS AND RETREAT

[15.31] A unit may not retreat through a hex containing a friendly unit if there is another path open to it (unless that path includes one or more hexes in enemy ZOC).

[15.32] If a unit must retreat onto or through a friendly unit, that friendly unit is displaced (retreated) one hex and the owning player must conduct a morale check for the displaced unit (exception: see 15.33.) If the displaced unit is already routed, it routs again and must retreat an additional three hexes. A displaced unit must retreat into a vacant hex if possible; if not, the third unit in turn is displaced 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. If a stack is displaced, a morale check is performed on the top unit. If there is no adverse result, the other units need not make morale checks.

[15.33] Retreating artillery crews and skirmishers (see 21.2) do not cause displacement if they are forced to retreat onto or through friendly units. The crew or skirmisher retreats through the other unit until it reaches the first available open hex. Their retreat does not cause a unit to check morale.

[15.34] If an unlimbered artillery battery suffers a retreat result or displacement, the artillery crew retreats, and the guns remain in the hex. If the guns are not immediately captured by the enemy, place an "Abandoned Guns" marker on the guns.

[15.4] THE PATH OF RETREAT

[15.41] The path of retreat should follow the terrain of least resistance (i.e., the cheapest in terms of movement points) whenever practical. If, for example, the cheapest path would force the unit into an enemy ZOC, a different path can be taken instead. In anomalous situations use common sense; however, the retreating player has the final say.

[15.42] Units cannot advance into a hex that was vacated by retreating enemy units unless the retreat was a retreat before melee (see 12.7) or occured as a result of offensive fire (see 9.9).

[16.0] ARTILLERY MOVEMENT AND FIRE

GENERAL RULE

Artillery units can either move or fire in any one player turn. They cannot 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. (Also see 16.5.)

CASES

[16.1] BATTERIES AND SECTIONS

[16.11] Artillery units may function as batteries (usually four or six guns) or sections (two guns). Batteries are made up of two or three sections, and counters provide for both the battery and its individual sections. (There are

also some independent sections, like the Louisiana Guard, which have no battery counter). Sections are indicated with a letter, and usually have a morale rating one lower than the full battery.

[16.12] When all sections of a battery (excluding abandoned guns) are in the same hex, the battery counter is used. Otherwise, the guns are broken down into individual sections. This breaking down and recombining can be done at any time during a friendly Movement phase at no cost in movement points.

[16.13] Batteries are crewed initially by full-strength (1 point) crews. Sections are crewed by reduced strength (0 point) crews. (See 16.2.)

[16.14] One battery in the counter-mix presents a slight problem: McGregor's (CSA) battery. At Brandy Station, McGregor's battery contained two sections of 12-lb. napoleons. However, at Gettysburg, the battery had one section of napoleons and one of 3" rifles (TBs). Given this information, players may use the McGregor battery counter as they see fit at Gettysburg, although it indicates 4 Ns.

[16.2] ARTILLERY CREWS

Each artillery unit includes a battery crew (full strength initially) or section crew (half strength initially). These are the men needed to service and fire the cannon. The fire strength of a battery or section may be reduced or eliminated by killing and capturing the crew. An artillery crew counter is not needed until a combat result affects the crew; when circumstances require it, place a crew marker on the map. Each crew marker has a letter code on it. players should record on the OB roster sheets which crew belongs to which battery. The crew marker is removed from play only if the crew manages to get reunited with the guns of its original battery or section. Crews are treated as line infantry for most purposes.

[16.21] Gun crews suffer casualties as a result of melee (see 12.81) or small-arms fire (see 9.82), though crews can be routed or pinned as a result of artillery fire. Combat results inflicted by artillery fire at bombardment range affect the guns only, leaving the gun crews intact (see 9.83).

[16.22] Each gun crew can sustain a maximum of two step losses. When a battery's gun crew takes a strength point loss, that battery's crew counter is turned over to the half-crew side. When the battery crew loses a second strength point, or a section crew (half strength) suffers a strength casualty, the crew is eliminated. If a crew is eliminated, place an "Abandoned Guns" marker on the battery or section.

[16.23] A battery with a half-strength crew can limber, move, and unlimber normally. However, a battery with half a crew can fire no more than half its initial gun strength (round fractions up). If losses to the guns reduce a battery's current gun strength to half its initial strength or less, the half crew can fire the battery's full current strength.

[16.24] Sections function normally with reduced-strength crews, but a battery that has a reduced-strength crew may not break down into sections. A section that has lost its crew (see 16.22) may be reformed into a battery if it is stacked with all remaining guns in that battery during a friendly Movement phase, and there is at least one crew (any strength) available for that battery. In such a case, the battery operates with reduced crew as per 16.23.

[16.25] Crews fight in melee with their printed strength (1 or 0). Gun crews cannot be transferred from one battery to another, although they may be transferred from section to section within a battery. Lost crews may not be replaced.

[16.26] When an unlimbered artillery battery suffers a rout result, the crew routs but the guns remain in the original hex; place an "Abandoned Guns" marker on the battery. When a limbered battery routs, the entire battery is moved in rout movement.

[16.27] A battery or section is recrewed when it is stacked with its original, rallied crew. Both the crew and the "Abandoned Guns" markers are removed and the battery or section may fire normally in the same turn (i.e., the crew can move back and fire the guns in the Offensive Fire phase of the same turn). If an abandoned battery is captured and then retaken by the owning player, he can recrew the battery with its original crew and use it normally.

[16.28] Abandoned guns have no significance until recrewed. Abandoned guns do not block line of sight and may be moved through freely by both friendly and enemy units. They cannot be the targets of melee or a charge.

[16.29] Batteries are removed from play only when one of the following conditions is met:

a) All the guns of the battery or section have been eliminated; or

b) An enemy infantry or dismounted cavalry units spends 4 movement points in its Friendly Movement phase in the hex with the abandoned guns. For this purpose, the enemy unit must remain in the hex with the abandoned guns, although it could perform other actions (changing facing, formation, etc.). If this occurs, the guns are captured and removed from the map. Captured guns and battery ammunition can never be used by the enemy player.

c) When the owning player occupies the hex with abandoned guns under the same circumstances as in "b" above.

[16.3] ARTILLERY RANGES

[16.31] Artillery fires either canister (grapeshot, etc.) or shell. Canister is used at short range, shell at long, or bombardment, range.

[16.32] Whether a gun is firing canister or shell depends on the range to the target. The Range Effects table shows what type of fire is used by each gun at specific ranges.

[16.33] The Fire Combat Results table (see 9.89) explains the difference in effect between canister and bombardment.

[16.34] Canister fire may not be combined with bombardment.

[16.35] See 8.22 for the effects of bombardment against a stack of units. Canister fire, like small-arms fire, affects only the top unit in a stack.

[16.4] EXPLODING CAISSONS

Any time that an artillery battery or section is hit by artillery bombardment fire and suffers a gun loss (see 9.83), there is a chance that some ammunition is lost, too, from exploding caissons. The player suffering the loss rolls a die; if he rolls a 5 or 6 a caisson has been hit and one round of ammunition is lost. If an exploding caisson destroys all of a battery's or section's ammunition, place an Ammo Depleted marker on the unit.

[16.5] RETIRE BY PROLONGE

Unlimbered artillery batteries and sections eligible to fire in a Defensive Fire phase may retire by prolonge in that phase. Retire by prolonge enables an unlimbered battery to fire and move in the Defensive Fire phase, although both are limited. Retire by prolonge occurs only in the Defensive Fire phase.

[16.51] The owning player must announce that a battery or section will attempt to retire by prolonge before the attempt is made. The retiring battery must fire, halving its final fire strength. Immediately after firing, and before any other guns fire, the retiring battery or section retreats one hex directly to the rear. In effect, it backs out of the hex, maintaining its original facing. The battery remains unlimbered.

[16.52] A battery or section may attempt to retire only if it begins and ends its movement in a clear hex. The hexside crossed must also be a clear hexside. Any roads or trails in either hex, or between the two hexes, are ignored. The battery cannot cross an elevation hexside.

[16.53] A battery or section can retire by prolonge from an enemy Zone of Control, undergoing withdrawal fire. However, artillery cannot retire by prolonge into an enemy ZOC. If the battery or section is pinned by withdrawal fire it is pinned in the original hex and cannot retire.

[16.54] Generally, only a battery or section that fires can retire by prolonge. However, if there are two batteries or sections stacked in the same hex, both may retire by prolonge even if only one battery fires.

[16.55] A pinned or disordered battery or section cannot retire by prolonge.

[16.57] A battery or section that begins a Defensive Fire phase out of ammunition cannot retire by prolonge (exception: see 16.54). However, a battery or section that

fires its last round of ammo in a Defensive Fire phase can retire in the same phase.

[16.58] A battery cannot retire by prolonge if it is charged.

[16.6] ARTILLERY OVERSHOOT

When a battery fires at a target at a range of 6 hexes or more, there is a chance that the fire will miss the target and land in a hex behind the hex the target occupies. (This rule simulates the sometimes gross inaccuracy of long-range artillery fire.)

[16.61] The following procedure is used to resolve all artillery bombardment fire executed at a range of 6 hexes or greater.

a) The firing player rolls one die for each battery or section firing at a range of 6 hexes or more and consults the Overshoot table at the correct range to determine whether the guns have hit the target hex.

b) All batteries/sections that attain an A (Accurate) result (as well as those that do not need to check for overshoot) fire at their chosen targets under the normal rules.

c) Fire from overshooting batteries is resolved individually (except in those cases described by e, below). If the result from the Overshoot table is S-1 it means that the battery/section has overshot by one hexrow. Consult the Scatter diagram and roll one die; the fire scatters in the direction indicated by the number rolled.

d) If the overshoot result was S-2, the fire has scattered into the second row (see Scatter diagram). Roll two dice, one after another, and read them consecutively (i.e, a roll of 1 and 4 is read as 14). Compare this number to the second row of hexes on the Scatter diagram to determine where the shells land.

e) If the battery/section firing has a morale of 5, add one to the overshoot die roll; if it is 4 or less, add two to the die roll.

f) If the hex is unoccupied, there is no combat result, although ammo may be expended. If the hex is occupied by any units, enemy or friendly, the player resolves a normal attack against the hex according to the rules of fire combat. The strengths of all batteries which scatter into the same hex are combined as usual and are not treated as individual attacks.

[16.62] A player may never attack a vacant hex in the hope that his fire will overshoot into a hex containing enemy units. A target hex for artillery fire must contain an enemy unit.

[16.63] If artillery fire overshoots into a hex to which the firing battery does not have a clear line of sight or into a hex beyond maximum range for that gun type, the fire is still executed normally. (These two fire effects commonly occured on the battlefield.)

[16.64] If overshoot fire lands in a hex in which an engaged melee is in progress, the battery resolves a normal fire attack separately against each side. This is the only way in which a melee hex can be affected by fire combat.

[16.65] OVERSHOOT Table
(See the central pull-out section.)

[16.7] RAPID FIRE

[16.71] Only smoothbore gun types—Ns and HAs—can use rapid fire. Rapid fire is used only for canister fire at a range of one or two hexes, not at three hexes.

[16.72] When a battery or section uses rapid fire, its strength multiplier is increased by two when determining its fire strength. Thus, a section of two Ns rapid firing at a range of two hexes would have a strength multiplier of 8 (6 + 2; see the Range Effects table). This would give it a strength of 16, as opposed to 12, when it fires, barring any other adjustments.

[16.73] A battery or section using rapid fire automatically uses one round of ammunition. It does not expend an additional round on a roll of 7 or 9.

[16.74] There is no limit to the number of batteries or sections which may fire at a single target, and rapid and non-rapid firing guns may combine their fire. Guns cannot use rapid fire to retire by prolonge.

[16.75] If a battery or section uses rapid fire two phases in succession, the player resolves the shot and then rolls one die. If he rolls a 5 or 6 the battery is fouled. Mark and treat it as disordered.

[17.0] LEADERSHIP

GENERAL RULE

Cavalry and infantry regiments are led by brigadiers—brigade commanders. These brigadiers are commanded by a division commander (exception: the Confederates at Kelly's Ford). The whole force is then, usually, under a superior officer. In order for cavalry and infantry to function effectively they must be in command control —within the effectiveness radius of their brigadier. Unless specifically stated, cavalry brigadiers do not have to be in command control of their division or superior commanders to function normally, although these superior officers may be used to help the brigadiers. Under certain circumstances, individual regiments or battalions may be detached to operate independently. Artillery and supply wagons always operate independently.

PROCEDURE

In the Initial Command phase, the phasing player checks to see which of his units are in command and also decides whether or not to detach or attach regiments or battalions for the current game turn.

Units outside the effectiveness radius of their brigade commander are out of command unless they are independent or detached.

CASES

[17.1] BRIGADE COMMANDERS

Brigade commanders, or brigadiers, control all regiments assigned to their brigade. All regiments (and battalions) within a brigade have the name of their brigade commander (CSA) or organization (USA) printed on the counter. Cavalry brigade commander counters have three rating numbers. The first is that brigade commander's effectiveness radius, the second is his rally rating (usable each game turn), and the third is his initiative rating. Infantry brigadiers (Brandy Station) have only the first two of these ratings.

[17.11] The effectiveness radius is the maximum number of hexes a unit can be from its brigade commander during the Initial Command phase and still be in command (possessing full movement and combat capability). A unit that is out of command may spend only two movement points or move one hex (whichever is greater) during the friendly Movement phase and may not move adjacent to an enemy unit. It may fire during the Offensive Fire phase only at enemy units that are adjacent and in LOS. A unit that is out of command control cannot initiate a melee or charge or countercharge combat (unless already engaged in one) or change formation. However, a unit out of command control can still fire in the Defensive Fire phase, can use withdrawal fire and retreat fire, and retains its ZOC.

[17.12] The effectiveness radius of a brigade commander can be increased by his division or overall commander, if the brigade commander is within the command radius of his division or overall commander and if the division or overall commander possesses the necessary command points (see 17.22).

[17.13] A brigade commander's effectiveness radius becomes his command radius if he is ever promoted to division command (see 17.8).

[17.14] Brigade commanders' rally ratings are used to rally routed or disordered units during the friendly Final Command phase. For each point in his rally rating a brigade commander can rally one battalion (cavalry) or regiment (infantry) in his command that is within that brigade commander's current effectiveness radius. Any units stacked with a brigade commander are automatically rallied at no cost in rally points.

[17.15] A cavalry brigadier's (or higher commander's) initiative rating determines whether a cavalry unit may counter-charge (see 13.4). In addition, cavalry units stacked with commanders that have an asterisk (*) with their initiative rating add two to their strength, instead of the usual one for being stacked with a leader (see 13.74).

[17.2] DIVISION AND OVERALL COMMANDERS

Because of the nature of cavalry actions, the divisional command structure was much looser than its infantry counterpart.

[17.21] Divisional and overall commanders have three ratings: command radius, command points, and initiative. The last rating works the same as for brigadiers.

[17.22] During the Initial Command phase, a division or overall commander can spend his command points—if he has any—to increase the effectivenss radius of subordinate brigade commanders which are within his command radius. One command point is spent for each hex added to a brigade commander's effectiveness radius. A division commander may split his command points among several brigade commanders so long as all the brigade commanders are within his command radius. A brigade commander can have his effectiveness radius increased by only one commander at a time.

[17.23] A division commander can command any combat units of his division which are stacked with him during the friendly Initial Command phase.

[17.24] Divisional and overall commanders may rally any friendly units with which they are stacked.

[17.3] INFANTRY COMMANDERS

The Union had two brigades of infantry (actually make-shift brigades made up of regiments from a wide variety of infantry brigades). Infantry brigadiers have only two ratings; they have no initiative rating. They function like cavalry brigadiers in all other ways. Ames's brigade was attached to Buford's division, while Russell's brigade was attached to Duffie's division. As stated in 5.65, infantry brigadiers must be within the command radius of their superiors (cavalry division commanders) to move normally. If not, movement is halved.

[17.4] EFFECT OF LEADERS ON CHARGE, MELEE AND MORALE

[17.41] A unit stacked with a leader of its own command can initiate melee without a morale check (a morale check is not required for a charge). The presence of the leader adds 1 SP to the unit's melee strength.

[17.42] Players subtract one from the die roll on morale checks for any unit stacked with its brigadier, divisional, or overall commander.

[17.43] Cavalry battalions must be in command control to charge. To counter-charge they must use the initiative rating of their brigadier or higher commander (see 13.4).

[17.44] Cavalry battalions charging and stacked with a commander with an asterisk (*) add two to their charge strength.

[17.5] LEADER STACKING RESTRICTIONS

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

[17.52] Leaders are never required to stack with a combat unit (exception: see 25.53).

[17.53] If all units a leader is stacked with are eliminated by fire combat and the leader is not killed or wounded, immediately place that leader with 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 ZOCs, and/or impassable terrain, the leader is captured.

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

[17.6] DETACHED UNITS

[17.61] Each cavalry brigade may detach up to one full regiment (i.e., one or two battalions) for operations outside their brigadier's range. (Note: This is different from a detachment; see 21.1.)

[17.62] Units are detached during the Initial Command phase by placing a "Detached" marker on the designated unit(s). Such units remain detached until they come back within the effectiveness radius of their brigadier and the "Detached" marker is removed.

[17.63] Detached units operate as if they were in command control. However, functions that specifically require leaders—rally, counter-charge, etc.—still require a leader, even though the unit is detached.

[17.64] There is no limit as to how long a unit may remain detached.

[17.65] Brigades that have exceeded their brigade combat effectiveness limit (see 18.0) may not detach units.

[17.66] Union infantry brigades may not detach units in this game.

[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). Each leader in a hex is rolled for separately. Leader loss is checked before morale checks are conducted for units in the hex.

[17.73] If a leader becomes a casualty, he is immediately removed from the game and his status, either killed, wounded, or captured, is noted on the OB Roster for victory point purposes.

[17.74] Leaders never rout, although they can 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 central pull-out section.)

[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, captured, or promoted, flip the leader counter over to the replacement commander for that brigade. (This represents a regimental commander who takes brigade command when the original brigadier is lost or promoted.) The replacement does not take over until the next friendly Final Command phase.

[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 friendly Final Command phase and the loss is recorded on paper. (The replacement counter then represents a different man who has risen to brigade command.) There is no limit to the number of times a replacement leader can become a casualty and then be replaced. Victory points are scored for the elimination of replacement leaders each time the replacement leader becomes a casualty.

[17.83] If a division commander is killed, wounded, or captured, flip the counter over. A brigade leader is named on the other side. He is promoted, triggering the effects described in 17.81. An anonymous replacement leader takes command of the brigade belonging to the promoted brigade commander. (If the named brigadier is already a casualty, assume that a nameless replacement takes over the division. Use the back of the division commander's counter anyway.) Promotions happen during the Final Command phase. This same process is used to promote a division commander to overall command if such commander becomes a casualty.

[17.84] All promotions take place at the end of the first friendly Final Command phase e following the leader's removal.

[17.85] If JEB Stuart (CSA) is killed, wounded, or captured, he is not replaced by anybody. The use of the reverse of his counter (Major Pelham) is discussed in 25.53.

[17.9] EFFECTIVENESS RADIUS AND "IN COLUMN" UNITS

Units of the same brigade are considered to be within the effectiveness radius of their brigade commander so long as each unit is in column, adjacent to another unit in column, and one of these units is actually within the effectiveness radius of the brigade commander. In this way a long column of men can still be controlled by one leader.

[18.0] BRIGADE COMBAT EFFECTIVENESS

GENERAL RULE

Brigade Combat Effectiveness (BCE) is a measurement of the overall morale of each brigade.

A brigade's BCE is reduced by casualties. Reduction of the BCE beyond a certain degree (which varies from brigade to brigade) will result in a brigade "losing BCE."

PROCEDURE

Each time an infantry or cavalry unit suffers casualties, a number of boxes equal to the number of strength points lost is marked on the OB Roster for that unit's brigade. When the number of boxes marked off reaches the BCE limit, the brigade has lost combat effectiveness. The effects of BCE loss begin at the end of the phase in which BCE loss occured.

CASES

[18.1] EFFECTS OF BCE LOSS ON INFANTRY AND CAVALRY

[18.11] One is added to the die roll for any morale check or any check listed in 14.27 made by an infantry or cavalry unit of a brigade that has lost BCE.

[18.12] No unit in a brigade that has lost BCE can initiate melee or a charge (exception: a unit that is in an engaged melee can attack, even if its brigade has lost BCE). Units of a brigade that has lost BCE defend normally in melee. They may counter-charge, but add one to all initiative die rolls.

[18.13] No unit in a brigade that has lost BCE may move adjacent to any unrouted enemy combat unit except for abandoned guns or wagons.

[18.2] BRIGADE RETREAT

If an infantry or cavalry unit of a brigade which has exceeded its BCE limit routs, and that unit is in the effectiveness radius of its brigade commander, all the unpinned, unrouted units of that brigade in the effectiveness radius of that leader must retreat two hexes. At the end of the retreat, the player makes a morale check for each retreating unit. If the unit fails, it routs.

[18.21] The already routed units of a brigade subject to brigade retreat must retreat three hexes, rather than two, but do not check for additional rout.

[18.22] The pinned units of a brigade undergoing brigade retreat remain pinned and do not retreat. Disordered units retreat and check, as above.

[18.23] Units that retreat out of enemy ZOCs are subject to withdrawal fire (see 10.1).

[18.24] Units that are unable to retreat because of enemy units are captured (see 15.1).

[18.25] A brigade can undergo brigade retreat only once per phase. If a second unit routs as a result of a morale check made during brigade retreat, the brigade does not retreat again. The routed unit which triggered the second brigade retreat simply routs the normal three hexes.

