

<p>SEQUENCE OF PLAY</p> <p>1. Reaction Phase-Alternate High Roll is First</p> <p>2. Charge Phase-Alternate High Roll is First</p> <p>a. Charger Tests Morale b. Defender Tests Morale c. Defender Fires d. Charger Tests to Close</p> <p>3. Movement Phase- Alternate High Roll is First</p> <p>4. Fire Phase-Simultaneous Stationary Fire First</p> <p>5. Melee Phase-Alternate</p> <p>6. Morale Phase-Simultaneous</p> <p>7. Rout & Pursuit Phase</p>	<p style="text-align: center;">MOVEMENT RATES</p> <table border="1"> <thead> <tr> <th></th> <th colspan="2">COMPANY-20"</th> <th colspan="2">BATTALION-15"</th> <th colspan="2">REGIMENT-10"</th> </tr> <tr> <th></th> <th>Engaged</th> <th>Charge</th> <th>Engaged</th> <th>Charge</th> <th>Engaged</th> <th>Charge</th> </tr> </thead> <tbody> <tr> <td><u>Infantry</u></td> <td></td><td></td><td></td><td></td><td></td><td></td> </tr> <tr> <td>Line</td> <td>5</td><td>7</td><td>4</td><td>6</td><td>3</td><td>5</td> </tr> <tr> <td>Column</td> <td>7</td><td>10</td><td>6</td><td>9</td><td>5</td><td>7</td> </tr> <tr> <td>Mob/Skir</td> <td>8</td><td>11</td><td>7</td><td>10</td><td>6</td><td>9</td> </tr> <tr> <td><u>Cavalry</u></td> <td></td><td></td><td></td><td></td><td></td><td></td> </tr> <tr> <td>Formed</td> <td>13</td><td>19</td><td>11</td><td>16</td><td>9</td><td>14</td> </tr> <tr> <td>Mob/Skir</td> <td>16</td><td>24</td><td>14</td><td>21</td><td>12</td><td>18</td> </tr> <tr> <td><u>Artillery</u></td> <td></td><td></td><td></td><td></td><td></td><td></td> </tr> <tr> <td>Foot</td> <td>7</td><td>10</td><td>6</td><td>9</td><td>5</td><td>7</td> </tr> <tr> <td>Horse</td> <td>8</td><td>11</td><td>7</td><td>10</td><td>6</td><td>9</td> </tr> <tr> <td><u>Routed or Pursuing</u></td> <td></td><td></td><td></td><td></td><td></td><td></td> </tr> <tr> <td>Foot</td> <td colspan="2">4+1D6</td> <td colspan="2">3+1D6</td> <td colspan="2">2+1D6</td> </tr> <tr> <td>Mounted</td> <td colspan="2">4+2D6</td> <td colspan="2">3+2D6</td> <td colspan="2">2+2D6</td> </tr> </tbody> </table> <p>Formation changes cost Cavalry & A, B, C Infantry ¼. Otherwise ½.</p>		COMPANY-20"		BATTALION-15"		REGIMENT-10"			Engaged	Charge	Engaged	Charge	Engaged	Charge	<u>Infantry</u>							Line	5	7	4	6	3	5	Column	7	10	6	9	5	7	Mob/Skir	8	11	7	10	6	9	<u>Cavalry</u>							Formed	13	19	11	16	9	14	Mob/Skir	16	24	14	21	12	18	<u>Artillery</u>							Foot	7	10	6	9	5	7	Horse	8	11	7	10	6	9	<u>Routed or Pursuing</u>							Foot	4+1D6		3+1D6		2+1D6		Mounted	4+2D6		3+2D6		2+2D6		<p>MORALE FAILURE</p> <p>By 1>Stand, Suppressed By 2>Retreat ½, Suppressed By 3>Rout Move, become Shaken Mob By 4>Rout Move, become Routed</p> <hr/> <p>FACE/FORM SQUARE Base 5</p> <p>+2 E Rating +1 D Rating -1 B Rating -2 A Rating -1 Charge at over ½ -1 Sub-CO Attached</p>