[18.26] Any artillery battery or section within the effectiveness radius of a brigade commander whose brigade is undergoing brigade retreat has the option to retreat; it is not mandatory. If unlimbered, they may limber in order to retreat, subject to normal withdrawal fire. This is the only way an artillery unit can ever change formation in a phase other than the friendly Movement phase.

[18.3] OB ROSTER SHEET

(see pp. 38-39.)

[18.31] An Order of Battle Roster Sheet is provided for each battle. These are used to record the number and type of losses suffered by each player's units for brigade combat effectiveness. The OB Roster Sheet includes:

a) The designation of all units and the names of all leaders. Each time a leader becomes a casualty or is captured, the box next to his name is marked off.

b) The battery and section strength (total number of batteries) at the start of the game, as well as boxes to record ammo use.

c) The brigade combat effectiveness limit of the brigade as compared to the total number of strength points in the brigade (e.g., 12 of 25).

There is one row of boxes to indicate the total number of strength points and a slash (/) is placed along that row to indicate the current BCE level for the brigade. When all boxes to the left of the slash have been marked off, the brigade has reached its BCE limit.

Retain one copy of each OB roster sheet without marks on it, since duplicate copies will be needed. Duplicate copies are not available from TSR Inc.

TSR Inc. grants players permission to photocopy the OB roster sheets for personal use only.

[19.0] REINFORCEMENTS

GENERAL RULE

Most scenarios have units that arrive at various times throughout the game, according to the reinforcement schedule for that scenario. Reinforcements enter through the entry hex assigned to them in that schedule. Reinforcements may enter in any formation, except that artillery always enters limbered. Large numbers of units entering at the same time are considered to enter in a line stretching off the map.

PROCEDURE

Units can enter the map stacked up to the stacking limit of the entry hex. The first stack of units pays the normal movement cost to enter the entry hex. Each subsequent stack or unit must pay additional MPs to account for the units ahead of it (remember the line stretching back). For example, if the first unit to enter paid 1 MP, the second would pay 2 MPs, the third 3 MPs, etc.

[19.1] ENTRY OF REINFORCEMENTS

If a player cannot get all of his reinforcements assigned to enter in that turn through the assigned hex he must withhold the extra units and enter them during subsequent turns via the same hex (exception: see 19.2.) A player may voluntarily withhold arrival of reinforcements, but they must enter at the assigned hex. All reinforcements enter during a friendly Movement phase (see 5.66).

[19.2] BLOCKED REINFORCEMENTS

If the entry hex assigned to a given set of reinforcements is occupied by an enemy combat unit or is in an enemy ZOC during the friendly Movement phase of the turn on which the reinforcements were due to arrive, the reinforcements are delayed one game turn and may then enter, in the following game turn, through the nearest unblocked hex on the same map edge.

[20.0] RIFLE PITS AND BREASTWORKS

GENERAL RULE

Breastworks and rifle pits represent temporary fortifications constructed by troops from various materials. When breastwork markers are placed on the map they are always oriented so that the actual breastwork contour runs along the hexsides the player wants protected; in effect, breastwork markers have a facing. Breastworks only affect combat across the three hexsides indicated by the breastwork contour. Rifle pits are just that—pits that offer protection to firing units. They cover all sides of the hex.

CASES

[20.1] BUILDING AND DESTROYING BREASTWORKS

[20.11] Breastworks can be built only by infantry or dismounted cavalry units. A unit must be in command control to initiate breastwork construction, and the hex of construction may be no more than five hexes from the nearest woods hex not occupied by or in the ZOC of an enemy combat unit. To construct a breastwork, the player takes a breastwork marker at the beginning of the friendly Movement phase and places the unit building the breastwork under the marker, with the "under construction" side of the marker facing up. After two turns of construction, at the end of the friendly Movement phase of that second turn, the infantry unit can be placed on top of the breastwork marker, with the breastwork side of the marker face-up, indicating that the breastwork is complete. The three turns of construction do not have to be consecutive, but the unit that began construction cannot leave the breastwork hex until construction is either finished or totally abandoned.

[20.12] Breastworks cannot be built in a

marsh or wooded marsh hex. Only one breastwork can be built in any given hex. A breastwork has no stacking value. There is no limit to the number of breastworks that can be built during the game; players can use counters from other games to make more breastwork markers.

[20.13] Once built, the facing of a breastwork marker cannot be changed.

[20.14] Once a breastwork is under construction, the original constructing unit must remain in the hex until it is finished, unless the breastwork is abandoned. Furthermore, no other unit can enter and remain in the construction hex unless it joins in the construction; i.e., any unit entering a construction hex is placed under the original unit. While the second unit does not speed construction, it does not stop it by leaving, as long as *one* unit remains in the process of construction. Any unit may pass through a hex under construction by paying one additional movement point. If, for any reason, all constructing unit(s) move from that hex, the "Under Construction" marker is removed; construction must begin anew.

[20.15] Units building breastworks cannot fire in the Offensive Fire phase. They have no zones of control and may not engage in withdrawal fire or retreat fire, but they can block enemy supply and command paths. Constructing units can fire in the Defensive Fire phase; however, the final fire strength is shifted one column to the left on the Fire Combat Results table. In any game turn that a constructing unit fires, the construction is temporarily suspended for that turn. It can continue normally in subsequent turns.

[20.16] Units building breastworks may not initiate melee. However, if they are attacked in melee, they defend normally. (Constructing units can attack if the combat result is an "Engaged" melee.) In any game turn that a constructing unit fights in melee, the construction is temporarily suspended for that turn. It can continue normally in subsequent turns. If constructing units are forced to retreat from the hex, the breastwork is abandoned and the marker is removed.

[20.17] Breastworks can be dismantled by any dismounted cavalry or infantry unit that spends one entire friendly player turn in the hex. The dismantling unit may not fire (except defensively, including withdrawal fire and retreat fire) and may not initiate melee (although it defends normally and can fight "Engaged" melees).

[20.18] Once constructed, breastworks remain in place until dismantled.

[20.2] EFFECTS OF BREASTWORKS

[20.21] A breastwork hexside affects movement (see Terrain Effects on Movement table, 5.19).

[20.22] A unit pays the movement point cost for breastworks only when it crosses a breastwork hexside. If a unit enters or leaves a breastwork hex through a non-breastwork hexside, only the normal terrain cost is paid.

[20.23] If a unit within a breastwork hex is fired upon entirely through a breastwork hexside, the total fire strength is shifted two columns to the left. If only some of the enemy units are firing through the breastwork, the shift is one to the left. For the purposes of fire combat, the defensive benefits of a breastwork are cumulative.

[20.24] In melee, if the defending units are in a breastwork hex, each attacking unit (counter) that enters the melee hex through a breastwork hexside subtracts one from its melee strength.

[20.3] CONSTRUCTION OF RIFLE PITS

Rifle pits are constructed in the same way as breastworks, except for the following:

a) Rifle pits may not be placed in rough, marsh, or woods hexes.

b) They do not have to be within five hexes of woods.

c) It takes only one turn to dig a rifle pit.

[20.4] EFFECT OF RIFLE PITS

[20.41] A rifle pit fills the entire hex it occupies and affects all hexsides.

[20.42] A maximum of 12 Strength Points may be in a rifle pit hex.

[20.43] Only infantry and dismounted cavalry (and leaders) may use a rifle pit. These units are considered in line, and must be so to enter the pit hex. It costs one additional movement point to enter a pit hex and one additional point to leave a pit hex.

[20.44] Units in a rifle pit receive a benefit against enemy fire, depending on the elevation of the firing units. If the elevation of the firing unit is lower, shift 3 columns to the left; if it is the same, 2 columns to the left; if it is higher, 1 column to the left.

[20.45] Units in rifle pits may not be charged, but they may be attacked in melee. They may not retreat before melee. They may initiate melee out of the pit hex, but each unit doing so is reduced by one strength point. If units in a rifle pit are attacked in melee there is no effect. Units may involuntarily retreat or rout out of the pit hex without additional penalty (other than those already imposed).

[21.0] SKIRMISHERS AND DETACHMENTS

GENERAL RULE

Cavalry and infantry units may detach small forces (usually about 50 men) for whatever purpose the player deems necessary (usually to hold positions against possible enemy incursion). Detachments such as these are different from detached regiments or battalions (see 17.6). Detachments and small battalions or regiments may be used as skirmishers—screens against approaching enemy forces.

[21.1] DETACHMENTS

[21.11] Any cavalry battalion or infantry regiment that is not routed, disordered or pinned and is in command control may detach one strength point.

[21.12] Detachments (and re-attachments) occur in the Initial Command phase.

[21.13] To form a detachment the unit in question simply reduces its strength level by one and replaces it with a detachment counter in the same hex, noting the change on his OB roster.

[21.14] Detachments function in every way as normal units, and they may be considered as detached units (see 17.6). Detachments may also act as skirmishers.

[21.15] There is no movement or other cost to attach or detach a detachment.

[21.16] Detachment counters are printed as mounted cavalry on one side and dismounted cavalry/infantry on the other. Infantry detachments use the latter side as line infantry.

[21.17] Detachment counters have no weapon type or morale rating on the counter. This is why they must be recorded on the OB sheet. Detachments adopt the weapon type and morale of their parent units.

[21.2] FORMING SKIRMISHERS

[21.21] Any detachment or dismounted cavalry battalion of 2 SPs or less can be used as a skirmisher.

[21.22] Skirmish is a formation, and adopting skirmish formation is treated as a change of formation. Note that for a cavalry unit to go into skirmish formation it must first be dismounted.

[21.23] Use a skirmish marker to indicate that a unit is in skirmish formation.

[21.3] SKIRMISHER MOVEMENT

[21.31] The Terrain Effects on Movement table has a column for skirmish units. This column is used only for units in skirmish formation.

[21.32] Units in skirmish formation have the same facing as infantry in line formation and the same ZOC.

[21.33] Friendly units can freely pass through a skirmish unit (and vice versa) but skirmish and non-skirmish units cannot end a friendly Movement phase stacked in the same hex (exception: artillery batteries and sections can stack with skirmish units).

[21.34] If friendly skirmish and non-skirmish units intend to participate in melee against the same target, the skirmish units must change from skirmish formation to line or dismounted formation during the Movement phase.

[21.4] EFFECTS OF SKIRMISH FORMATION ON COMBAT

[21.41] Whenever a unit fires while in skirmish formation there is a one-column shift to the left on the Fire Combat Results table, in addition to all normal column shifts. This column shift also applies when skirmish units combine fire with non-skirmish units and skirmishers make up at least 50% of the firing strength points. Any unit firing on a skirmish unit does so with a one-column shift to the left on the Fire Combat Results table. This, too, is in addition to all normal shifts.

[21.42] Skirmish units can be enfiladed normally in offensive or defensive fire. They can also be enfiladed during retreat fire, but they are never enfiladed by withdrawl fire. A skirmish unit does not receive a favorable shift for its weapon type when it is subject to withdrawal fire or retreat fire (nor does any other unit).

[21.43] Any result on the Fire Combat Results table requiring a morale check is treated normally, except that the unit's morale roll is not modified if it has been enfiladed.

[21.44] Skirmishers undergoing a morale check and receiving a pin result ignore that and retreat two hexes instead of becoming pinned.

[21.45] No unit in skirmish formation may initiate melee or charge against enemy cavalry or infantry, regardless of the formation of the enemy unit; this applies to routed as well as unrouted enemy units. Skirmish units may initiate melee against artillery, wagons, and crews.

[21.46] For purposes of calculating the melee differential, units subtract 1 SP from their melee strength for being in skirmish formation.

[21.5] SKIRMISH UNITS AND RETREAT BEFORE MELEE

In the Retreat Before Melee phase, skirmish units may retreat either one or two hexes. If the length of retreat is one hex, there is no morale check made for retreating (this is an exception to 12.7); the unit makes a normal morale check if it retreats two hexes.

[21.6] SKIRMISH UNITS AND ROUT

[21.61] When a unit in skirmish formation routs, it may move freely through unrouted, non-skirmish units without causing the non-skirmish units to displace or check morale. The routing skirmisher continues its retreat until it reaches a vacant hex three hexes from the hex where the rout began.

[21.62] If a routed skirmisher retreats through a hex containing another skirmisher or any routed unit, the other unit does not displace but must make a morale check. If it fails, it is routed and performs rout movement.

[21.63] Routed skirmish units lose all benefits of being in skirmish formation at the end of their rout movement. From that point on they are considered to be a routed line (or dismounted) formation. When rallied, skirmishers assume line (or dismounted) formation.

[22.0] RAPID MARCH AND FATIGUE

(Optional Rule)

GENERAL RULE

The use of rapid march increases an infantry regiment's movement allowance from 5 movement points to 8. Regiments must assume column formation to use rapid march. At the end of each Movement phase of rapid marching, the owning player makes a die roll for each brigade to determine whether or not the march caused that brigade to become fatigued or exhausted. Although this is, strictly speaking, an optional rule, it is highly recommended for the Brandy Station scenario.

PROCEDURE

The regiments of an infantry brigade may rapid march if they are in command during the Initial Command phase. During the following Movement phase all the regiments of that brigade may rapid march. At the end of that Movement phase, a morale rating die roll is made for each rapid marching regiment; if it fails, that regiment is fatigued; if it passes, it is unaffected by the march. A fatigued regiment that fails a rapid march morale die roll becomes exhausted. Exhaustion affects a unit's movement, morale, melee strength, and fire strength. Units can recover from fatigue and exhaustion by resting.

CASES

[22.1] WHICH UNITS MAY RAPID MARCH

[22.11] Only infantry regiments in column may rapid march. However, a unit may use part of its rapid march movement allowance to change into column formation. In other words, at the start of rapid march movement a regiment in line formation may spend two movement points to go to column formation and then has six movement points available.

[22.12] Units using rapid march may not use any normal form of movement during that Movement phase (although they may change formation). They may not combine normal movement rates with rapid march.

[22.13] Units of a brigade that has lost BCE and regiments that are out of command, disordered, pinned, or routed may not use rapid march.

[22.14] Detached regiments may use rapid march, but not skirmishers (they can't use column formation).

[22.2] RAPID MARCH RESTRICTIONS

[22.21] Units may rapid march only through clear terrain or on roads, pikes, or trails. All other terrain is prohibited. Moreover, no unit may move up more than one elevation level while using rapid march. Roads and trails negate all other terrain for purposes of rapid marching if the rapid marching regiments enter and leave the prohibited hexes through thoroughfare hexsides. A unit may not rapid march across prohibited hexsides (ridges, runs, streams, etc.) unless on a road or bridge.

[22.22] A regiment using rapid march must end its movement if it changes from column to line formation.

[22.23] A player always has the option to rapid march all or only some of the regiments of a brigade.

[22.3] RAPID MARCH FATIGUE AND EXHAUSTION

[22.31] Immediately after a unit has finished its rapid march movement it must check for possible fatigue and exhaustion. For each unit check the morale rating and roll one die. If the die is higher than the morale rating the unit is fatigued. If the unit is already fatigued, add one to the die roll. If the modified die roll is higher than the morale, the unit is exhausted.

[22.32] When a regiment becomes fatigued, place a "Fatigued" marker on top to indicate such status. Fatigue does not cancel or otherwise change routs, disorders, or pins in any way. However, the effects of fatigue are cumulative with the effects of those other markers!

[22.33] Fatigued units add one to die rolls made for:

a) Morale checks and all other morale rating die rolls;

b) Melee initiation;

c) Rapid march fatigue rolls.

[22.34] A fatigued unit that fails a fatigue die roll becomes exhausted. Place an "Exhausted" marker on top of such a unit. The effects of exhaustion are as follows:

a) The current strength of the unit is reduced by one. This is a temporary loss and should be recorded separately. It does not effect BCE and may be reclaimed later;

b) The movement allowance is reduced to three and the unit may not rapid march;

c) An exhausted unit may not initiate melee.

d) Add one to all morale die rolls.

[22.4] RECOVERY

Fatigued units recover after one complete turn of rest. An exhausted unit becomes fatigued after one turn of rest, and fully recovers after two turns of rest.

[22.41] For a unit to rest it must spend one entire game turn without moving. It must be at least four hexes from all enemy combat units or not within the line of sight of any enemy small-arms unit for the duration of the game turn. If an enemy unit moves inside the

four hex range or establishes a LOS to the resting unit during the turn, the rest is canceled for that turn and the regiment does not recover.

[22.42] A resting unit may not engage in fire or melee combat. If fired upon by enemy small-arms, or artillery at canister range, the rest is negated. Artillery bombardment fire breaks the rest only if the fire results in any unit of the resting brigade being affected, i.e., disordered, routed, SP loss, etc.

[22.43] A unit does not have to be in command control to rest.

[22.44] Fatigue and exhaustion markers are removed during the Rally phase, if the unit has successfully rested.

[23.0] SCENARIOS

There are four scenarios, or battles, in the game. Each scenario gives the maps and counters used (pay particular attention to the latter as some units have more than one set of counters), as well as the initial deployment of units and reinforcement schedules. The victory conditions for each battle are also listed, as well as any additions or changes to the rules. None of the scenarios is any more difficult than the others, but for those who either want to start slowly or want something that can be completed in a few hours, the Kelly's Ford scenario is recommended—primarly because of the small number of counters and the simplicity of the situation. It is easily playable in an evening. The largest scenarios, Brandy Station and Trevilians Station, can occupy over 20 hours of playing time.

[24.0] KELLY'S FORD

March 17, 1863

HISTORICAL COMMENTARY

The engagement at Kelly's Ford, which was sort of an adjunct prelude to the battle of Chancellorsville, was the first cavalry engagement east of the Mississippi in which more than one battalion was involved on each side.

Essentially, Union field commander Joe Hooker had ordered his cavalry commander, Gen. Averell, to cross the Rappahannock north of the Rapidan river and proceed toward the vicinity of Culpeper Court House with the object of attacking and destroying any rebel cavalry in the vicinity. Averell had been advised that there were about 1,000 Confederate horse soldiers in the area. He therefore split his initial force of some 3,000 into several groups and, with a reduced force of 2,200 men, headed toward Kelly's Ford.

Fitzhugh Lee, at Culpeper, got wind of Averell's movement on the evening of the 16th of March but was unsure as to where Averell would cross. The only Confederate force in the immediate area was his own brigade of five regiments and a battery of four guns—about half the size of the three Union brigades. Thus, when Averell attempted his crossing at 4 A.M. the next morning, only about 60 pickets were in place at Kelly's Ford.

Against these forces Averell sent his worst regiment, 4 NY. The 4th acquitted itself rather abysmally but managed to force the ford. Averell quickly moved his seven regiments across into the small hamlet of Kellyville.

Lee, in the meantime, got word of the crossing and proceeded with his brigade to a junction down the road from Brandy Station (Hex 2002 on map B of the Brandy Station maps) while Averell, aware that Lee would probably come out to get him, moved slowly and cautiously up the road from Kellyville. About a mile west of Kellyville, Averell's column was fired on by a Confederate detachment, so Averell dismounted his men and had them form up behind a stone wall that ran north-east from Brook's farm (hex C 4111).

While the dismounted carbine fire of the Union troops quickly threw back the rebel detachment, down the road from the north thundered the 3 Va, led by Lee himself, followed by the 5 Va. The 3 Va immediately charged the Union position, trying to turn its flank. It failed, as did the 5 Va behind it. Moreover, Stuart's artillery commander,

[24.3] ORDERS OF BATTLE AND INITIAL DEPLOYMENT

[24.31] Union Order of Battle

The following list indicates which units are used in this scenario, their starting formation, their starting strength (if different from their printed strength), and their set-up hexes and/or turns of arrival. A unit with a starting strength less than its printed strength has suffered casualties prior to the start of the scenario.

COMMANDER or Unit	Formation	Strength	Hex	Turn
AVERELL (2/C)			4302+	start
DUFFIE (1/2/C)			4302+	start
4 NY	dismounted	full	4302+	start
6 Ohio	dismounted	full	4302+	start
1 RI	dismounted	full	4302+	start
MCINTOSH (2/2/C)			4302+	start
3 Pa	dismounted	full	4302+	start
4 Pa a	dismounted	2	4302+	start
16 Pa a	dismounted	full	4302+	start
RENO (R/1/C)*			4302+	start
1 US	dismounted	full	4302+	start
5 US a	dismounted	3	4302+	start
5 US b	dismounted	2	4302+	start
6 NY (independent)	limbered	full	4302+	start
Supply Wagon (independent)			4302+	start

* Reno's reserve brigade is attached to the 2d cavalry division.

4302+ Unit sets up within one hex of 4302, one brigade per hex. The supply wagon and 6 NY can be overstacked in the initial set-up.

Each section of the 6 NY artillery starts the game with one round of ammunition.

[24.32] Confederate Order of Battle

COMMANDER or Unit	Formation	Strength	Hex	Turn
Detachment (3 Va*)	any	1	3022	start
FITZ LEE (independent)			2134	1000
3 Va a	mounted column	2**	2134	1000
3 Va b	mounted column	full**	2134	1000
PELHAM			2134	1030
5 Va	mounted column	full	2134	1030
1 Va a	mounted column	2	2134	1100
1 Va b	mounted column	2	2134	1100
2 Va a	mounted column	3	2134	1100
2 Va b	mounted column	2	2134	1100
4 Va a	mounted column	4	2134	1100
4 Va b	mounted column	3	2134	1100
Breathed (independent)	limbered	full	2134	1200
Supply Wagon (independent)			2134	1230

* Detachment can be drawn from either battalion.
** Minus one for the detachment, if applicable.

Each section of Breathed's battery begins the game with two rounds of ammunition.

Confederate reinforcements are moving on the road, and can enter at a trot or canter.

Major John Pelham, tagging along as an observer, was killed when he got carried away by the enthusiasm of the charge.

While 3 and 5 Va attempted to extricate themselves from their precarious position, the federal left, led by Duffie's brigade, moved forward to develop the attack only to see the remainder of Lee's force emerge from the woods in a new charge. Lee's three new regiments, however, were not strong enough to overcome Duffie's larger brigade and they, too, were forced to retire.

Lee now withdrew his force to the north side of Carter Run, where he was joined by Breathed's battery. Averell's troopers had not pursued because Averell had given word that no one was to leave his position without Averell's specific order. Therefore, the federal cavalry slowly reformed and moved out *en masse* against Lee's new position. Lee of course, charged again. After some initial small arms fire, the rebels launched a major charge, only to be met—finally—by a counter-charge. The dusty battle wavered to and fro for a short time until, once again, Averell's numerical superiority began to tell and, once more, Lee was forced to withdraw.

While Lee's men took up a third position in the woods west of Providence meeting House, straddling the road west (see vicinity of hex C 2231), Averell hesitated again. Lee's five regiments were scattered and disordered, but Averell had received reports of the approach of rebel infantry. He therefore decided to retire instead. In actuality the reports were false, fueled by Lee's ploy of running railroad cars back and forth along the railroad lines to his rear. The retreat was not accomplished easily, as Averell's guns had run out of ammunition.

The Union cavalry had handled itself quite well in its first full-scale engagement but, because of Averell's timidity, accomplished little. The failure of the Union to do anything worth reporting can be laid squarely on Averell's slumped shoulders. He simply did not have the aggressiveness or insight to be a cavalry commander. The fact that his losses were less than 4 percent of his total force indicates his failure to execute. Lee's brigade lost about 11 percent and could brag about little except excessive zeal and survival. The Union horse soldier was gradually becoming aware that he could stand toe to toe with his vaunted rival and survive. Three months later he would put that to the test on virtually the same battlefield.

[24.1] DURATION OF GAME

Kelly's Ford begins with the 1000 game turn and ends at the conclusion of the 1730 game turn. The Confederate player goes first in each game turn.

[24.2] MAP

Kelly's Ford uses Map C only.

[24.4] SPECIAL RULES

[24.41] The one battalion of the Union 4 Pa is operating at reduced morale because its strength is below half.

[24.42] In the first turn (1000) Union units may not trot or canter. Remember, too, they start dismounted (the battery is limbered).

[24.43] *The Averell Effect.* Averell was very cautious throughout this engagement, and his specific orders reflected this caution. Therefore, no Union unit may charge unless it is within Averell's command range. This does not apply to counter-charging. (Averell had given specific orders that no unit was to charge without his direct order!)

[24.5] VICTORY

[24.51] Players receive victory points for eliminating enemy strength points, killing or capturing enemy leaders, and taking or holding geographic objectives, as per the following schedule:

Condition	USA VPs	CSA VPs
Per enemy SP eliminated	1	1
Per enemy gun destroyed	2	2
Per Union leader killed	0	2
Per Union leader captured	0	3
If Fitz Lee killed	3	0
If Fitz Lee captured	5	0
If Pelham killed or captured	5	0
Occupy hex 2134	10	2

[24.52] For the Union player to gain the VPs for occupying hex 2134, a Union combat unit must be in that hex at the end of the game. The unit must not be pinned, disordered, or routed, it must be in command control, and able to trace a line of hexes back to Kelly's Ford unimpeded by enemy units, enemy ZOCs, or impassable terrain. The CSA simply has to be the last to occupy or pass through the hex.

[24.53] Major John Pelham, Stuart's chief of artillery and "boy wonder," rode to the battle (with Stuart) from a position west of Culpeper to see how things were going. He decided to join in the initial charge of the 3d and 5th Virginia regiments—and was killed. His loss was a major blow for Stuart and Robert E. Lee.

Pelham is an unusual commander. He has no command, no range, no rally points or initiative rating. But he does have an asterisk (*) and the rules for that apply. Pelham must remain stacked with a combat unit at all times. He can rally units he is stacked with and aid charges. The only problem for the South is keeping him alive.

[24.54] The side with the most points wins. Historically, both sides claimed some sort of victory. Lee took slightly heavier losses but Averell failed to attain his objective. On the other hand, Averell didn't get run off the field, so he claimed a major moral victory.

[25.0] BRANDY STATION

June 9, 1863

HISTORICAL COMMENTARY:

The battle of Brandy Station occurred during the general movement of both the Army of the Potomac and the Army of Northern Virginia northward after the battle of Chancellorsville. Union cavalry commander Alfred Pleasonton was given the task of finding the Confederate cavalry (reported by Buford to be around Culpeper Court House) and destroying it. Union field commander Joe Hooker (yet to be replaced by Meade) had reports of a great increase in Stuart's numbers and he felt another of Stuart's destructive raids was imminent.

To effect this enterprise, Pleasonton was to take seven brigades (about 9,600 troopers) plus five batteries of horse artillery, cross the Rappahannock at Beverly's and Kelly's Fords, and go to.

Stuart, in the meantime, with his five brigades of cavalry augmented by five batteries of artillery (about 9,000 men), was having a grand old time, parading and reviewing his troopers in front of Robert E. Lee and his captains in the fields just east of Culpeper (off the map, to the west of Brandy Station). Totally unaware of the approach of Pleasonton, Stuart's horse soldiers, exhausted by two days of parades and festivities, bedded down over a wide area (to see how wide, check the CSA order of battle!) around the vicinity of Brandy Station, far to the east of Culpeper.

The Union surprise was complete, except that the gunfire from the pickets at Beverly Ford, where the first crossing took place just before dawn, managed to alert Stuart and his men. Crossing at Beverly's Ford was Buford's 1st Cavalry Division plus Ames's infantry brigade. They managed to push several miles in the general direction of Brandy Station before stiff rebel resistance stopped the advance just northeast of the station.

Meanwhile, to the south, Gregg's and Duffie's cavalry divisions, plus Russell's infantry, were to cross at Kelly's Ford at the same time. Duffie, however, was late in getting to the rendezvous point and the entire crossing was some two to three hours behind schedule. To compound that problem, while Gregg sent Duffie and Russell on toward Stevensburg, as planned, so that he would come up behind Stuart, Gregg, even though he was aware of the fighting to his north, insisted on traveling with Duffie and didn't turn north until halfway to Stevensburg, adding an hour to his march time.

Stuart's men were just holding off Buford to the north when Gregg approached the Fleetwood position from the south. The Confederates just managed to throw enough men against Gregg to hold his advance and, by midday, in the area south of the railroad below Fleetwood, several wild charges and counter-charges had taken place, the dust was swirling everywhere, and exhaustion was setting in. Gregg got no help from Duffie, who was stopped from advancing north of Stevensburg by a lone regiment (2 SC) which held the Mountain Run position.

After Gregg had been repulsed, Stuart was able to concentrate once more on the advanc-

ing Buford. Again, both sides mixed it up with fervor, with each side claiming the upper hand in the tactical fighting. However, late in the afternoon, Buford's men spotted the arrival (from Culpeper) of what seemed like a large body of Confederate infantry (it was Rodes's division, alerted by the arrival in Culpeper of Stuart's train and baggage). In the face of such heavy enemy reinforcements, the Union retreated back across the Rappahannock.

Tactically, the Union cavalry (with the exception of Duffie) handled itself quite well. Brandy Station proved that, on the field, the Union horse soldier was now the equivalent of his Southern counterpart. But the Union still lacked the leaders—men such as the two Lees and, of course, the irrepressible Stuart. Pleasonton's pincer movement never did get coordinated, but that was almost not his fault. If Stuart's troops had been near Culpeper, where they were supposed to be, the jaws could have closed. As it were, Stuart's haphazard position threw the Union commanders off stride and they never could take advantage of the opportunities presented.

Federal casualties were greater than those of the Confederates—about 875 to 450—and the battle accomplished little strategically, except to scare the pants off of Stuart, whose excellent handling of the actual battle still couldn't hide the fact that he had been completely fooled, initially.

Perhaps more importantly, the Union's bogie man, the invincible rebel dragoon, was finally laid to rest. From this point on, both sides met as equals.

[25.1] DURATION OF GAME

The battle of Brandy Station begins with the 0430 game turn and ends at the conclusion of the 1730 game turn. (The arrival of Confederate infantry reinforcements from Culpeper precipitated Pleasonton's withdrawal.) The Union player goes first each turn.

[25.2] MAPS

Maps A, B, and C are all used to portray the rather large battlefield at Brandy Station, one of the biggest of the war. (The area covered is the largest of all "Great Battles" games to date!) Maps B and C abut each other, while Map A matches up to both; however, Map A extends somewhat to the west and does not line up exactly with the western edge of Map B. Use the Rappahannock River to guide placement.

[25.33] Special Rules for Confederate Deployment

a) Detachments operate normally, without any restrictions, as per the standard rules.

b) All other Confederate units are bivouacked or, for artillery, "in park." No Confederate unit (except detachments) can do anything until the player turn after a Union unit or Confederate unit has fired.

[25.3] ORDERS OF BATTLE, INITIAL DEPLOYMENT, and REINFORCEMENTS

[25.31] Union Order of Battle

The following list indicates which units are used in this scenario, their starting formation, their starting strength (if different from their printed strength), and their set-up hexes and/or turns of arrival. A unit with a starting strength less than its printed strength has suffered casualties prior to the start of the scenario.

COMMANDER or Unit	Formation	Strength	Hex	Turn
PLEASONTON (overall)			Beverly Ford	0430
BUFORD (1/C)			Beverly Ford	0430
DAVIS (1/1/C)			Beverly Ford	0430
8 Ill	column	full	Beverly Ford	0430
3 Ind a	column	full	Beverly Ford	0430
8 NY	column	full	Beverly Ford	0430
DEVIN (2/1/C)			Beverly Ford	0430
6 NY	column	full	Beverly Ford	0430
9 NY	column	full	Beverly Ford	0430
17 Pa	column	full	Beverly Ford	0430
3 W Va a	column	full	Beverly Ford	0430
WHITING (R/1/C)			Beverly Ford	0430
6 Pa a	column	full	Beverly Ford	0430
1 US a	column	4	Beverly Ford	0430
1 US b	column	3	Beverly Ford	0430
2 US	column	full	Beverly Ford	0430
5 US	column	full	Beverly Ford	0430
6 US	column	full	Beverly Ford	0430
AMES (Buford)			Beverly Ford	0430
2 Mass	column	full	Beverly Ford	0430
33 Mass	column	full	Beverly Ford	0430
86 NY	column	full	Beverly Ford	0430
124 NY	column	full	Beverly Ford	0430
3 Wisc	column	full	Beverly Ford	0430
BL 2 US (independent)	limbered	full	Beverly Ford	0430
E 4 US (independent)	limbered	full	Beverly Ford	0430
DUFFIE (2/C)			Kelly Ford	0730
CESNOLA (1/2/C)			Kelly Ford	0730
1 Mass	column	full	Kelly Ford	0730
6 Ohio	column	full	Kelly Ford	0730
1 RI	column	full	Kelly Ford	0730
J. GREGG (2/2/C)			Kelly Ford	0730
3 Pa	column	full	Kelly Ford	0730
4 Pa	column	full	Kelly Ford	0730
D.M. GREGG (3/C)			Kelly Ford	0730
KILPATRICK (1/3/C)			Kelly Ford	0730
1 Me	column	full	Kelly Ford	0730
2 NY a	column	full	Kelly Ford	0730
10 NY	column	full	Kelly Ford	0730
WYNDHAM (2/3/C)			Kelly Ford	0730
1 Md	column	full	Kelly Ford	0730
1 NJ	column	full	Kelly Ford	0730
1 Pa	column	full	Kelly Ford	0730
RUSSELL (Duffie)			Kelly Ford	0730
2 Wisc	column	full	Kelly Ford	0730
7 Wisc	column	full	Kelly Ford	0730
56 Pa	column	full	Kelly Ford	0730
M 2 US (independent)	limbered	full	Kelly Ford	0730
K 1 US (independent)	limbered	full	Kelly Ford	0730
2 Supply Wagons (independent)			Kelly Ford	0730
6 Pa b	mounted column	full	Beverly Ford	1100

All Union artillery sections begin the game with three rounds of ammunition.

All Union infantry and cavalry units must enter in column. Cavalry units can be mounted or dismounted.

The 16 Pa regiment of 2/2/C was not engaged in this battle, as it was being refitted.

Players wishing to vary the historical entry times should see 25.5.

[25.32] Confederate Order of Battle

COMMANDER or Unit	Formation	Strength	Hex	Turn
Detachment (Robertson[a])	any	1	C4303+	start
4 NC a (Robertson)	any	full	B2029	start
W.H.F. LEE (Stuart)			trail[c]	start
2 NC	biv	full	trail[c]	start
9 Va	biv	full	trail[c]	start
10 Va	biv	full	trail[c]	start
13 Va	biv	full	trail[c]	start
15 Va	biv	full	trail[c]	start
Breathed (independent)	park	full	trail[c]	start
JONES (Stuart)			B1815+[d]	start
Detachment (6 Va[a])	any	1	A0912+	start
Detachment (Jones[a])	any	1	B0523+	start
6 Va	biv	12	B1115+	start
7 Va	biv	full[b]	B1815+[d]	start
11 Va	biv	full[b]	B1815+[d]	start
12 Va	biv	full[b]	B1815+[d]	start
35 Va Bn	biv	full[b]	B1815+[d]	start
Chew (independent)	park	full	B0814+	start
Hart (independent)	park	full	B0814+	start
McGregor (independent)	park	full	B0814+	start
Moorman (independent)	park	full	B0814+	start
STUART (overall)			B1425+[e]	
2 Supply Wagons (independent)			B1425+[e]	
ROBERTSON (Stuart)			B3033	alert +1
4 NC b	any	full	B3033	alert +1
5 NC	any	full	B3033	alert +1
HAMPTON (Stuart)			B3033	alert +1
1 NC	any	full	B3033	alert +1
1 SC	any	full	B3033	alert +1
2 SC	any	full	B3033	alert +1
Cobb's Legion	any	full	B3033	alert +1
Jefferson Davis Legion	any	full	B3033	alert +1
Phillip's Legion	any	full	B3033	alert +1
FITZHUGH LEE[f] (Stuart)			A0150	alert +2
1 Va	any	full	A0150	alert +2
2 Va	any	full	A0150	alert +2
3 Va	any	full	A0150	alert +2
4 Va	any	full	A0150	alert +2

\+ Units can be set up in or adjacent to indicated hex.
a Detachments can be drawn from any battalion of the brigade (or regiment).
b Minus any detachments.
c Units can set up within one hex of the trail from A0637 to A1343, one battalion or section per hex.
d Units can set up within two hexes of the indicated hex.
e Units can set up within three hexes of the indicated hex.
f Fitzhugh Lee was ill, so Munford commanded Lee's brigade. Both the 5 Va and Griffin's battery were guarding fords to the north, and were not in the battle.

All Confederate artillery sections begin the game with two rounds of ammunition.

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c) Once alerted by fire, it takes one full player turn (7 MPs) for artillery units to assume either limbered or unlimbered formation, and it takes 4 movement points for Confederate cavalry to assume any formation, which they must do before moving or firing. (The Confederates were, quite literally, caught sleeping. It is highly unlikely, however, that the Confederate detachment at Beverly's Ford will not fire in turn 0430.)

[25.34] Confederate Reinforcements
Confederate reinforcements arrive a certain number of turns after the first shots are fired and the Confederate are alerted (see 25.33). Thus, if the alert takes place in the 0430 turn, reinforcements scheduled to arrive one turn after enter in the Confederate player turn, 0500. Reinforcements enter in any formation the Confederate player desires.

[25.35] *Hart's Battery.* There are strong indications that, at Brandy Station, Hart's battery included an old 6-lb. howitzer. We have therefore provided a one-gun section (c) for this battery, the H gun. If it is used (it is optional), the b section should be reduced to one gun (TB) at the start of the game. The maximum rounds of ammo for these two sections should be reduced to two.

[25.4] UNION OFF-MAP MOVEMENT

[25.41] The Union player can move his units off the map and back on again at certain locations.

[25.42] Union units can move off the map at the Union Exit Hex on Map C, 6118. This is the only hex by which Union units may leave the map.

[25.43] Union units which leave the map via hex C6118 can re-enter the map through Union re-entrance hexes 1 through 4. As soon as the units leave the map the Union player must write down (on his roster sheet) which re-entrance hex the units will use to re-enter the map.

[25.44] The total numbers of movement points required to move from the exit hex to a given re-entrance hex are listed below (all off-map hexes are considered to be road hexes):
Hex #1: 38 MPs
Hex #2: 75 MPs
Hex #3: 80 MPs
Hex #4: 73 MPs

[25.45] Union units may use any form of movement—trot, canter, rapid march, etc.—as long as the Union player keeps track of the number of MPs expended, as well as fatigue, exhaustion, and disorder.

[25.46] If the re-entrance hex is blocked by enemy units, the Union player may bring his re-entering units on in the following turn through any unblocked hex within three hexes of the re-entrance hex. (The Union player does not have to tell the CSA player what hex he has chosen until it comes time to re-appear.)

[25.5] VARIABLE UNION ENTRY

If the players wish they can change the historical entry times of the Union forces and allow the Union player to choose his river-crossing hexes (fords), according to the schedule possibilities below. This option is not entirely realistic (some of the fords were very unlikely to be chosen for this crossing), but it can provide a little variety.

[25.51] Regardless of what the Union player decides to do, Confederate deployment remains the same, except that the Confederate player may choose to deploy any of his detachments—including those from units off the map—at any of the fords. A maximum of 1 SP detachment can be assigned per ford.

[25.52] The Union troops—three cavalry divisions plus two infantry brigades—can be divided up between the different fords as follows, noting some of the entry restrictions in terms of time:

Beverly Ford: A maximum of two cavalry divisions plus one infantry brigade. May enter 0430 or later.

Rappahannock Ford: A maximum of one cavalry division or one infantry brigade.

Earliest entry 0530. Roll one die: on 4-6 may enter that turn, otherwise try again next turn. Automatic entry 0800.

Norman's Ford: Maximum one cavalry division or infantry brigade. Earliest entry 0630. Roll one die: on 5 or 6 may enter that turn, otherwise try again next turn. Automatic entry 1000.

Wheatley's Ford: Maximum one cavalry division or infantry brigade. Earliest entry 0630.

Kelly's Ford: Maximum of 2 cavalry divisions plus one infantry brigade. Earliest entry 0530. Roll one die: if 5 or 6 may enter that turn, otherwise try again next turn. Automatic entry 0730.

Artillery batteries and supply wagons can be assigned as the player sees fit.

[25.6] VICTORY

Victory at Brandy Station is difficult to formulate or assess. Both sides claimed victory and a good argument could be mounted for the merits of either position. It is true that Pleasonton left the field before achieving his objective, but his objective was far to the west (Culpeper), and he was unaware that so large a force of infantry was there (he withdrew when the Confederate infantry appeared). Casualties were relatively low on both sides, and so are a poor gauge of success. To a great extent the issue was morale; Stuart was simply trying to survive the surprise, while Pleasonton was trying to show that his men could fight on the same field as Stuart's. Both succeeded. In game terms, players are trying to achieve a combination of geographic objectives, enemy casualties, and morale objectives.

[25.61] *Geographic Objectives.* A player earns the points for a given objective if his units occupy or are the last to have passed through the hex. In any case, the unit occupying (or the vacant hex) must be able to trace a line of hexes unimpeded by enemy units or ZOCs or impassable terrain back across the Rappahannock (for the North) or off the western edge of Map B or A (for the South).

Objective	Points	
	USA	CSA
A0637 (Welford's Ford)	1	1
A0911 (Beverly Ford)	0	2
A0249	1	0
B2825 (Brandy Station)	2	0
B1714	1	1
B0930 or 1029	1 (max)	1 (max)
B3033	2	0
B2002	1	1
B4033 (road to Culpepper)	4	0
B2029 (Barbour House)	1	1
B5932	1	0
B4409	0	1
C4302 (Kelly's Ford)	0	3

[25.63] Casualties
The side with the fewest strength point losses (casualties) gains three victory points. If that side has at least 50 percent fewer losses the player gains five victory points.

[25.64] Morale
For each enemy brigade that exceeds its BCE, the opposition earns two victory points.

[25.65] The player with the most points wins.

[26.0] HORSE SOLDIERS AT GETTYSBURG

The Battle of Low Dutch Road
July 3, 1863

HISTORICAL COMMENTARY

The cavalry battle east of Gettysburg on the afternoon of July 3, 1863 was one of a series of cavalry actions during the Gettysburg campaign that began with Brandy Station a month before and would not end until Lee's army finally recrossed the Potomac River into Virginia in mid-July. The entire campaign represented a coming of age for the Union cavalry, with the two sides fighting on more or less equal terms for the first time in the War. This battle can be characterized as two tired fighters clashing in the late rounds of a title fight, with neither able to deliver a knock-out blow.

The mission of JEB Stuart's ride east of the main armies is shrouded in controversy due to the lack of any surviving written orders and the conflicting statements of participants and reports. However, it seems most likely that Stuart's mission was to advance into the rear of the Union army in coordination with Longstreet's frontal assault, creating as much threat and confusion as he could to support the success of the main attack. The mission of Gregg's Union cavalry division is more clear. He was to protect the right flank and rear of the Army of the Potomac from just such a move as Stuart made. Custer's brigade, which was guarding the junction of the Low Dutch and Hanover Roads during the morning, was ordered to rejoin Kilpatrick's division operating south of Gettysburg when skirmishing began. Part of Custer's brigade was already heading south and the other units were preparing to move when Gen. Gregg ordered Custer to remain because of the approach of "heavy columns of enemy cavalry." Custer, always looking for a fight, was only too happy to comply.