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<p>TERRAIN</p> <p>Light Woods x1 Medium Woods x2 Heavy Woods x3, Suppress Rolling Hill x1 Steep Hill x2 Sheer Hill x3, Suppress Depression x2 Rough x2 Obstacle ¼ Move Shallow Water x2 Fordable Water x2, Suppress Road x1/2</p>	<p style="text-align: center;">MORALE TEST Base is 7. Roll 2D6.</p> <p>+1 Suppressed +6 Casualties 70% +2 E Rating -1 Lgt Cover +2 Shaken +1 Mob +1 D Rating -2 Heavy Cover +4 Routing +1 Charged -1 B Rating -1 Commander +1 Casualties 20% +1 Surprised -2 A Rating -1 Sub-CO +3 Casualties 50% +1 Flank Threat -1/-2 Supported -2 Won Melee</p> <hr/> <p style="text-align: center;">CHARGE HOME TEST Base is 7. Roll 2D6.</p> <p>+1 per 3 Hits -1 Odds >1:1 -2 Attack Order -1 Melee Only +1 Skirmisher -1 No Fire -2 Cavalry +1 D Rating +2 vs Hidden -1 vs Ext Line -2 vs Flank/Rear -1 B Rating +1 Up Hill -2 vs Skirmishers -2 Sub-CO Attached -2 A Rating</p>	<p>PURSUIT TEST</p> <p>-2 In Cover -2 E Rating -1 D Rating ±1 B Rating ±2 A Rating ±1 Sub-CO Attached +2 Cavalry/Melee Only Roll 1D6 ≤2 Hold 3-4 May Choose ≥5 Pursue</p>																																																																																																									
<p>REACTION TEST</p> <p>A Unit must test if it is Out of Command</p> <p>-2 E Rating +2 A Rating -1 Casualties 20% -1 D Rating -1 Suppressed -2 Casualties 50% +1 B Rating +1 Casualties 70%</p> <p><u>Out of Command</u></p> <p>≤2 Withdraw Withdraw = ½ Move backwards, Suppressed 3 Halt Halt = May only change facing 4 Cautious Cautious = May move ½, may not Charge ≥5 Carry On Command Range = 6"/9"/12"</p>	<p>MELEE RESOLUTION</p> <p>Base is 5. Roll 1D6 per Stand. Divide total by modified Base #.</p> <p>Formed Infantry counts first 3 ranks plus overlap of 2 on each side. Formed Cavalry counts first 3 ranks plus overlap of 3 on each side.</p> <p>+2 In March Column -2 Formed vs Mob/Skir +1/+2 Suppressed/Shaken -1 Charged this Round +1 Defender in Light Cover -1 Won Last Round +2 Defender in Hard Cover -1 Lances in 1st Round +1 Defender Uphill -2 Flank Attack +1 Defender is Armored -1 Rear Attack +2 E Rating -1 B Rating +1 D Rating -2 A Rating</p>																																																																																																										
<p>ARTILLERY FIRE</p> <p><u>Attack Dice:</u> Light 2, Medium 3, Heavy 4, MG 4, Position 5, Shrapnel +1, Rockets +1</p> <p><u>Hit Number:</u> Short 2, Medium 3, Long 4, Extreme 5</p> <p><u>Hit # Modifiers:</u> SB +1, Shrapnel +1, Improved -1, Prolonged +1</p> <p><u>Base Modifiers:</u> Base is 5.</p> <p>+1 vs ExLn/Art +1 Opportunity -1 vs Mounted -2 Canister +1 vs Prone +1 vs Hidden -1 vs Column -2 vs Square +1 vs Lgt Cvr +1 D Rating -1 vs Mob -1 B Rating +2 vs Hvy Cvr +2 E Rating -1 vs Flank -2 A Rating +1 Suppressed +2 vs Skirmishers</p>	<p>SMALL ARMS FIRE</p> <p><u>Attack Dice:</u> 1D6 per stand, 90 degree arc of fire</p> <p><u>Hit Number:</u> Short 2, Medium 3, Long 4, Extreme 5</p> <p><u>Hit # Modifiers:</u> SB +1, Improved -1, Moved +1</p> <p><u>Base Modifiers:</u> Base is 5</p> <p>+1 vs ExLn/Art +1 Skirmishers -1 vs Mounted +1 vs Prone +1 vs Hidden -1 vs Column/Square +1 vs Lgt Cvr +1 D Rating -1 vs Mob -1 Initial Fire/ +2 vs Hvy Cvr +2 E Rating -1 vs Flank Breechloader +2 vs Skirmishers +1 Mounted -1 B Rating +1 Suppressed +1 Opportunity -2 A Rating</p>																																																																																																										