[26.31] Union Order of Battle

The following list indicates which units are used in this scenario, their starting formation, their starting strength (if different from their printed strength), and their set-up hexes and/or turns of arrival. A unit with a starting strength less than its printed strength has suffered casualties prior to the start of the scenario.

COMMANDER or Unit	Formation	Strength	Hex	Turn
J. GREGG (3/2/C)			4124	start
16 Pa a	dismounted	full	4028	start
16 Pa b	dismounted	full	4229	start
10 NY a	dismounted	full	3825	start
10 NY b	dismounted	full	3924	start
1 Me a	dismounted	full	4022	start
1 Me b	dismounted	full	4021	start
CUSTER (2/3/C)*			4312	start
1 Mich **	mounted	full	6116	start
5 Mich a	dismounted	full	4114	start
5 Mich b	dismounted	full	4112	start
6 Mich a	dismounted	full	4310	start
6 Mich b **	mounted	full	5915	start
7 Mich **	mounted	full	6015	start
McINTOSH (1/2/C)			3805	start
Purnell Legion	mounted	full	4105	start
1 Md	mounted	full	4004	start
1 NJ a	dismounted	full	3505	start
1 NJ b	dismounted	full	3706	start
3 Pa a	mounted	full	3904	start
3 Pa b	dismounted	full	3101	start
D. GREGG (2/C)			4614	start
E, 1 US	limbered	full	4625	start
M, 2 US a	unlimbered	full	4110	start
M, 2 US b	unlimbered	full	4109	start
M, 2 US c	unlimbered	full	4207	start

* Custer is attached to the 2d cavalry division during this battle.
** These units are considered reinforcements, and must move toward Custer until in command.

Each section of Union artillery starts the game with three rounds of ammunition.

Mounted cavalry can be in line or column.

The scenario begins at 1 P.M., at which time both sides sent out dismounted skirmishers and were dueling at long range with their artillery. The battle then alternated between heavy dismounted skirmishing and several mounted charges. The historic action climaxed about 3:30 P.M. with a multi-regiment Confederate charge led by Wade Hampton which was halted and turned back by a combination of frontal and flank countercharges led by Custer and McIntosh. The actual outcome of this battle was essentially a draw with both sides holding the ground with which they began and casualties being about equal.

[26.1] LENGTH OF GAME

This scenario begins with the 1300 game turn and ends with the conclusion of the 1700 game turn. The Confederate player goes first in each game turn.

[26.2] THE MAP

The Horse Soldiers at Gettysburg uses a map scale of approximately 120 yards per hex and a time scale of 20 minutes per game turn. This map also aligns with TERRIBLE SWIFT SWORD™ map B and can be used to supplement and extend that game. However, owners of the TERRIBLE SWIFT SWORD game should not use TSS map B for this scenario.

[26.3] ORDERS OF BATTLE and INITIAL DEPLOYMENTS

There are no reinforcements in this scenario.

[26.4] SPECIAL RULES

[26.41] No mounted cavalry unit may use trot or canter movement (5.4) until the 1400 turn. No limbered artillery may use extended movement (5.5) until the 1400 turn. This rule reflects the historical arrivals of certain units to the battle area; Players who wish to create a more fluid situation may ignore this rule by mutual consent.

[26.42] There are no supply wagons; therefore, no small arms or artillery resupply is possible.

[26.43] Dismounted units of Ferguson's brigade are subject to an ammunition depletion check on dice roll results of 7, 8, and 9 on the Fire Combat Results table. (Ferguson's brigade went into the battle with only 10 rounds of ammo per man!)

[26.44] The Seeing the Elephant table (14.17) is slightly revised for this scenario as follows:
a) A dice roll of 2 or 12 results in a morale rating of 3.
b) Dismounted morale is the same as mounted morale; there is no one-point reduction when dismounted.

[26.45] Union bombardment fire against Confederate artillery receives a one-column shift to the right on the Fire Combat Results table. This shift is in addition to any other column adjustments and may exceed the normal maximum number of allowable shifts. Additionally, any Union battery firing against Confederate artillery subtracts one from its die roll when checking for overshoot. (Union counterbattery fire was uncannily accurate during this battle.)

[26.46] No Union unit may move within four hexes of the west edge of the map north of hexrow 46##.

[26.47] No breastworks or rifle pits (20.0) can be constructed during the game.

[26.48] The Stacking Restrictions (8.19) and the Range Effects tables (9.27) are modified for Horse Soldiers at Gettysburg to conform with the ground scale. All other tables remain the same.

[26.5] VICTORY

Tactical victory for both players is calculated on a victory point ratio in addition to the occupation of key geographic objectives. A strategic victory for the Confederate player is also possible.

[26.51] Victory Points

Players receive victory points for eliminating enemy strength points and enemy leaders, and earn bonus victory points for enemy brigades whose losses exceed their BCE limits.

Condition		Points USA	Points CSA
1/2/C BCEd		n/a	9
3/2/C BCEd		n/a	11
2/3/C BCEd		n/a	16
Hampton BCEd		20	n/a
Fitz Lee BCEd		18	n/a
Chambliss BCEd		12	n/a
Ferguson BCEd		9	n/a
Enemy SP eliminated		1	1
Enemy gun destroyed		1	1
Enemy gun captured		3	3
D.M. Gregg	kill/capt	n/a	12
	wounded	n/a	8
Custer	kill/capt	n/a	10
	wounded	n/a	7

[26.32] Confederate Order of Battle

COMMANDER or Unit	Formation	Strength	Hex	Turn
STUART (overall)			2110	start
FERGUSON (Stuart)			2411	start
14 Va	dismounted	full	2513	start
16 Va	dismounted	full	2210	start
17 Va	dismounted	full	2311	start
34 Va Bn	dismounted	full	2711	start
36 Va Bn	dismounted	full	2411	start
CHAMBLISS (Stuart)			2416	start
9 Va	dismounted	full	2515	start
10 Va	dismounted	full	2516	start
2 NC	dismounted	full	2517	start
13 Va a	dismounted	full	2518	start
13 Va b	dismounted	full	2618	start
Jackson a (independent)	unlimbered	full	2410	start
Griffin (independent)	unlimbered	full	2511	start
Louisana Guard a (independent)	limbered	full	1414	start
Breathed (independent)	limbered	full	1329	start
McGregor a, c (independent)	limbered	full	1330	start
HAMPTON (Stuart)			0920	start
1 NC a	mounted	4	0920	start
1 NC b	mounted	full	0920	start
J. Davis Legion a	mounted	full	1020	start
J. Davis Legion b	mounted	2	1020	start
1 SC a	mounted	full	1021	start
1 SC b	mounted	3	1021	start
2 SC a	mounted	2	1022	start
2 SC b	mounted	2	1022	start
Phillip's Legion	mounted	full	1123	start
Cobb's Legion a	mounted	3	1124	start
Cobb's Legion b	mounted	full	1124	start
FITZHUGH LEE (Stuart)			1125	start
1 Va	mounted	full	1125	start
2 Va	mounted	full	1126	start
3 Va a	mounted	2	1226	start
3 Va b	mounted	full	1226	start
4 Va	mounted	full	1228	start
5 Va	mounted	full	1227	start

All Confederate artillery sections begin the game with two rounds of ammunition.

Mounted cavalry can be in line or column.

J. Gregg	kill/capt	n/a	6
	wounded	n/a	4
McIntosh	kill/capt	n/a	6
	wounded	n/a	4
Stuart	kill/capt	20	n/a
	wounded	15	n/a
Hampton	kill/capt	12	n/a
	wounded	8	n/a
Fitz Lee	kill/capt	12	n/a
	wounded	8	n/a
Chambliss	kill/capt	8	n/a
	wounded	6	n/a
Ferguson	kill/capt	5	n/a
	wounded	3	n/a
Enemy repl	kill/capt	2	2
	wounded	1	1

[26.52] Geographic Objectives

Union. Occupy and hold area south of hex-row 20## on level 5 terrain free of all Confederate units.

Confederate. Occupy and hold hex 4306 and the six adjacent hexes.

[26.53] Victory Levels (tactical)

Either side can achieve one victory level by earning at least 1.5 times as many VPs as its opponent. Whichever side holds its geographic objective by the end of the game also achieves one victory level.

Draw. Neither side achieves a victory level or both sides achieve one level each.

Marginal. One side achieves one more victory level than the opponent.

Substantial. One side achieves two more victory levels than the opponent.

[26.54] Strategic Victory
(Confederate player only)

The principal objective of Stuart's movement to the east of the main armies at Gettysburg on July 3 seems to have been an effort to reach the rear of the Army of the Potomac in support of Longstreet's frontal assault. Had Stuart succeeded, the outcome of Pickett's Charge could have been dramatically different.

Confederate Strategic Victory. (This supercedes any Union tactical victory level achieved.) The Confederate player must move at least 100 strength points off the south edge of map D by the end of his portion of the 1540 turn. Units from BCEd brigades do not count toward the 100 SP total. (A Union strategic victory is not possible in this scenario. It is assumed that Gen. Meade would be unable or unwilling to exploit a Confederate defeat.)

[27.0] TREVILIANS STATION

June 11-12, 1864

DESIGNER'S NOTE:

The Trevilians Station scenario ws a difficult one to devise (see the historical notes which follow). Most of the problem arose with the map. No two map sources agreed on what went where. The basic terrain (the most heavily wooded map in the entire series of "Great Battles" games!) and elevation posed little problem. The road net was something else—a designer's nightmare. The Union maps contradict the Confederate maps, the Confederate maps contradict each other, and the modern, topographical maps make hash out of the whole mess. Add to this the fact that the brigade reports in the official records contain road location descriptions different from all the maps. Ultimately, after several trips to a valium factory, I opted for a combination of the modern map, modified by the (albeit crude) map in the Swank book.

HISTORICAL COMMENTARY:

The battle of Trevilians Station was, in the words of historian Stephen Z. Starr, " . . . confused and confusing," as well as " . . . uncommonly difficult to describe." This is, to understate the case, an understatement.

Briefly, what appears to have happened is this. Union cavalry commander Phil Sheridan received orders to join Gen. Hunter's corps emerging from the Shenandoah Valley in the Gordonsville/Charlottesville area. On the way he was to rip up as much of the Virginia Central Railroad as he could, the line being an important west-east supply link for Robert E. Lee. Wade Hampton, in nominal charge of the Confederate covalry after the death of JEB Stuart at Yellow Tavern, took his division plus Fitzhugh Lee's and

[27.21] Union Order of Battle

The following list indicates which units are used in this scenario, their starting formation, their starting strength (if different from their printed strength), and their set-up hexes and/or turns of arrival. A unit with a starting strength less than its printed strength has suffered casualties prior to the start of the scenario.

COMMANDER or Unit	Formation	Strength	Hex	Turn
MERRITT (R/1/C)			4001	0530
1 US	any	full	4001	0530
2 US	any	full	4001	0530
5 US	any	full	4001	0530
6 Pa	any	full	4001	0530
19 NY*	any	full	4001	0530
D, 2 US (independent)	limbered	full	4001	0530
TORBERT (1/C)			4001	0600
DEVIN (2/1/C)			4001	0600
4 NY	any	full	4001	0600
6 NY	any	full	4001	0600
9 NY	any	full	4001	0600
17 Pa	any	full	4001	0600
CUSTER (1/1/C)			5012	0730
1 Mich	any	full	5012	0730
5 Mich	any	full	5012	0730
6 Mich	any	full	5012	0730
7 Mich	any	full	5012	0730
M, 2 US (independent)	limbered	full	5012	0730
SHERIDAN (overall)			4001	0800
D.M. GREGG (2/C)			4001	0800
J. GREGG (2/2/C)			4001	0800
2 Pa	any	full	4001	0800
4 Pa	any	full	4001	0800
8 Pa	any	full	4001	0800
13 Pa	any	full	4001	0800
16 Pa	any	full	4001	0800
H, 1 US** (independent)	limbered	full	4001	0800
Supply Wagon (independent)			4001	0800
DAVIES (1/2/C)			4001	1200
1 Mass	any	full	4001	1200
1 NJ	any	full	4001	1200
10 NY	any	full	4001	1200
1 Pa	any	full	4001	1200
Supply Wagon (independent)			4001	1200

* Also known as 1 NY Dragoons.
** H and I batteries were combined into one battery in 1864.

All Union artillery sections start the game with three rounds of ammunition.

headed west to stop him.

On the evening of June 10, 1864, Hampton's force encamped along the Louisa-Gordonsville road, strung out for several miles, although Hampton's troops were prepared for anything. Sheridan, however, was encamped just several miles to the north, intending to take the Oakland road into Trevilians Station to cut up the rail lines there. He had five brigades, four of which he sent out on the Oakland road. Custer's brigade was sent on a rear road toward Louisa Courthouse, several miles east of Trevilians Station.

Sheridan's approach (Merritt's reserve brigade was in the lead, moving slowly thorugh the heavy woods and twisted undergrowth) was spotted by pickets from Butler's brigade. When the word of contact came, Butler's entire brigade of riflemen, supported by Young's brigade (commanded by Col. Wright in Young's absence), headed north on the Oakland Road, north of the railroad, to meet the threat.

Given the horrifying terrain (the entire area was heavily wooded, with few clearings), most of the action took place dismounted. Merritt and Devin fought what appears to be a see-saw battle against Butler and Wright around the Poindexter House (see map) for several early morning hours. Both sides claimed they pushed the opposition back, but it appears that the weight of the Union force, by now quite adept at dismounted combat, began to tell and both rebel brigades began to fall back toward Trevilians Station. Rosser's brigade to the west hadn't moved yet.

Lee's division had moved north in the morning only to run into Custer's brigade heading south toward Louisa. (All of this happened just off the map to the east). After bouncing off Wickham's brigade Custer took a quick turn down an old, wooded trail that cut into the main road between Louisa and Trevilians Station while Lee regrouped in Louisa. It was thus that about 8 A.M. Custer emerged along the railroad to find himself in Hampton's rear. Being Custer, he immediately charged down the road toward Trevilians, capturing Hampton's train plus a battery of guns, as well as throwing a tremendous fright into the Confederates, already hard pressed by the rest of Torbert's division to the north.

Help, however, was quickly at hand. First Rosser's brigade, finally alerted to the battle, came thundering eastward down the road to halt Custer. In the meantime, Lee's division entered the battle from the east, catching Custer's brigade in a crossfire. Custer, with some neat derring-do, managed to extricate himself from this precarious situation without too much harm, but the battle raged on amidst much confusion for the next several hours, with each side appearing to be in each other's rear. By the time sundown arrived, Sheridan had pushed most of Hampton's troops west past Trevilians, while Lee's division was obliged to fall back upon Louisa.

After both sides rested and recouped during the night of the 11th-12th, dawn greeted the commanders with an entirely new situation. All of Hampton's force (Lee had circled around to the south and west via some old roads), straddled the roads to Gordonsville and Charlottesville, both possible Sheridan objectives. Sheridan opted for tearing up tracks instead of rebels, so it wasn't until 3 P.M. that his two divisions moved out. Running out of both food and ammo—and unaware that Hunter was not where he was supposed to be—Sheridan decided to try to return via Mallory's Ford across the North Anna. Hampton blocked his way and for over six hours—and seven assaults—Sheridan tried to push Hampton back. But Hampton and Lee held and Sheridan was obliged to retire via the route he arrived.

Who won? Both sides lost slightly over 1,000 men (including wounded),more losses than at Brandy Station. Confederate losses were almost 20 percent of their total force. In fact, Trevilians Station was easily the most costly cavalry battle in the war. As far as gaining objectives, Sheridan did rip up a lot of rail but he failed to link up with Hunter (who wasn't at the rendezvous anyway) and had to retire. Hampton did get pushed around the first day, almost losing his wagons, but his men staunchly held their ground against the Union on the 12th. A convincing argument could be mounted for either side.

[27.22] Confederate Order of Battle

COMMANDER or Unit	Formation	Strength	Hex	Turn
HAMPTON			3919	start
Supply Wagon			3221	start
BUTLER (Hampton)			3220 +	start
4 SC	mounted column	full[a]	3220 +	start
5 SC	mounted column	full	3220 +	start
6 SC	mounted column	full	3220 +	start
Hart (independent)	limbered	full	3220 +	start
Detachment (4 SC)	dismounted	1	road[b]	start
WRIGHT[c] (Hampton)			4021 +	start
7 Ga	mounted column	full	4021 +	start
Cobb's Legion	mounted column	full	4021 +	start
Phillip's Legion	mounted column	full	4021 +	start
20 Ga Bn	mounted column	full	4021 +	start
Thomson (independent)	limbered	full	4021 +	start
ROSSER (Hampton)			1709 +	start
7 Va	dismounted	full	1709 +	start
11 Va	dismounted	full	1709 +	start
12 Va	dismounted	full	1709 +	start
35 Va Bn	dismounted	full	1709 +	start
FITZHUGH LEE			5027	0900
WICKHAM (Fitz Lee)			5027	0900
1 Va	any	full	5027	0900
2 Va	any	full	5027	0900
3 Va	any	full	5027	0900
4 Va	any	full	5027	0900
LOMAX (Fitz Lee)			5027	0900
5 Va	any	full	5027	0900
6 Va	any	full	5027	0900
15 Va	any	full	5027	0900
Chew (independent)	limbered	full	5027	0900
Supply Wagon (independent)			5027	0900

\+ Units can be set up in or adjacent to the indicated hex.
a One battalion is reduced by one SP for the detachment.
b The unit sets up in any road hex from 3906 to 3612.
c This was Young's brigade but, because of Young's wounds, Wright was in command.

All confederate artillery sections begin the game with two rounds of ammunition.

[27.1] LENGTH OF GAME

[27.11] The game starts with the 0530 turn of June 11. It may end at the completion of the 1930 game turn of that day if either side has fulfilled certain conditions; otherwise, it continues into the following day, June 12.

[27.12] The game turns on June 12 are somewhat abbreviated. If the game proceeds into the second day (see 27.14) it picks up with the 1500 game turn and proceeds until the end of the 2100 game turn.

[27.13] The night turns—2000, 2030 and 2100—are used only for the second day, June 12 (see 27.4).

[27.14] Play proceeds to June 12 only if the following things do not happen:

a) The Union player holds (see 27.61) hexes 2918 (Trevilians Station), 1101, and 0115; *or*

b) There are no unrouted, undisordered Union combat units that are in command control west of hexrow 35##, inclusive.

If either of the above situations applies at the end of the June 11 turn, the game is over (see Victory; 27.6).

[27.15] The Confederate player moves first in each day's game turns, except that in the first game turn of each day (0530 of June 11 and 1500 of June 12) the Confederate player does not receive a player turn. (Thus, in those game turns, there is only one player turn—the Union's—instead of the usual two.)

[27.2] ORDERS OF BATTLE, DEPLOYMENT, AND REINFORCEMENTS

[27.22] Union Second Day Deployment

If the game proceeds to a second day all units are removed from the map. All Union units remaining in play then are placed within four hexes of Trevilians Station.

[27.24] Confederate Second Day Deployment

If the second day is played (see 27.12), at the end of the June 11, 1930 game-turn, all CSA units are removed from the game map (regardless of their condition) and placed back on the map prior to starting June 12 as follows: CSA units may be placed in any hex west of and including hexrow 18##. The CSA player may place five breastworks (not rifle pits) counters with any combat units he chooses. (Given the limitations of the counter mix, he may have to throw in a few of his own making, but that's life in the slow lane.) If you are the Confederate player, see the victory conditions (27.6) to determine where best to place your men.

[27.3] FIRST DAY RESTRICTIONS

Yes, restrictions are artificial; however, it is the only way we can reproduce the significant "lack of knowledge" that hampered both sides in this battle.

[27.31] No CSA unit may move within one hex of the trail running from 4423 to 5012 until either a CSA unit achieves a LOS to any one of Custer's units, or Custer attacks any CSA unit. This, of course, applies only to voluntary movement, not to retreats or other, involuntary, moves.

[27.32] The Confederate supply wagon in hex 3221 may not move until it has a LOS to a Union combat unit, or is attacked.

[27.33] Rosser's brigade may not change formation or move until 0830.

[27.34] Custer's brigade must proceed (at at least a walk) toward Trevilians Station until it obtains a LOS to a Confederate unit. It may not move voluntarily east of hex 4423 until 0900.

[27.35] The thrust of the above is that neither Hampton nor Custer knew what was behind them. In instances of conflict, please use this principle to guide any decisions.

[27.4] NIGHT TURNS

[27.41] There are two different types of night turns in this scenario,both of which come into effect only if the second day will be played. The first type is the Night Interim, a sort of interphase between days one and two; the second type is regular turns (2000, 2030, and 2100) that have certain restrictions because it is night.

[27.42] In the Night Interim phase all units are removed from the map for second day deployment, regardless of their status. This includes surrounded units.

[27.43] All cavalry units (not artillery) that have suffered losses may recover strength points during the Night Interim phase. Roll for each individual battalion that has suffered a loss; if the die roll is a 5 or a 6, that unit recovers one SP. Adjust both the counter and the roster sheet to reflect this recovery. In addition, all routed, disordered, and pinned units are returned to normal status.

[27.44] It is possible for a brigade that has exceeded its original BCE level to go back under that limit by recovering strength points as per 27.43. If a brigade recovers enough SPs to place it back under its stated BCE it has recovered BCE and, once again, operates normally.