<p>FIELD GUNS</p> <table border="1"> <thead> <tr> <th>Smoothbore</th> <th>Company</th> <th>Battalion</th> <th>Regiment</th> </tr> </thead> <tbody> <tr> <td>4 pdr (2)</td> <td>18/37/75/150</td> <td>5/9/8/36</td> <td>3/5/9/18</td> </tr> <tr> <td>6 pdr (2)</td> <td>21/41/82/163</td> <td>6/11/21/41</td> <td>3/6/11/21</td> </tr> <tr> <td>8-9 pdr (3)</td> <td>25/50/100/200</td> <td>7/13/25/50</td> <td>4/7/13/25</td> </tr> <tr> <td>12 pdr (4)</td> <td>25/50/100/200</td> <td>7/13/25/50</td> <td>4/7/13/25</td> </tr> <tr> <td><u>RML or RBL</u></td> <td></td> <td></td> <td></td> </tr> <tr> <td>6 pdr (2)</td> <td>25/50/100/200</td> <td>7/13/25/50</td> <td>4/7/13/25</td> </tr> <tr> <td>10 pdr (4)</td> <td>63/125/250/500</td> <td>16/32/63/125</td> <td>8/16/32/63</td> </tr> <tr> <td>12 pdr (4)</td> <td>45/90/179/357</td> <td>12/23/45/90</td> <td>6/12/23/45</td> </tr> </tbody> </table>	Smoothbore	Company	Battalion	Regiment	4 pdr (2)	18/37/75/150	5/9/8/36	3/5/9/18	6 pdr (2)	21/41/82/163	6/11/21/41	3/6/11/21	8-9 pdr (3)	25/50/100/200	7/13/25/50	4/7/13/25	12 pdr (4)	25/50/100/200	7/13/25/50	4/7/13/25	<u>RML or RBL</u>				6 pdr (2)	25/50/100/200	7/13/25/50	4/7/13/25	10 pdr (4)	63/125/250/500	16/32/63/125	8/16/32/63	12 pdr (4)	45/90/179/357	12/23/45/90	6/12/23/45	<p>SMALL ARMS</p> <table border="1"> <thead> <tr> <th>Weapon</th> <th>Company</th> <th>Battalion</th> <th>Regiment</th> </tr> </thead> <tbody> <tr> <td>SB Musket</td> <td>5/9/18/37</td> <td>2/3/5/9</td> <td>1/2/3/5</td> </tr> <tr> <td>SB Carbine</td> <td>4/7/13/25</td> <td>1/2/3/6</td> <td>.5/1/2/3</td> </tr> <tr> <td>Rifled Musket</td> <td>14/28/56/112</td> <td>4/7/14/28</td> <td>2/4/7/14</td> </tr> <tr> <td>Rifled Carbine</td> <td>5/9/18/37</td> <td>2/3/5/9</td> <td>1/2/3/5</td> </tr> <tr> <td>Improved Rifle</td> <td>18/37/75/150</td> <td>5/9/18/36</td> <td>3/5/9/18</td> </tr> <tr> <td>Improved Carbine</td> <td>10/19/38/75</td> <td>3/5/9/18</td> <td>2/3/5/9</td> </tr> <tr> <td>Bow</td> <td>4/7/13/25</td> <td>1/2/3/6</td> <td>.5/1/2/3</td> </tr> </tbody> </table>	Weapon	Company	Battalion	Regiment	SB Musket	5/9/18/37	2/3/5/9	1/2/3/5	SB Carbine	4/7/13/25	1/2/3/6	.5/1/2/3	Rifled Musket	14/28/56/112	4/7/14/28	2/4/7/14	Rifled Carbine	5/9/18/37	2/3/5/9	1/2/3/5	Improved Rifle	18/37/75/150	5/9/18/36	3/5/9/18	Improved Carbine	10/19/38/75	3/5/9/18	2/3/5/9	Bow	4/7/13/25	1/2/3/6	.5/1/2/3																																						
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FIELDS OF HONOR: RULES SUMMARY