[27.45] During night turns the movement point cost to enter woods hexes is increased by one. Moreover, there is no rapid march nor may mounted cavalry trot or canter.

[27.46] The command radius of all leaders is reduced by one during night turns.

[27.47] Although assaults may occur, no units can charge or counter-charge.

[27.48] The maximum range of all small arms, regardless of type, is two hexes. Moreover, the strength multiple for range is halved, retaining fractions. (Thus a ½ becomes a ¼.) Artillery cannot fire more than three hexes, and its range multiple is halved, as above.

[27.49] During night turns add one to all die rolls for Morale Checks.

[27.5] BUTLER'S BRIGADE

Butler's brigade, consisting of three South Carolina regiments, was not truly cavalry. The units were mounted infantry, carrying "Long Toms" (three-banded Enfield rifled muskets) They were more suited to the type of cavalry operations and combat that occurred during the last year of the war. Moreover most of the units had been recalled recently from non-combat duty and had seen little action. They are thus subject to the Seeing the Elephant rule (14.16 and 14.17). However, since these were mounted infantry, use the "Mounted" result when they are dismounted and subtract one when they are mounted (reversing the normal use of the table).

[27.6] VICTORY

[27.61] At the end of the 1930 turn of the first day, the Union player automatically wins if he controls all three of the hexes listed below.To control a hex the player must either occupy the hex or be the last to have a unit pass through that hex. The player must be able to trace a line of communication from each of those hexes to the overall Union commander (Sheridan, unless he is replaced). A line of communications is a path of hexes which does not include enemy combat units, ZOCs, or impassable terrain.

1. 2918 (Trevilians Station)
2. 1101
3. 0115

[27.62] At the end of the 1930 turn of the first day the Confederate player automatically wins if there are no unrouted, undisordered, or unpinned Union combat units in command control west of hexrow 35##, inclusive.

[27.63] If neither of the above occurs the game proceeds into the second day (June 12) and—after the Night Interim phase—a new set of victory conditions applies (see 27.64).

[27.64] The winner at the end of the second day is the player with the most victory points. Victory points are awarded as follows:

a) Each player receives one VP for each enemy strength point eliminated at the end of the game; and

b) Each player receives three VPs for each enemy brigade commander removed from the game and five points for each overall or divisional commander eliminated; and

c) Each player receives one VP for each enemy artillery strength point lost.

[27.65] In addition to 27.64, the Union player receives victory points for exiting units from the map (second day only). He receives these points per unit (battalion or section; non-combat units do not count), and he only receives points for units which exit through a single hex. Thus, he cannot move units off through two different hexes and claim victory points for all of them; he must choose a specific exit hex and identify the hex to his opponent immediately after the third Union unit exits the map (to keep the CSA guessing for a while, at least). Points are awarded for exiting the following hexes:

1101	1 point per unit
0115	2 points per unit

[27.66] If the Union player fails to exit at least two units, the CSA player receives five points. If the Union player fails to exit any combat units, the CSA player receives ten VPs.

[27.67] The player with the most VPs wins. (Historically, both sides claimed a major victory, which is further proof that no one really knows what went on—or to what effect—for those two days.)

[27.7] OPTIONAL RULES

[27.71] Rosser's brigade is not released automatically at 0830. Instead, the Confederate player rolls one die at the beginning of the 0700 turn, and every subsequent turn. If the number rolled is a six, Rosser's brigade can

begin moving that turn. The brigade can begin moving automatically on the 0900 turn if a six has not been rolled by that time.

[27.72] June 11 was a particularly hot day, and the heat contributed to several lulls in the fighting. Beginning with the 1400 turn of June 11, both players roll one die at the start of the turn. If the rolls are tied, play skips ahead to the next turn. The turn marker is advanced one space along the track and both players roll one die again, to determine whether this turn is skipped. Beginning at 1600, skip two turns if the dice rolls are tied. This rule applies only to June 11, not June 12.

[28.0] TERRIBLE SWIFT SWORD™ GAME EXPANSION

As noted earlier, the map for The Horse Soldiers at Gettysburg aligns with the eastern edge of map B from the TERRIBLE SWIFT SWORD game. This gives those die-hard owners of TERRIBLE SWIFT SWORD the opportunity to have the entire battle area, including the cavalry field, covered by the addition of the fourth map. TERRIBLE SWIFT SWORD is primarily an infantry game with mounted cavalry strictly a side-show (Buford's cavalry division operated primarily dismounted).

TERRIBLE SWIFT SWORD players who wish to keep things simple can just add the Horse Soldiers at Gettysburg map to their Gettysburg setup and adjust the cavalry reinforcements schedule slightly, along with the High-Water Mark scenario, while leaving the TERRIBLE SWIFT SWORD rules strictly as written. You can do this by using the rules that immediately follow: 28.1 and 28.2.

Those players who insist on adding some of the new and more complex cavalry rules from the REBEL SABERS™ game will sacrifice some playability in the much larger TERRIBLE SWIFT SWORD game for the sake of a few flashy cavalrymen. Case 29.0 provides the specific rules adjustments that are necessary. However, remember that the scale of men per strength point is different between the two games, so you must use TERRIBLE SWIFT SWORD's one-counter regiments for the combined game. The entire following rules section should be used when linking the two games. Players must realize that combining certain rules from the two games will inevitably create some anomalies. We urge you to use common sense in these situations, and if you cannot agree on how to interpret a specific situation, use the TERRIBLE SWIFT SWORD rules as written.

[28.1] The TERRIBLE SWIFT SWORD Game CAVALRY ERRATA

[28.11] Two units (1 Pa 1/2/C, and 4 Pa 3/2/C) which appear in the TERRIBLE SWIFT SWORD game should not be used in either that game or this. These units were assigned to headquarters duty and did not participate in combat at Gettysburg. Reduce the BCE limits for both parent brigades to 5 out of 9.

[28.12] The horse battery E,G 4 US 2/Cav should have four TBs, not four Ns as printed. Use the E 4 US battery counter from the REBEL SABERS game; it represents the same unit with the correct weapons.

[28.13] The officer I. Gregg in TERRIBLE SWIFT SWORD is the same as J. Gregg in this game (his full name was J. Irwin Gregg).

[28.2] SCENARIO ERRATA AND CHANGES

In all discussions of changes, the Horse Soldiers at Gettysburg map is referred to as map D.

[22.1] Staging areas 7, 8, and 9 are overlaid by map D. All references to them should be ignored. The Hunterstown Road (hex D 0233), the York Pike (hex D 0401), the Hanover Road (hex D 4401), and the Low Dutch Road (hex D 6116) are all considered entrance hexes to the map. If a reinforcement's entrance hex on map D is blocked, simply enter the reinforcement onto the map at a nearby hex unblocked by an enemy unit or zone of control, one game turn later.

[22.54] The last sentence should read, "It costs three game turns to move between any adjacent staging area with the exceptions of 3 to 4 and 4 to 5, which cost two game turns; and 2 to 3 and 10 to 11, which cost six game turns."

[34.42] The Confederate player has the ability to exit units from the south edge of map D. If he chooses to do so, and he satisfies the following conditions, he may shift the outcome of the game one victory level in his favor.

a) A minimum of four non-BCEd infantry or cavalry brigades must be exited. Once exited these units may never return to the game map.

b) A line of communication composed of thoroughfare hexes free of enemy units and enemy zones of control must be traced from the south edge of map D back to SA 2.

c) If Confederate units exited the map and this line of communication is not intact at the end of the Confederate 1940 player turn on July 3 the outcome of the game is shifted one victory level in favor of the Union player.

(These awards reflect the effect of a large body of Confederate troops sitting astride a major Union line of communication, and the reverse effect should those Confederate troops be cut off from their own army.)

[34.46] All units of D. Gregg's division (2/Cav) plus E 1 US horse artillery should be deployed within 10 hexes of 4306 (on the Horse Soldiers map). All regiments are fatigued.

[34.47] Deploy all units as listed in The Horse Soldiers at Gettysburg. The TERRIBLE SWIFT SWORD regimental/battery counters should be deployed where the "a" battalion or section belongs. The La. Guard artillery battery in hex B 2219 should be at a strength of 2 and the La. Guard counter from the REBEL SABERS game should be placed as per the scenario setup.

Units listed in the REBEL SABERS™ setup as belonging to Ferguson's brigade are listed as Jenkins's brigade in TERRIBLE SWIFT SWORD (A. Jenkins was wounded during the fighting). Players must substitute either a replacement officer or the Ferguson counter from the REBEL SABERS game (players' option). Units of this brigade run out of ammo anytime a one is rolled on the TERRIBLE SWIFT SWORD Fire Combat Results table until resupplied from Stuart's supply wagon. Once resupplied, their ammo situation is normal.

Delete Imboden's brigade from the historical scenario.

Neither side had its cavalry supply wagons in the area shown on the game maps. Players may have these wagons enter as follows:

a) Stuart's supply—turn 1300, SA 1
b) 3/Cav (US)—turn 1340, SA 11
c) 2/Cav (US)—turn 1500, hex D 6116

[34.47 E] The last line should read, "Union conditional reinforcements due at 1400 on staging area 9 or 10 and reinforcements due at 1600 do not appear."

[35.12] Stuart is not required to withdraw. Player's can withdraw him or keep him around as they please. His cavalry cannot withdraw through SA 12.

[35.14] Hampton's brigade enters at 0700 on July 3, in column, at hex D 0232.

Imboden's brigade is an optional reinforcement (1200 July 3, SA 1).

[35.15] No Confederate reinforcement may enter the game map east of the Hunterstown Road, hex D 0233.

[35.21 C] The affected artillery unit should be E, G 1 US (2/Cav), not F, G 1 US (2/Cav).

[35.21 B,C,D] Union conditional reinforcements arrive in the following manner:

Hex	Time	Units
D 4401	1200, July 2	D. GREGG, 2/Cav, E 1 US Arty (all fatigued)
D 6116	0800, July 3	CUSTER, 2/3/Cav, M 2 US Arty (1/Cav)
SA 11	1340, July 3	KILPATRICK, 1/3/Cav, 3 Cav Supply, E 4 US Arty
SA 12	1400, July 3	MERRITT, Res/1/Cav, K 1 US Arty (2/Cav)

[35.25] Union reinforcements scheduled to appear at SA 10 may, at the Union player's option, appear at hex D 6116 instead, at the time listed. However, no Union reinforcement may enter the game map at D 4401 or above except for D. Gregg's division, as listed. Additionally, no Union reinforcements may enter map D if the Confederate player

has met the requirements of exiting units as described in the change to TERRIBLE SWIFT SWORD case 34.42.

Gregg's Union cavalry reinforcements (2/Cav) scheduled to appear on D 4401 may arrive at either D 6116 or SA 10 with a three-game turn delay.

[29.0] TERRIBLE SWIFT SWORD™/ REBEL SABERS™ GAME ADAPTATIONS

[29.1] SUBSTITUTIONS

The following REBEL SABERS™ rules should be substituted in their entirety for the corresponding TERRIBLE SWIFT SWORD rules.

REBEL SABERS rule	replaces TERRIBLE SWIFT SWORD rule
4.0 E	4.0 G and H
6.0 General Rule	6.0 General Rule
6.15, 6.18, 6.42	6.14
7.0 General Rule	7.0 General Rule
10.0 General Rule	10.0 General Rule
11.12	11.15
12.12	12.12

[29.2] CLARIFICATIONS

Several REBEL SABERS rules can be substituted for TERRIBLE SWIFT SWORD rules with minor changes.

[29.21] The General Rule from REBEL SABERS case 12.0 can be substituted for TERRIBLE SWIFT SWORD General Rule 12.0 with the following exception: Dismounted cavalry can combine with infantry to attack the same hex, but may not initiate melee against enemy infantry.

[29.22] REBEL SABERS case 12.3 is basically the same as TERRIBLE SWIFT SWORD case 12.27. Some words are changed to reflect the new terminology of the Assault phase. References to "zero command point leaders" and "night game turns" are still applicable as per the TERRIBLE SWIFT SWORD rule.

[29.23] REBEL SABERS case 12.7 is the same as TERRIBLE SWIFT SWORD case 12.8 with some minor terminology changes and clarifications for retreating wagons and mounted cavalry. Players should compare the two rules, adding the pertinent information from the REBEL SABERS rule to the TERRIBLE SWIFT SWORD rule.

[29.3] ADDITIONS

Players should make additions to the TERRIBLE SWIFT SWORD rules from the following REBEL SABERS rules sections.

Add case 7.4 to TERRIBLE SWIFT SWORD as a new case.

Add cases 8.17 and 8.34 to the TERRIBLE SWIFT SWORD rules for stacking. These should be considered new cases and not substitutions for the correspondingly numbered cases in TERRIBLE SWIFT SWORD.

Add cases 17.15, 17.21, 17.43, and 17.44 to the TERRIBLE SWIFT SWORD rules for leadership. Note that these rules apply exclusively to cavalry leaders. These should be considered new cases and not substitutions for the correspondingly numbered cases in TERRIBLE SWIFT SWORD.

[29.4] MINOR RULES MODIFICATIONS

[29.41] The TERRIBLE SWIFT SWORD Terrain Effects on Movement table is amended. The mounted cavalry movement allowances and effects refer to cavalry in column. Mounted cavalry in line formation has a movement allowance of 8 and receives no movement benefit for thoroughfares. The remainder of the Terrain Effects on Movement for mounted cavalry in line is the same as in column.

[29.42] Change TERRIBLE SWIFT SWORD case 5.61 to read, "There are seven streams on the four maps;"

[29.43] Change TERRIBLE SWIFT SWORD case 5.62 to include mounted cavalry units in line formation in addition to infantry units in line and dismounted cavalry units.

[29.44] Change TERRIBLE SWIFT SWORD case 9.62 to read, "infantry and mounted cavalry units in column and limbered artillery units cannot fire in any phase. Mounted cavalry units in line formation can fire only with pistols (P) and then only through the three frontal hexsides (see 7.0)."

[29.45] The TERRIBLE SWIFT SWORD Terrain Effects on Combat chart (9.56) is modified as follows: mounted cavalry in line is now permitted to charge across a stream hexside (change the "No" to "Yes") with the exceptions of Marsh Creek and Rock Creek.

[29.46] Modify TERRIBLE SWIFT SWORD case 12.25 to include mounted cavalry in column formation with the list of units which cannot initiate melee.

[29.5] MAJOR RULES MODIFICATIONS

The special cavalry rules in TERRIBLE SWIFT SWORD case 16.0 are changed significantly, with the exception of a few subsections.

[29.51] Cases 16.1 and 16.2 are eliminated completely. Additionally, players should eliminate sub-sections 16.31, 16.32, 16.33, 16.34, 16.42, 16.43, 16.53, and 16.54.

[26.52] Use REBEL SABERS case 13.0 (Cavalry Charge) in its entirety.

[26.53] The following TERRIBLE SWIFT SWORD sub-section rules should be retained: 16.35, 16.36, 16.41, 16.51, and 16.52.

[29.6] DISMOUNTED CAVALRY WEAPONS CHANGES

Additional research was done for cavalry weapons for the REBEL SABERS™ game. Unfortunately, much of this research was not available when TERRIBLE SWIFT SWORD was written. Consequently, the cavalry weapons in TERRIBLE SWIFT SWORD were abstracted to a greater degree than in the REBEL SABERS game. Players can use the REBEL SABERS Range Effects table for dismounted cavalry small arms fire. They also should substitute the updated weapon types for the weapons printed on the dismounted side of the TERRIBLE SWIFT SWORD cavalry counters. The proper substitutions are summarized on the following list:

TERRIBLE SWIFT SWORD Weapon	REBEL SABERS Equivalent
R	TR
P	C
C	SC
SR	SR

These substitutions do not match exactly the weapons on the REBEL SABERS counters, but they are more accurate than the earlier research allowed.

[29.7] LEADERS

Players will find it necessary to use the officer counters provided in the REBEL SABERS game in order to use the revised cavalry rules with TERRIBLE SWIFT SWORD. Simply substitute the appropriate counters for each officer. Several cavalry officers, however, who appear in TERRIBLE SWIFT SWORD were not included in the REBEL SABERS game. Players can make new counters (or modify their TERRIBLE SWIFT SWORD counters) to represent these leaders.

	Ratings	
	Terrible Swift Sword	Rebel Saber
Leader		
A. Jenkins (Stuart)	3 1 (0)	3 1 3
Imboden (Stuart)	3 1 (0)	3 2 3
Kilpatrick (3/C)	6 2	3 0 4
Farnsworth (1/3/C)	4 1 (0)	4 1 4
Gamble (1/1/C)	3 1	3 1 4

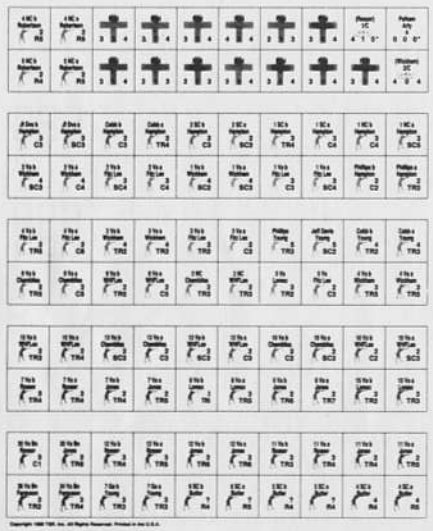
[29.8] DESIGNERS' NOTE

The TERRIBLE SWIFT SWORD/REBEL SABERS adaptation was structured to allow players to use many of the new cavalry concepts without sacrificing the basic system which was designed into TERRIBLE SWIFT SWORD. Thus, several new rules were omitted from the crossover as a matter of necessity and playability. Adding them would have necessitated a complete rules rewrite for TERRIBLE SWIFT SWORD which was not in the scope of this project. Players should remember that the cavalry rules are the chrome bumper on the TERRIBLE SWIFT SWORD Cadillac.

REBEL SABERS™ Counter Section Nr. 1 (200 pieces): Front
Quantity of sections of this identical type: 1. Total quantity of sections (all types) in game: 2

Leaders

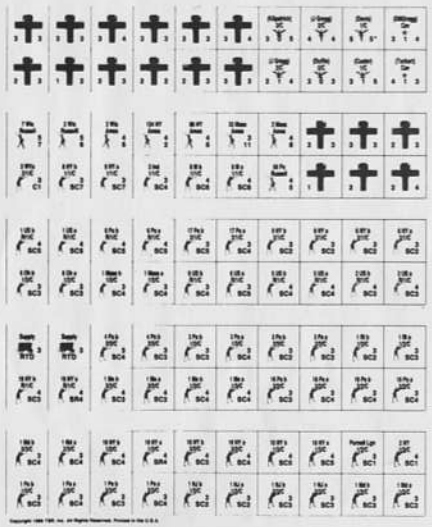
REBEL SABERS™ Counter Section Nr. 1 (200 pieces): Back
Quantity of sections of this identical type: 1. Total quantity of sections (all types) in game: 2



REBEL SABERS™ Counter Section Nr. 2 (200 pieces): Front
Quantity of sections of this identical type: 1. Total quantity of sections (all types) in game: 2

Leaders

REBEL SABERS™ Counter Section Nr. 1 (200 pieces): Back
Quantity of sections of this identical type: 1. Total quantity of sections (all types) in game: 2



Union Rosters

Kelly's Ford

Commander		Brigade Combat Effectiveness
Averell (2/C)	K W C	
Duffie (1/2/C)	K W C	□□□□□□□/□□□ □□□□□□
McIntosh (2/2/C)	K W C	□□□□□/□□□□□ □
Reno (R/1/C)	K W C	□□□□□□□□/□□ □□□□□

Artillery	Guns	Ammo
6 NY		
section a	□□	□□□
section b	□□	□□□
section c	□□	□□□

Brandy Station

Commander		Brigade Combat Effectiveness
Pleasonton (overall)	K W C	
Buford (1/C)	K W C	
Davis (1/1/C)	K W C	□□□□□□□□□□ □□□□□/□□□□□ □□□□□□□□□□
Devin (2/1/C)	K W C	□□□□□□□□□/□ □□□□□□□□
Whiting (R/1/C)	K W C	□□□□□□□□□□ □□□□□□□□□□ □/□□□□□□□□□ □□□□□□□□□□
Duffie (2/C)	K W C	
Cesnola (1/2/C)	K W C	□□□□□□□□□/□ □□□□□□□□□
J. Gregg (2/2/C)	K W C	□□□□□□/□□□□ □□□
D. M. Gregg (3/C)	K W C	
Kilpatrick (1/3/C)	K W C	□□□□□□□□□□ □/□□□□□□□□
Wyndham (2/3/C)	K W C	□□□□□□□□□□/ □□□□□□□□□□ □
Ames (infantry)	K W C	□□□□□□□□□□ □□□□/□□□□□□ □□□□□□□□□□ □□□
Russell (infantry)	K W C	□□□□□□□□□□/ □□□□□□□□

Artillery	Guns	Ammo
B/L, 2 US		
section a	□□	□□□
section b	□□	□□□
section c	□□	□□□
E, 4 US		
section a	□□	□□□
section b	□□	□□□
M, 2 US		
section a	□□	□□□
section b	□□	□□□
section c	□□	□□□
K, 1 US		
section a	□□	□□□
section b	□□	□□□
section c	□□	□□□

Horse Soldiers at Gettysburg

Commander		Brigade Combat Effectiveness
D. Gregg (2/C)	K W C	
McIntosh (1/2/C)	K W C	□□□□□□□□□/□ □□□□□□□□
J. Gregg (3/2/C)	K W C	□□□□□□□□□□ □/□□□□□□□□□
Custer (2/3/C)	K W C	□□□□□□□□□□ □□□□□□/□□□□ □□□□□□□□□□ □□□□□□□

Artillery	Guns	Ammo
E, 1 US		
section a	□□	□□□
section b	□□	□□□
M, 2 US		
section a	□□	□□□
section b	□□	□□□
section c	□□	□□□

Trevilians Station

Commander		Brigade Combat Effectiveness
Sheridan (overall)	K W C	
Torbert (1/C)	K W C	
Custer (1/1/C)	K W C	□□□□□□□□□□ □□□□□□□□□□ □□□□□□□□□□ □□□□□□
Devin (2/1/C)	K W C	□□□□□□□□□□ □□/□□□□□□□□□ □□□
Merritt (R/1/C)	K W C	□□□□□□□□□□ □□□□□□□□□□ □ □□/□□□□□□□□ □□□□□□□□□□
D. M. Gregg (2/C)	K W C	
Davies (1/2/C)	K W C	□□□□□□□□□□ □□□□□/□□□□□ □□□□□□□
J. Gregg (2/2/C)	K W C	□□□□□□□□□□ □□□□□□□□□□ □□/□□□□□□□□ □□□□□□□□□

Artillery	Guns	Ammo
M, 2 US		
section a	□□	□□□
section b	□□	□□□
section c	□□	□□□
H, 1 US		
section a	□□	□□□
section b	□□	□□□
section c	□□	□□□
D, 2 US		
section a	□□	□□□
section b	□□	□□□

Confederate Rosters

Kelly's Ford

Commander		Brigade Combat Effectiveness
Fitzhugh Lee (Stuart)	K W C	□□□□□□□□□□ □□/□□□□□□□□ □□□
Pelham (Stuart)	K W C	

Artillery	Guns	Ammunition
Breathed		
section a	□□	□□□
section b	□□	□□□

Brandy Station

Commander		Brigade Combat Effectiveness
Stuart	K W C	
Robertson (Stuart)	K W C	□□□□□□□□□□ / □□□□□□□□□□
Hampton (Stuart	K W C	□□□□□□□□□□ □□□□□□□□□□ □□□/□□□□□□□ □□□□□□□□□□ □
Munford (Stuart) (Fitz. Lee's brigade)	K W C	□□□□□□□□□□ □□□□□□□/□□□ □□□□□□□□□□ □
W.H.F. Lee (Stuart)	K W C	□□□□□□□□□□ □□□□□□/□□□□ □□□□□□□□□□ □
Jones (Stuart)	K W C	□□□□□□□□□□ □□□□□□□□□□ □□□□/□□□□□□ □□□□□□□□□□ □□□□□□□□

Artillery	Guns	Ammo
Breathed		
section a	□□	□□□
section b	□□	□□□
Chew		
section a	□□	□□□
section b	□□	□□□
Hart		
section a	□□	□□□
section b	□□	□□□
section c	□□	□□□
McGregor		
section a	□□	□□□
section b	□□	□□□
Moorman		
section a	□□	□□□
section b	□□	□□□

Horse Soldiers at Gettysburg

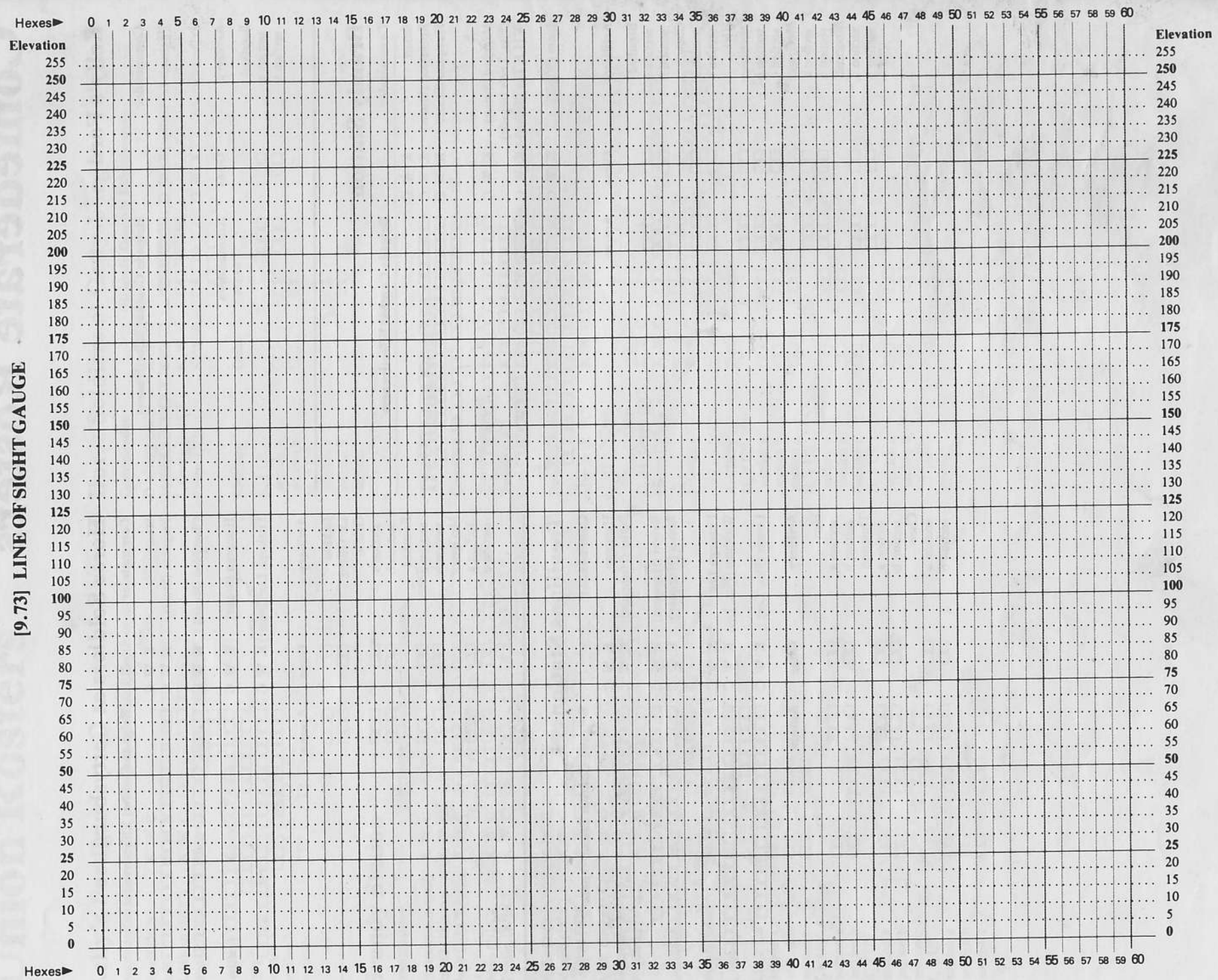
Commander		Brigade Combat Effectiveness
Stuart	K W C	
Ferguson (Stuart)	K W C	□□□□□□□□□/□ □□□□□□□□□□ □
Chambliss (Stuart)	K W C	□□□□□□□□□□ □/□□□□□□□□□□ □□□□
Hampton (Stuart)	K W C	□□□□□□□□□□ □□□□□□□□□□/ □□□□□□□□□□ □□□□□
Fitzhugh Lee (Stuart)	K W C	□□□□□□□□□□ □□□□□□□□/□□ □□□□□□□□□□ □□□

Artillery	Guns	Ammo
Jackson	□□	□□□
La. Guard	□□	□□□
Griffin		
section a	□□	□□□
section b	□□	□□□
Breathed		
section a	□□	□□□
section b	□□	□□□
McGregor		
section a	□□	□□□
section c	□□	□□□

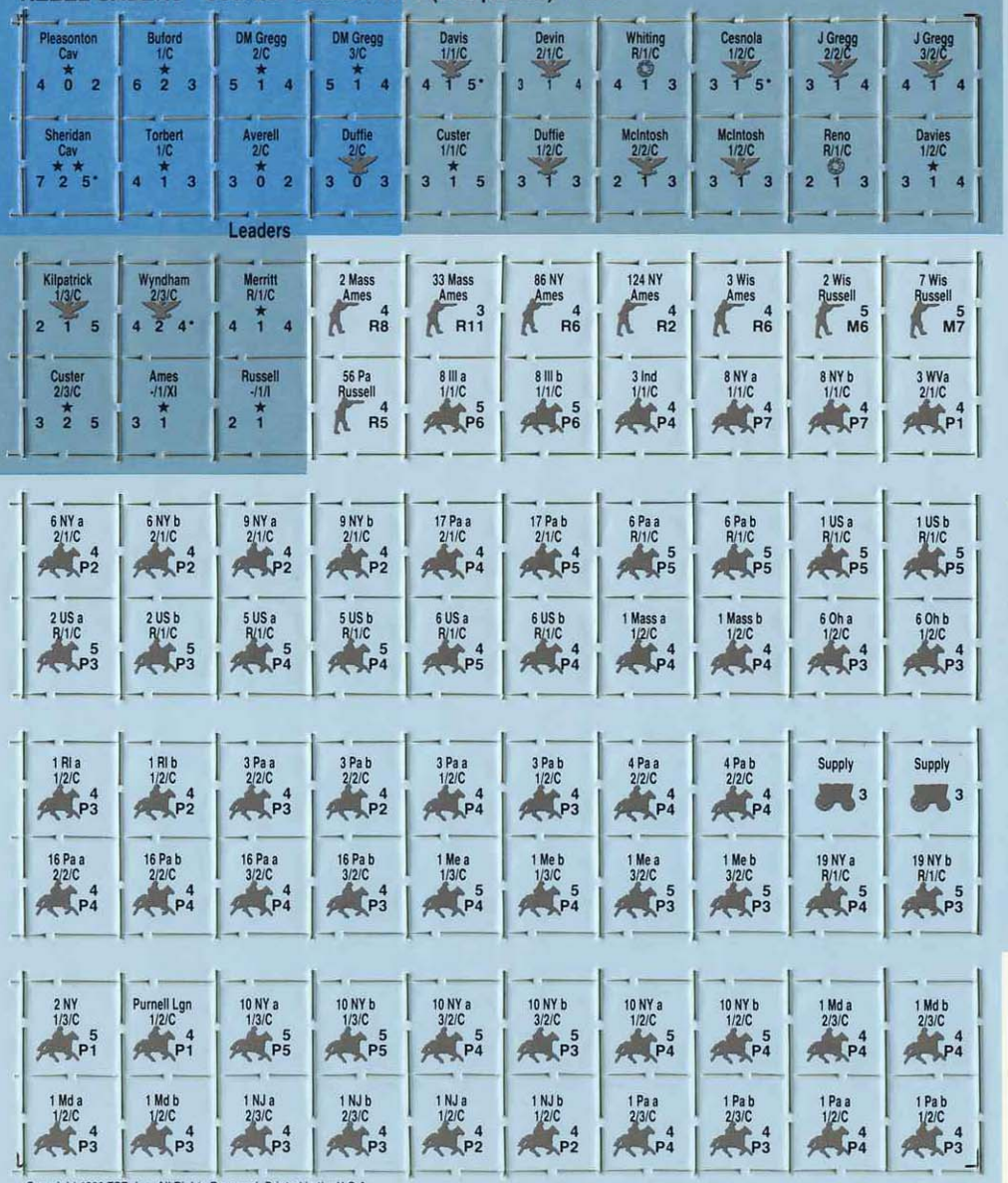
Trevilians Station

Commander		Brigade Combat Effectiveness
Hampton	K W C	
Butler (Hampton)	K W C	□□□□□□□□□□ □□□□/□□□□□□ □□□□□□
Wright (Hampton)	K W C	□□□□□□□□□□/ □□□□□□□□
Rosser (Hampton)	K W C	□□□□□□□□□□ □□□□/□□□□□□ □□□□□
Fitzhugh Lee	K W C	
Wickham (Fitz. Lee)	K W C	□□□□□□□□□□ □□□□/□□□□□□ □□□□□□
Lomax (Fitz. Lee)	K W C	□□□□□□□□□/□ □□□□□□□

Artillery	Guns	Ammo
Hart		
section a	□□	□□□
section b	□□	□□□
Thomson		
section a	□□	□□□
section b	□□	□□□
Chew		
section a	□□	□□□
section b	□□	□□□


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

REBEL SABERS™ Counter Section Nr. 1 (200 pieces): Front



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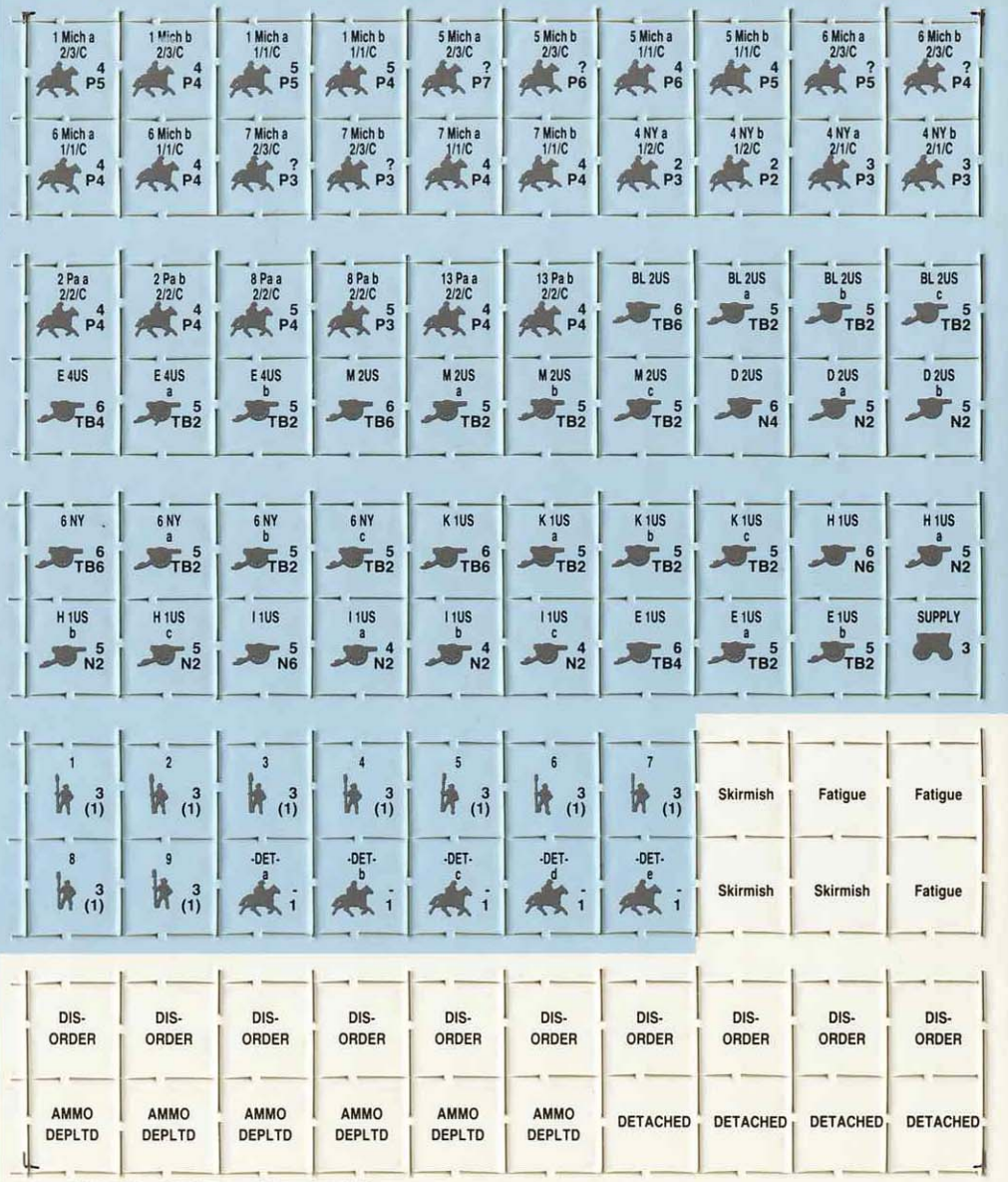
Quantity of sections of this identical type: 1. Total quantity of sections (all types) in game: 2



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REBEL SABERS™ Counter Section Nr. 1 (200 pieces): Back

6 Mich b 2/3/C ? SR4	6 Mich a 2/3/C ? SC5	5 Mich b 1/1/C 3 SR5	5 Mich a 1/1/C 3 SR6	5 Mich b 2/3/C ? SR6	5 Mich a 2/3/C ? SR7	1 Mich b 1/1/C 4 SC5	1 Mich a 1/1/C 4 SC5	1 Mich b 2/3/C 3 SC4	1 Mich a 2/3/C 3 SC5
4 NY b 2/1/C 2 SR3	4 NY a 2/1/C 2 SC3	4 NY b 1/2/C 1 SC2	4 NY a 1/2/C 1 SC3	7 Mich b 1/1/C 3 SC4	7 Mich a 1/1/C 3 SC4	7 Mich b 2/3/C ? SC3	7 Mich a 2/3/C ? SC3	6 Mich b 1/1/C 3 SR4	6 Mich a 1/1/C 3 SC4
BL 2US c 5	BL 2US b 5	BL 2US a 5	BL 2US 6	13 Pa b 2/2/C 3 SC4	13 Pa a 2/2/C 3 SR4	8 Pa b 2/2/C 4 SC3	8 Pa a 2/2/C 4 SR4	2 Pa b 2/2/C 3 SC4	2 Pa a 2/2/C 3 SR4
D 2US b 5	D 2US a 5	D 2US 6	M 2US c 5	M 2US b 5	M 2US a 5	M 2US 6	E 4US b 5	E 4US a 5	E 4US 6
H 1US a 5	H 1US 6	K 1US c 5	K 1US b 5	K 1US a 5	K 1US 6	6 NY c 5	6 NY b 5	6 NY a 5	6 NY 6
SUPPLY RTD 3	E 1US b 5	E 1US a 5	E 1US 6	I 1US c 5	I 1US b 5	I 1US a 5	I 1US 6	H 1US c 5	H 1US b 5
Exhausted	Exhausted		7 3 (0)	6 3 (0)	5 3 (0)	4 3 (0)	3 3 (0)	2 3 (0)	1 3 (0)
Exhausted			-DET- e 1	-DET- d 1	-DET- c 1	-DET- b 1	-DET- a 1	9 3 (0)	8 3 (0)
Rout	Rout	Rout	Rout	Rout	Rout	Pin	Pin		
OUT OF COMMAND	OUT OF COMMAND	OUT OF COMMAND	OUT OF COMMAND	ENGD	ENGD	ENGD	ENGD	ENGD	ENGD

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Quantity of sections of this identical type: 1. Total quantity of sections (all types) in game: 2

Repl 3/2/C 3 1 3	Repl 2/2/C 3 1 3	Repl 1/2/C 3 1 4	Repl R/1/C 3 1 3	Repl 2/1/C 3 1 3	Repl 1/1/C 3 1 4	(Kilpatrick) 3/C 3 0 5	(J Gregg) 2/C 4 1 4	(Davis) 1/C 5 1 5*	(DMGregg) Cav 3 1 4
Repl 1/2/C 2 1 3	Repl R/1/C 1 1 2	Repl 1/2/C 2 1 3	Repl 2/2/C 2 1 2	Repl 1/2/C 2 1 3	Repl 1/1/C 3 1 3	(J Gregg) 2/C 2 1 4	(Duffie) 2/C 3 0 3	(Custer) 1/C 3 1 5	(Torbert) Cav 4 1 3
7 Wis Russell 5 7	2 Wis RussellI 5 6	3 Wis Ames 4 6	124 NY Ames 4 2	86 NY Ames 4 6	33 Mass Ames 3 11	2 Mass Ames 4 8	Repl R/1/C 3 1 3	Repl 2/3/C 3 1 3	Repl 1/3/C 2 1 3
3 WVa 2/1/C 3 C1	8 NY b 1/1/C 3 SC7	8 NY a 1/1/C 3 SC7	3 Ind 1/1/C 3 SC4	8 III b 1/1/C 4 SC6	8 III a 1/1/C 4 SC6	56 Pa Russell 4 5	Repl -/1/I 1 1	Repl -/1/XI 2 1	Repl 2/3/C 3 1 4
1 US b R/1/C 4 SC5	1 US a R/1/C 4 SC5	6 Pa b R/1/C 4 SC5	6 Pa a R/1/C 4 SC5	17 Pa b 2/1/C 3 SC5	17 Pa a 2/1/C 3 SC4	9 NY b 2/1/C 3 SC2	9 NY a 2/1/C 3 SC2	6 NY b 2/1/C 3 SC2	6 NY a 2/1/C 3 SC2
6 Oh b 1/2/C 3 SC3	6 Oh a 1/2/C 3 SC3	1 Mass b 1/2/C 3 SC4	1 Mass a 1/2/C 3 SC4	6 US b R/1/C 3 SC4	6 US a R/1/C 3 SC5	5 US b R/1/C 4 SC4	5 US a R/1/C 4 SC4	2 US b R/1/C 4 SC3	2 US a R/1/C 4 SC3
Supply RTD 3	Supply RTD 3	4 Pa b 2/2/C 3 SC4	4 Pa b 2/2/C 3 SC3	3 Pa b 1/2/C 3 SC3	3 Pa a 1/2/C 3 SC4	3 Pa b 2/2/C 3 SC2	3 Pa a 2/2/C 3 SC3	1 RI b 1/2/C 3 SC2	1 RI a 1/2/C 3 SC3
19 NY b R/1/C 4 SC3	19 NY a R/1/C 4 SR4	1 Me b 3/2/C 4 SC3	1 Me a 3/2/C 4 SC3	1 Me b 1/3/C 4 SC4	1 Me a 1/3/C 4 SC4	16 Pa b 3/2/C 3 SC3	16 Pa a 3/2/C 3 SC4	16 Pa b 2/2/C 3 SC4	16 Pa a 2/2/C 3 SC4
1 Md b 2/3/C 3 SC4	1 Md a 2/3/C 3 SC4	10 NY b 1/2/C 4 SC4	10 NY a 1/2/C 4 SR4	10 NY b 3/2/C 4 SC3	10 NY a 3/2/C 4 SC4	10 NY b 1/3/C 4 SC5	10 NY a 1/3/C 4 SC5	Purnell Lgn 1/2/C 3 SC1	2 NY 1/3/C 4 SC1
1 Pa b 1/2/C 3 SC3	1 Pa a 1/2/C 3 SC4	1 Pa b 2/3/C 3 SC3	1 Pa a 2/3/C 3 SC4	1 NJ b 1/2/C 3 SC2	1 NJ a 1/2/C 3 SC2	1 NJ b 2/3/C 3 SC3	1 NJ a 2/3/C 3 SC3	1 Md b 1/2/C 3 SC3	1 Md a 1/2/C 3 SC3

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REBEL SABERS™ Counter Section Nr. 2 (200 pieces): Front

Quantity of sections of this identical type: 1. Total quantity of sections (all types) in game: 2

Leaders

Stuart Cav 8 2 6*	Hampton 1/C 6 1 5*	Butler Hampton 3 1 4	Robertson Stuart 2 1 3	Hampton Stuart 5 2 5*	Munford Stuart ★★★ 3 1 4	WHF Lee Stuart 4 1 5	Jones Stuart 4 1 4	4 NC a Robertson 4 P5	4 NC b Robertson 4 P5
Fitz Lee 2/C 6 1 5*	Rosser Hampton 3 1 5	Wright Hampton ★★★ 4 1 4	Wickham Fitz Lee 3 1 4	Chambliss Stuart ★★★ 3 1 5	Lomax Fitz Lee 2 1 4	Ferguson Stuart ★★★ 3 1 3	Fitz Lee Stuart 4 2 5*	5 NC a Robertson 4 P5	5 NC b Robertson 4 P4
1 NC a Hampton 5 P5	1 NC b Hampton 5 P4	1 SC a Hampton 5 P4	1 SC b Hampton 5 P4	2 SC a Hampton 4 P3	2 SC b Hampton 4 P3	Cobb a Hampton 4 P4	Cobb b Hampton 4 P3	Jf Dvs a Hampton 5 P3	Jf Dvs b Hampton 5 P3
Phillips a Hampton 4 P3	Phillips b Hampton 4 P2	1 Va a Fitz Lee 5 P4	1 Va b Fitz Lee 5 P3	1 Va a Wickham 5 P3	1 Va b Wickham 5 P2	2 Va a Fitz Lee 5 P4	2 Va b Fitz Lee 5 P4	2 Va a Wickham 5 P4	2 Va b Wickham 5 P3
Cobb a Young 4 P3	Cobb b Young 4 P2	Jeff Davis Young 5 P2	Phillips Young 5 P3	3 Va a Fitz Lee 4 P3	3 Va b Fitz Lee 4 P2	3 Va a Wickham 5 P2	3 Va b Wickham 5 P2	4 Va a Fitz Lee 4 P6	4 Va b Fitz Lee 4 P5
4 Va a Wickham 4 P5	4 Va b Wickham 4 P5	5 Va Fitz Lee 4 P3	5 Va Lomax 4 P2	2 NC WHF Lee 4 P3	2 NC Chambliss 4 P3	9 Va a WHF Lee 4 P5	9 Va b WHFLee 4 P5	9 Va a Chambliss 4 P5	9 Va b Chambliss 4 P5
10 Va a WHFLee 4 P3	10 Va b WHFLee 4 P2	10 Va a Chmblss 4 P3	10 Va b Chmblss 4 P2	13 Va a WHFLee 4 P3	13 Va b WHFLee 4 P3	13 Va a Chambliss 4 P3	13 Va b Chambliss 4 P3	15 Va a WHFLee 4 P4	15 Va b WHFLee 4 P3
15 Va a Lomax 4 P3	15 Va b Lomax 4 P2	6 Va a Jones 4 P7	6 Va b Jones 4 P6	6 Va a Lomax 4 P5	6 Va b Lomax 4 P5	7 Va a Jones 4 P5	7 Va b Jones 4 P4	7 Va a Rosser 4 P4	7 Va b Rosser 4 P4
11 Va a Jones 4 P5	11 Va b Jones 4 P4	11 Va a Rosser 4 P4	11 Va b Rosser 4 P3	12 Va a Jones 4 P6	12 Va b Jones 4 P6	12 Va a Rosser 4 P5	12 Va b Rosser 4 P4	35 Va Bn Jones 3 P6	35 Va Bn Rosser 4 P1
4 SC a Butler 3 P5	4 SC b Butler 3 P4	5 SC a Butler ? P4	5 SC b Butler ? P4	6 SC a Butler ? P5	6 SC b Butler ? P4	7 Ga a Young 4 P3	7 Ga b Young 4 P3	34 Va Bn Ferguson 3 P4	36 Va Bn Ferguson 3 P2

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20 Ga Bn Young 5 P2	14 Va a Ferguson 3 P3	14 Va b Ferguson 3 P2	16 Va a Ferguson 3 P3	16 Va b Ferguson 3 P2	17 Va a Ferguson 3 P3	17 Va b Ferguson 3 P2	Breathed 5 TB4	Breathed a 4 TB2	Breathed b 4 TB2
Chew 5 N4	Chew a 4 N2	Chew b 4 N2	Griffin 5 PA4	Griffin a 4 PA2	Griffin b 4 PA2	Hart 5 TB4	Hart a 4 TB2	Hart b 4 TB2	Jackson a 4 HA2
McGregor 5 N4	McGregor a 4 N2	McGregor b 4 N2	McGregor c 4 TB2	La. Grd a 4 PA2	Hart c 4 H1	1 3 (1)	2 3 (1)	3 3 (1)	4 3 (1)
Moorman 5 N4	Moorman a 4 N2	Moorman b 4 N2	Thomson 5 HA4	Thomson a 4 HA2	Thomson b 4 HA2	5 3 (1)	6 3 (1)	7 3 (1)	-DET- a 1
-DET- b 1	-DET- c 1	-DET- d 1	TROT	TROT	TROT	TROT	TROT	TROT	TROT
SUPPLY 3	SUPPLY 3		IN COLUMN	IN COLUMN	IN COLUMN	IN COLUMN	IN COLUMN	IN COLUMN	
				10	8	6	6	6	5
5	5	5	4	4	4	4	4	4	4
3	3	3	3	3	3	3	4	4	4
4	4	4	4	3	3	3	3	3	3

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REBEL SABERS™ Counter Section Nr. 2 (200 pieces): Back

Quantity of sections of this identical type: 1. Total quantity of sections (all types) in game: 2

Breathed b 4	Breathed a 4	Breathed 5	17 Va b Ferguson 3 TR2	17 Va a Ferguson 3 TR3	16 Va b Ferguson 3 TR2	16 Va a Ferguson 3 TR3	14 Va b Ferguson 3 TR2	14 Va a Ferguson 3 TR3	20 Ga Bn Young 4 C2
Jackson a 4	Hart b 4	Hart a 4	Hart 5	Griffin b 4	Griffin a 4	Griffin 5	Chew b 4	Chew a 4	Chew 5
3 3 0	3 3 0	2 3 0	1 3 0	Hart c 4	La. Grd a 4	McGregor c 4	McGregor b 4	McGregor a 4	McGregor 5
-DET- a 1	7 3 0	6 3 0	5 3 0	Thomson b 4	Thomson a 4	Thomson 5	Moorman b 4	Moorman a 4	Moorman 5
Canter	Canter	Canter	Canter	Canter	Canter	Canter	-DET- d 1	-DET- c 1	-DET- b 1
Rout	Pin	DIS-ORDER	Ammo Depltd	ENGD	OUT OF COMMAND	GAME TURN	Supply RTD 3	Supply RTD 3	
2	2	1	1	7	9				
1	1	1	1	1	1	1	1	1	1
2	2	2	1	1	1	1	1	1	1
2	2	2	2	2	2	2	2	2	2

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4 NC b Robertson 2 R5	4 NC a Robertson 2 R5	Repl 3 1 4	Repl 3 1 4	Repl 3 1 4	Repl 4 1 4	Repl 2 1 3	Repl Hampton 3 1 4	(Rosser) 1/C 4 1 5*	Pelham Arty ★ 0 0 0*
5 NC b Robertson 2 R4	5 NC a Robertson 2 R5	Repl 3 1 4	Repl 2 1 3	Repl Fitz Lee 2 1 3	Repl 3 1 4	Repl Fitz Lee 3 1 4	Repl Hampton 3 1 4	Repl Hampton 3 1 4	(Wickham) 2/C 4 0 4
Jf Dvs b Hampton 3 C3	Jf Dvs a Hampton 3 SC3	Cobb b Hampton 2 C3	Cobb a Hampton 2 TR4	2 SC b Hampton 2 C3	2 SC a Hampton 2 SC3	1 SC b Hampton 3 TR4	1 SC a Hampton 3 C4	1 NC b Hampton 3 C4	1 NC a Hampton 3 SC5
2 Va b Wickham 4 SC3	2 Va a Wickham 4 C4	2 Va b Fitz Lee 3 SC4	2 Va a Fitz Lee 3 C4	1 Va b Wickham 4 SC2	1 Va a Wickham 4 SC3	1 Va b Fitz Lee 3 C3	1 Va a Fitz Lee 3 SC4	Phillips b Hampton 2 C2	Phillips a Hampton 2 TR3
4 Va b Fitz Lee 2 TR5	4 Va a Fitz Lee 2 C6	3 Va b Wickham 4 TR2	3 Va a Wickham 4 TR2	3 Va b Fitz Lee 2 TR2	3 Va a Fitz Lee 2 C3	Phillips Young 5 TR3	Jeff Davis Young 5 SC2	Cobb b Young 4 TR2	Cobb a Young 4 TR3
9 Va b Chambliss 2 TR5	9 Va a Chambliss 2 C5	9 Va b WHFLee 2 TR5	9 Va a WHFLee 2 C5	2 NC Chambliss 2 TR3	2 NC WHFLee 2 TR3	5 Va Lomax 3 TR2	5 Va Fitz Lee 2 C3	4 Va b Wickham 3 TR5	4 Va a Wickham 3 TR5
15 Va b WHFLee 2 TR3	15 Va a WHFLee 2 TR4	13 Va b Chambliss 2 SC3	13 Va a Chambliss 2 C3	13 Va b WHFLee 2 SC3	13 Va a WHFLee 2 C3	10 Va b Chambliss 2 C2	10 Va a Chambliss 2 SC3	10 Va b WHFLee 2 C2	10 Va a WHFLee 2 SC3
7 Va b Rosser 3 TR4	7 Va a Rosser 3 TR4	7 Va b Jones 2 TR4	7 Va a Jones 2 TR5	6 Va b Lomax 3 TR5	6 Va a Lomax 3 TR5	6 Va b Jones 2 TR6	6 Va a Jones 2 TR7	15 Va b Lomax 3 TR2	15 Va a Lomax 3 TR3
35 Va Bn Rosser 3 C1	35 Va Bn Jones 2 TR6	12 Va b Rosser 3 TR4	12 Va a Rosser 3 TR5	12 Va b Jones 2 TR6	12 Va a Jones 2 TR6	11 Va b Rosser 3 TR3	11 Va a Rosser 3 TR4	11 Va b Jones 2 TR4	11 Va a Jones 2 TR5
36 Va Bn Ferguson 3 TR2	34 Va Bn Ferguson 3 TR4	7 Ga b Young 3 TR3	7 Ga a Young 3 TR3	6 SC b Butler ? R4	6 SC a Butler ? R5	5 SC b Butler ? R4	5 SC a Butler ? R4	4 SC b Butler 4 R4	4 SC a Butler 4 R5

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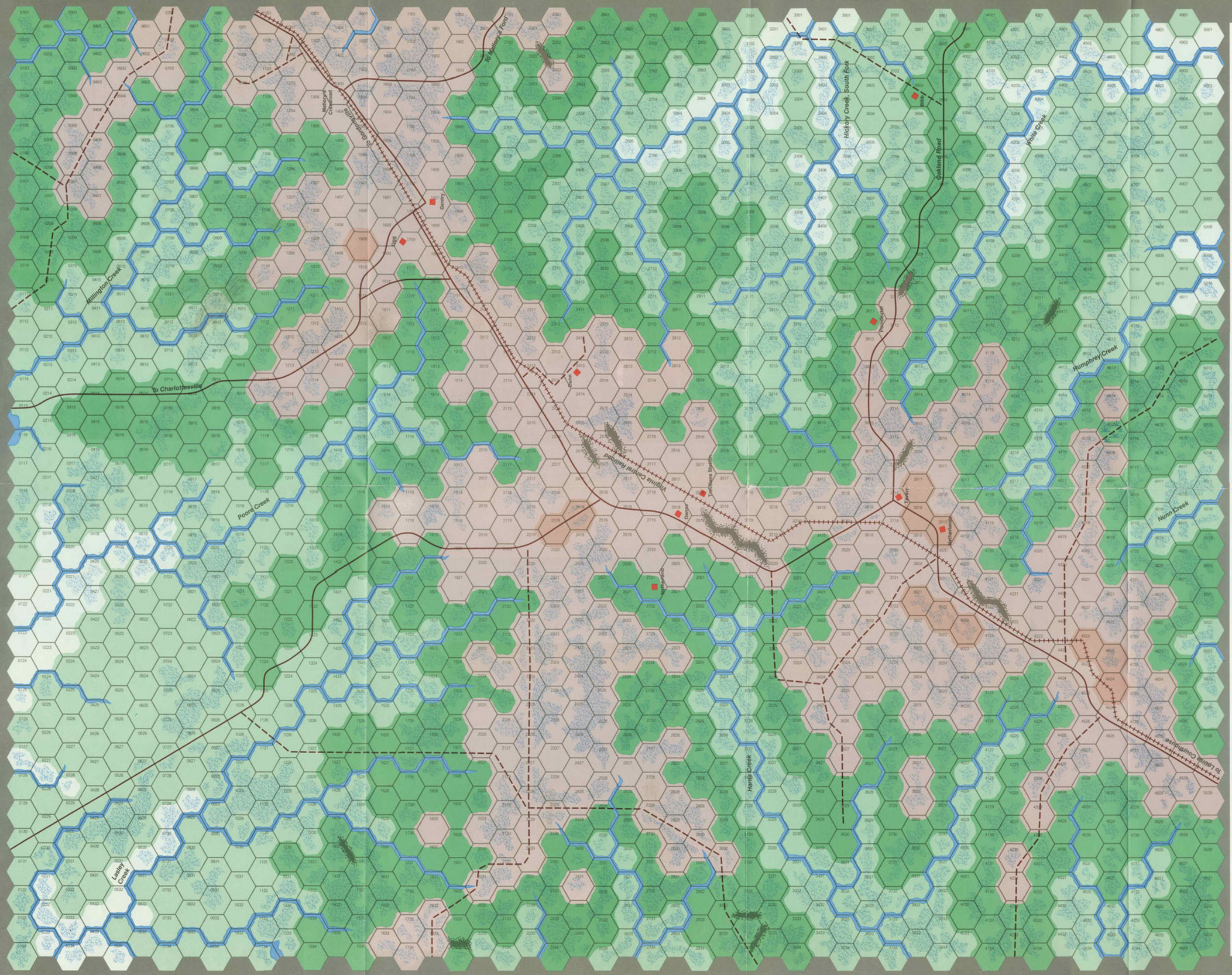


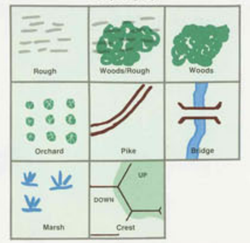
REBEL SABERS

GAME OF CIVIL WAR CAVALRY BATTLES

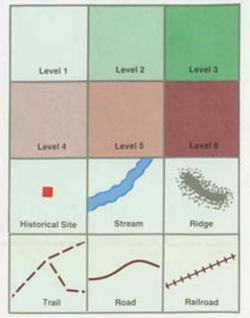
TREVILIANS STATION
June 11-12, 1864

This Key and Turn Track are used for both The Horse Soldiers at Gettysburg game and The Trevilians Station game.

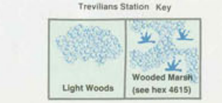
Gettysburg Key



Common Key



Trevilians Station Key



Turn Track TREVILIANS STATION June 11-12, 1864

June 11	June 12
0430	1300
0500	1330
0530	1400
0600	1430
0630	1500
0700	1530
0730	1600
0800	1630
0830	1700
0900	1730
0930	1800
1000	1830
1030	1900
1100	1930
1130	2000
1200	2030
1230	2100

Night (one 12 hour)

Turn Track THE HORSE SOLDIERS AT GETTYSBURG July 3, 1863

1300
1320
1340
1400
1420
1440
1500
1520
1540
1600
1620
1640
1700

[5.19] TERRAIN EFFECTS ON MOVEMENT

Unit Type (Movement Allowance)

	Inf/Dismtd Cav (5)		Mtd Cav (8)		Arty (7)		Leader (16)
	Line	Column	Skirm	Column	Line	Limbered	Wagon (6)
Clear	1	1	1	1	1	2	2
Woods, Rough	2	1	1	1	1	2	2
Light Woods, Orchard	2	1	1	1	1	2	2
Marsh	2	2	2	2	2	3	3
Wooded Marsh	+ 3	+ 2	+ 2	+ 2	+ 3	P	P
Deep Run	+ 2	+ 2	+ 2	+ 2	+ 3	P	P
Shallow Rum, Stream	+ 1	+ 1	+ 1	+ 1	+ 2	+ 1	+ 1
Stone Wall	+ 1	+ 1	+ 1	+ 1	+ 2	P	P
Trail, Path	NE	NE	1'	1'	1'	1'	1'
Ford	NE	NE	NE	NE	NE	1'	1'
Bridge	P	P	+ 1	+ 1	P	+ 1	+ 1
Demibridge (5,28)	P	P	P	P	P	0'	0'
Demibridge (5,24)	+ 1	+ 1	+ 1	+ 1	+ 2	+ 1	+ 1
Ridge	+ 1	+ 1	+ 2	+ 2	+ 3	+ 2	0
Breastwork (20,21)	+ 1	+ 1	+ 2	+ 2	+ 3	+ 2	+ 2
Railroad	+ 1	+ 1	+ 2	+ 2	P	P	+ 1
Embankment	NE	NE	NE	NE	NE	NE	NE

a See 5.39.
b Use terrain in hex.
c May cannot and/or treat.
d Negates woods and marsh only.
e Any treat.
f No additional cost to use.
g Boats to enter and to leave.

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THE HORSE SOLDIERS AT GETTYSBURG
July 3, 1863
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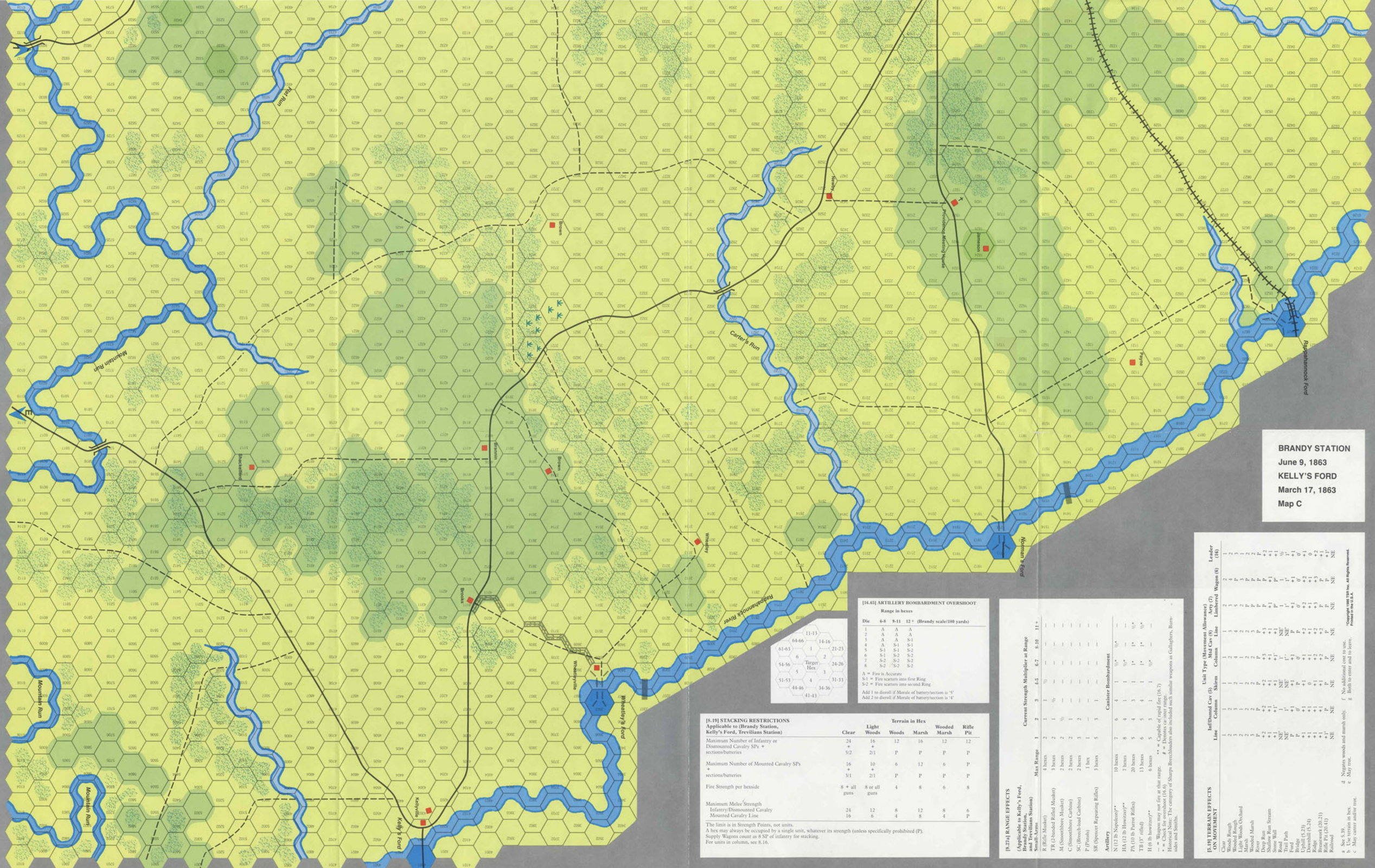
Granite Hill
Benner
Hoffman
J. Baughman
Lease
Hand
Tate
Stallsmith
Miller
Bushman
Gettysburg & Hanover Railroad
Spangler
Low Dutch Road
E. Taney
Snyder
Bowman
White Run
Rudisill
A. Taney
Reever
A. Little
Cress
Schwartz
Schwartz House
Schneider
Lott
D. Howard
J. Spangler
Plum or Cress Run
Dehl
Hanover Road
Wolf Hill
H. Little
J. Lott
Shultz
J. Howard
L. Howard
Schultz House
Hoke Pike
L. Rehbert
G. Bushman
J. Rehbert
Robert
Hoffert
D. Trostle
G. Trostle
Gettysburg & Hanover Railroad



BRANDY STATION
June 9, 1863
KELLY'S FORD
March 17, 1863
Map C

[16.65] ARTILLERY BOMBARDMENT OVERSHOOT

Die	Range in hexes 6-8	9-11	12 + (Brandy scale/180 yards)
1	A	A	A
2	A	A	A
3	A	A	S-1
4	A	S-1	S-1
5	S-1	S-1	S-2
6	S-1	S-2	S-2
7	S-2	S-2	S-2
8	S-2	S-2	S-2

A = Fire is Accurate
S-1 = Fire scatters into first Ring
S-2 = Fire scatters into second Ring

Add 1 to dieroll if Morale of battery/section is 'S'
Add 2 to dieroll if Morale of battery/section is 'A'

[8.19] STACKING RESTRICTIONS
Applicable to (Brandy Station, Kelly's Ford, Trevilians Station)

	Clear	Light Woods	Woods	Marsh	Wooded Marsh	Rifle Pit
	Terrain in Hex					
Maximum Number of Infantry or Dismounted Cavalry SPs + sections/batteries	24 + 5/2	16 + 2/1	12 P	16 P	12 P	12 P
Maximum Number of Mounted Cavalry SPs + sections/batteries	16 + 3/1	10 + 2/1	6 P	12 P	6 P	P P
Fire Strength per hexside	8 + all guns	8 or all guns	4	8	6	8
Maximum Melee Strength						
Infantry/Dismounted Cavalry	24	12	8	12	8	6
Mounted Cavalry Line	16	6	4	8	4	P

The limit is in Strength Points, not units.
A hex may always be occupied by a single unit, whatever its strength (unless specifically prohibited (P).
Supply Wagons count as 8 SP of infantry for stacking.
For units in column, see 8.16.

[8.27a] RANGE EFFECTS
(Applicable to Kelly's Ford, Brandy Station, and Trevilians Station)

	Max Range	Current Strength Multiplier at Range 1	2	3	4-5	6-7	8-10	11 +
Artillery		Canister Bombardment						
R (Rifle Musket)	4 hexes	2	1	1	½	—	—	—
TR (2-banded Rifled Musket)	3 hexes	2	1	½	—	—	—	—
M (Smoothbore Musket)	2 hexes	2	½	—	—	—	—	—
C (Smoothbore Carbine)	2 hexes	2	1	—	—	—	—	—
SC (Breech-load Carbine)	2 hexes	3	2	—	—	—	—	—
P (Pistols)	1 hex	1	—	—	—	—	—	—
SR (Spencer Repeating Rifles)	3 hexes	5	3	1	—	—	—	—
Artillery		Canister Bombardment						
N (12 lb Napoleon)**	10 hexes	7	6	4	1	½*	½*	—
HA (12 lb Howitzer)**	7 hexes	8	4	1	1	½*	—	—
PA (10 lb Parrot Rifles)	20 hexes	5	4	3	1	1*	1*	½*
TB (3" rifled)	13 hexes	6	5	4	1	1*	1*	½*
H (6 lb howitzer)**	6 hexes	5	3	1	1	1	½*	—

— = Weapon may not fire at this range. * = Capable of rapid fire (16.7)
+ = Check for overshoot (16.6). ** = Capable of canister fire (16.7)
Historical Note: The category of Sharps Breechloaders also included such similar weapons as Gallaghers, Burnsides and Smiths.

[5.19] TERRAIN EFFECTS ON MOVEMENT

	Line	Inf/Dismtd Cav (5) Column	Skirm	Unit Type (Movement Allowance) Mtd Cav (8) Column	Line	Artillery (7) Limbered	Wagon (6)	Leader (16)
Clear	1	1	1	1	1	1	2	1
Woods Rough	2	3	1	2	3	3	5	2
Woods, Light, Orchard	3	2	1	2	4	2	4	2
Marsh	2	2	1	2	4	2	3	2
Wooded Marsh	2	2	2	P	P	P	P	P
Ford	P	P	P	P	P	P	P	P
Deep Run	P	P	P	P	P	P	P	P
Shallow Run Stream	+2	+2	+1	+3	+5	+3	P	+2
Stone Wall	+1	+1	+1	+1	P	+1	P	+1
Rail	+1	+1	+1	+1	P	+1	P	+1
Trail Path	NE	NE	NE	NE	P	NE	P	½
Ford	P	+1	+1	P	P	P	P	P
Bridge	P	P	P	+1	0	+1	0	+1
Defensible (5.23)	+1	+1	0	+1	+2	+2	+2	0
Ridge	+1	+1	+1	+2	+2	+1	+1	+1
Breastwork (20.21)	+1	+1	+1	+2	+2	+2	+3	+2
Rifle Pit (20.41)	+1	+1	+1	+2	+2	P	P	+1
Railroad	NE	NE	NE	NE	NE	NE	NE	NE

a = Sec 6.39
b = Use Terrain in hex.
c = May enter and/or exit.
d = Negates woods and marsh only.
e = May trot.
f = No additional cost to use.
g = Both to enter and to leave.

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REBEL SABERS
GAME OF CIVIL WAR CAVALRY BATTLES

BRANDY STATION Map A

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Level 1 (251-300')
Level 2 (201-350')
Level 3 (351-400')
Level 4 (401-450')
Level 5 (451-500')
Level 6 (501 or higher)
Historical Site
Light Woods
Marsh
Wooded Marsh
Road
Trail
Railroad
Stone Fence
River
Dam
Bridge
Ford
Union Entrance Hex
Union Exit Hex
Union Re-Entrance Hex
Deep Run
Shallow Run
Ridge

0430 Union Entrance Hex
0500 Union Exit Hex
0530 Union Re-Entrance Hex
0600 Union Exit Hex
0630 Union Re-Entrance Hex
0700 Union Exit Hex
0730 Union Re-Entrance Hex
0800 Union Exit Hex
0830 Union Re-Entrance Hex
0900 Union Exit Hex
0930 Union Re-Entrance Hex
1000 Union Exit Hex
1030 Union Re-Entrance Hex
1100 Union Exit Hex
1130 Union Re-Entrance Hex
1200 Union Exit Hex
1230 Union Re-Entrance Hex
1300 Union Exit Hex
1330 Union Re-Entrance Hex
1400 Union Exit Hex
1430 Union Re-Entrance Hex
1500 Union Exit Hex
1530 Union Re-Entrance Hex
1600 Union Exit Hex
1630 Union Re-Entrance Hex
1700 Union Exit Hex
1730 Union Re-Entrance Hex

Majors
Welford's Ford
Cartwright
Hazel River
Overseer
Beverly Ford
Ruffin's Run
Blacksmith
Green
Gibbett
Welford
Yager
Thompson
Rappahannock River
Hubbard's Run
Smith
St. James Church
Gee
Raccoon Ford
Rappahannock Ford
Payne
Norman's Ford
Jameson
Providence Meeting House
Barbour
Orange & Alexandria Railroad
Fleetwood
Newby
Stringfellow
Buckly Station
Carter's Run
Wheatley
Wheatley's Ford
Wheatleyville
To Culpeper Courthouse
Harper
Brown
Grannis
Brooks
Kellyville
Kelly's Ford
Mt. Dumpling
Jonas Run
Hart Run
Shackelford
Curtis
Coleman
Beckham
Carnico
Malon
Hamilton
Mountain Run
Mountain Rd
Mountain Run
Mountain Run
P1
P2
P3
P4

BRANDY STATION
June 9, 1863
KELLY'S FORD
March 17, 1863
Map C

[E.19] TERRAIN EFFECTS ON MOVEMENT

	Infiltrated Cav (2)	Column	Column	Line	Limbered Wagon (8)	Leader (1/4)
Clear	1	1	1	1	1	½
Woods (edge)	2	1	1	1	1	½
Woods Deep	4	2	2	2	2	1
Light Woods Cleared	1	1	1	1	1	½
Marsh	3	2	2	2	2	1
Wooded Marsh	3	2	2	2	2	1
Road	1	1	1	1	1	½
Stone Wall	2	2	2	2	2	1
Stone Rail Stream	+2	+2	+2	+2	+2	+1
Deep Run	+2	+2	+2	+2	+2	+1
Trail	1	1	NE	1	1	½
Trail Path	NE	1	NE	1	1	½
Ridge	+1	+1	+1	+1	+1	+1
Ford	+1	+1	+1	+1	+1	+1
Shallow Run	+1	+1	+1	+1	+1	+1
Railroad	1	1	1	1	1	½
Railroad Cut	P	P	P	P	P	P
Bridge	P	P	P	P	P	P
Cemetery (3.23)	+1	0	+1	+1	+1	0
Buildings (3.23)	+1	+1	+2	+2	+2	+1
Bridge (3.31)	+1	+1	+2	+2	+2	+1
Ruin Pit (3.41)	+1	+1	+2	+2	+2	+1
Redoubt	+1	NE	NE	NE	NE	+1

a. Use terrain in hex.
b. Use terrain in hex.
c. Only cancel under use.
d. Negate woods and marsh only.
e. See 3.36.
f. No additional cost to use.
g. Only cancel under use.
h. May use.
i. Both to enter and to leave.

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[E.24] ARMOR EFFECTS
(Applicable to Kelly's ford, Brandy Station, and Trevilians Station)

Armor Type	Current Strength Multiplier at Range: Max Range	1	2	3	4-5	6-7	8-10	11+
R (Kilic Skeleton)	6 hexes	2	1	1	½	—	—	—
TR (3 Skeletal Kilic Skeleton)	3 hexes	2	1	½	—	—	—	—
R (Skeletonize Skeleton)	2 hexes	2	1	—	—	—	—	—
C (Skeletonize Cartoon)	2 hexes	2	1	—	—	—	—	—
M (Skeletonize Skeleton)	2 hexes	2	½	—	—	—	—	—
Mc (Skeletonize Cartoon)	2 hexes	3	2	—	—	—	—	—
F (Fusion)	1 hex	1	—	—	—	—	—	—
SR (Spencer Repeating Rifles)	3 hexes	5	3	1	—	—	—	—

Artillery	Canister Bombardment							
N (12 lb Napoleons)*	10 hexes	7	6	4	1	½*	½*	—
RA (12 lb Howitzer)*	7 hexes	8	6	4	1	½*	—	—
TA (10 lb Parrott Rifles)	20 hexes	5	4	3	1	1*	1*	½*
TB (3" rifled)	13 hexes	6	5	4	1	1*	1*	½*
H (6 lb Howitzer)*	6 hexes	5	3	1	1	½*	—	—

— = Weapon may not fire in that range. * = Cluster of rapid fire (16.7)
** = Cluster for crewmen (16.6) # = Denotes 10 strict range.
Historical Note: The company of Sharpe Breechloaders also included such similar weapons as Gallagher, Burnside and Smith.

[E.25] DEFILED INTERSECTION OVERMOVE
Range in hexes

Die	8-8	9-11	12+ (Rounds rushed)
1	A	A	A
2	A	A	A
3	A	A	S-1
4	S-1	S-1	S-2
5	S-1	S-2	S-2
6	S-2	S-2	S-2
7	S-2	S-2	S-2

A = Fire in Assembly
S-1 = Fire in Column or Line
S-2 = Fire column into closed Ring
Add 1 to die roll if Range of hex is 3 hexes or less.
Add 2 to die roll if Range of hex is more than 3 hexes.

Terrain in Hex	Wooded	Marsh	Hills	Wooded Hills
Clear	24	16	12	16
Woods	8/2	+	2/1	+
Light Woods	16	+	6	12
Marsh	3/1	+	2/1	+
Wooded Marsh	8 + all guns	8 or all guns	4	6
Road	24	12	8	12
Trail	16	6	4	8

[E.28] STACKING RESTRICTIONS
(Applicable to Kelly's Ford, Trevilians Station)

	Clear	Light Woods	Woods	Marsh	Hills	Wooded Hills
Maximum Number of Infantry or Dismounted Cavalry SPs + sections/batteries	24	16	12	16	16	12
	8/2	+	2/1	+	P	P
Maximum Number of Mounted Cavalry SPs + sections/batteries	16	10	6	12	P	P
	5/1	+	2/1	+	P	P
Fire Strength per hexside	8 + all guns	8 or all guns	4	6	8	4
Maximum Melee Strength	24	12	8	12	8	6
Infantry/Dismounted Cavalry	16	6	4	8	4	4
Mounted Cavalry Line						

Terrain in the hex may further restrict stacking.
A hex may always be occupied by a single unit, whatever its strength (unless specifically prohibited (P).
Fire units in columns, see 8.34.
Fire units in columns, see 8.34.

[E.26] MOVEMENT OVERRIDES

	Infiltrated Cav (2)	Column	Column	Line	Limbered Wagon (8)	Leader (1/4)
Clear	1	1	1	1	1	½
Woods (edge)	2	1	1	1	1	½
Woods Deep	4	2	2	2	2	1
Light Woods Cleared	1	1	1	1	1	½
Marsh	3	2	2	2	2	1
Wooded Marsh	3	2	2	2	2	1
Road	1	1	1	1	1	½
Stone Wall	2	2	2	2	2	1
Stone Rail Stream	+2	+2	+2	+2	+2	+1
Deep Run	+2	+2	+2	+2	+2	+1
Trail	1	1	NE	1	1	½
Trail Path	NE	1	NE	1	1	½
Ridge	+1	+1	+1	+1	+1	+1
Ford	+1	+1	+1	+1	+1	+1
Shallow Run	+1	+1	+1	+1	+1	+1
Railroad	1	1	1	1	1	½
Railroad Cut	P	P	P	P	P	P
Bridge	P	P	P	P	P	P
Cemetery (3.23)	+1	0	+1	+1	+1	0
Buildings (3.23)	+1	+1	+2	+2	+2	+1
Bridge	+1	+1	+2	+2	+2	+1
Ruin Pit (3.41)	+1	NE	NE	NE	NE	+1
Redoubt	+1	NE	NE	NE	NE	+1

a. Use terrain in hex.
b. Use terrain in hex.
c. Only cancel under use.
d. Negate woods and marsh only.
e. See 3.36.
f. No additional cost to use.
g. Only cancel under use.
h. May use.
i. Both to enter and to leave.

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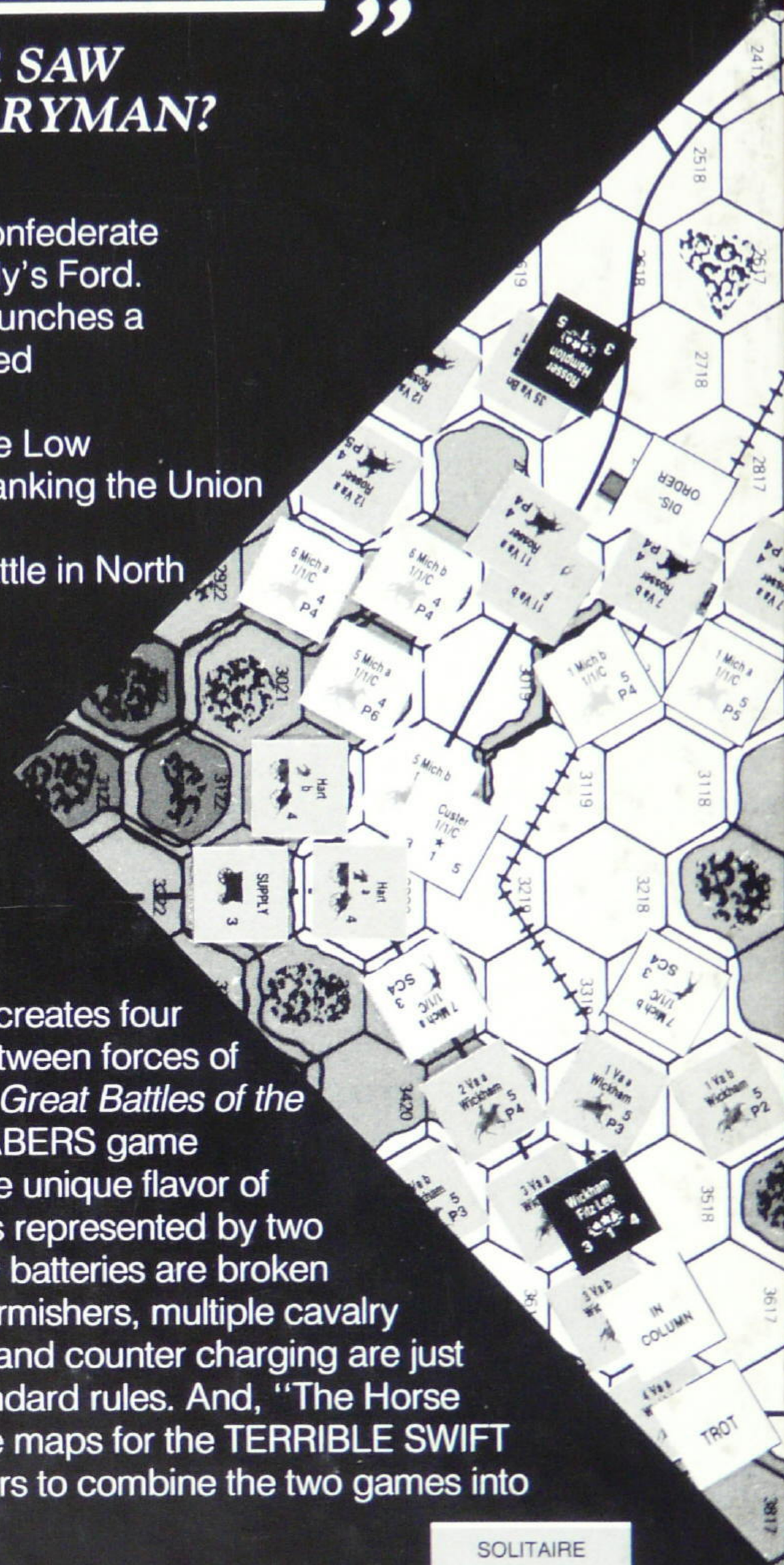
"— WHO EVER SAW A DEAD CAVALRYMAN? —"

Jubal Early

COMPONENTS
(2) 22" × 34" maps
(1) 22" × 17" maps
(1) 48 p. rules booklet
(2) six-sided dice
(1) counter tray
400 die-cut counters

March 17, 1863—Union and Confederate cavalry brigades clash near Kelly's Ford.
June 9, 1863—Union cavalry launches a surprise attack against encamped rebels at Brandy Station.
July 3, 1863—A desperate battle along the Low Dutch Road prevents J.E.B. Stuart from flanking the Union line at Gettysburg.
June 11-12, 1864—The largest cavalry battle in North America rages around Trevilians Station.



REBEL SABERS™

GAME OF CIVIL WAR CAVALRY BATTLES

COMPLEXITY LEVEL
HIGH

The REBEL SABERS™ game recreates four battles fought almost entirely between forces of cavalry. Building on the lauded *Great Battles of the American Civil War* system, the REBEL SABERS game introduces many innovations to capture the unique flavor of cavalry tactics. Each regiment is represented by two battalion counters, while artillery batteries are broken down into two-gun sections. Skirmishers, multiple cavalry formations, disorder, charging, and counter charging are just a few of the new options added to the standard rules. And, "The Horse Soldiers at Gettysburg" links directly to the maps for the TERRIBLE SWIFT SWORD™ game, allowing players to combine the two games into one definitive simulation.

PLAYING TIME
4 TO 25 HOURS

NO. OF PLAYERS
2 - 4

SOLITAIRE SUITABILITY
HIGH

Richard Berg
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ISBN 0-88038-333-X

STOCK NO. 3020

$20.00