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EXPANDED SEQUENCE OF PLAY

1. LEADER REPLACEMENT PHASE - Simultaneous

Roll 1D6 to replace each disabled leader. 4+ is successful.

2. REACTON PHASE-Alternate

Any unit that is required to take a Reaction Test must do so & immediately execute any required Withdrawals. Both players roll 1D6. The player with the high roll is First. Perform Scouting by rolling on the Sighting Table.

3. CHARGE PHASE-Alternate

Both players roll 1D6. If there is an attacker then he will add +1 to his roll. The player with the high roll is First. Each charge is resolved as it is declared.

a. Charger Tests Morale

If he passes then go to step b.

b. Defender Tests Morale

If he fails then implement the results & the Charger will advance to the position that was occupied by the defender. The charger will then roll to pursue & immediately execute any pursuit movement. If the defender passes then announce whether he will Stand & Fire, Fire & Retire, Countercharge, or Form Square.

c. Defender Fires

The defender first fires at the charger at short range & then executes any movement (retire or form square.)

d. Charger Tests to Close

After receiving any casualties the charger tests to close. If he passes then move him into contact. If he fails then have him halt or fall back as required. If the defender retired then the Charger must immediately roll to pursue.

4. MOVEMENT PHASE- Alternate

Both players roll 1D6. If there is an attacker then he will add +1 to his roll. The player with the high roll is First. Units Moved = #BMU divided by an Averaging Die Roll. Any unit that made a move during the previous Charge or Reaction Phase may not move. Shaken & Routed units may not move. Perform Scouting by rolling on the Sighting Table.

5. FIRE PHASE-Simultaneous

Any units that did not move fire first & implement their results before any moving units fire.

6. MELEE PHASE-Alternate

Players take turns selecting melees to be resolved.

7. LEADER CASUALTY PHASE - Simultaneous

Roll 2D6 for leader casualties. Leader disabled on an 11 or 12.

8. MORALE PHASE-Simultaneous

Check Morale for any unit that took casualties, that is involved in a melee, or any unit that is Routed or Shaken & is eligible to Rally. Remove Suppression from any unit that did not move or suffer any casualties. Remove from the table any Routed unit that fails to Rally.

9. ROUT & PURSUIT PHASE-Simultaneous

Make mandatory moves for all Shaken & Routed units. Roll to Pursue & make all pursuit moves. Any melees resulting from pursuit will be resolved in the next Melee Phase.

Rules *in italics* represent modifications from the original rules.

BASICS

Scale & Mounting

Company level, 1" = 8 yds, 1 figure = 8 men, 1 artillery stand = 1 gun, 1 Basic Maneuver Unit (BMU) = 50-250 men

Battalion level, 1" = 33 yds, 1 figure = 33 men, 1 artillery stand = 2 guns, 1 BMU = 300-800 men

Regiment level, 1" = 66 yds, 1 figure = 66 men, 1 artillery stand = 3 to 4 guns, 1 BMU = 800-1,200 men

Infantry is mounted 3 figures on a 1" by $\frac{3}{4}$ " stand. Cavalry is mounted 2 figures on a 1" by 1" stand.

Artillery is mounted 1 gun & 3 or 4 figures on a 1" by 1" stand.

Troop Ratings

All troops are rated separately for Morale, Fire Combat, & Melee Combat. The ratings are A, B, C, D, & E.

When playing at the company & section level attack columns may not be formed. This means that only the

front rank of figures will roll a D6 in a melee.

Special Formations & Movement

March columns are always flanked when fired on or melee'd.

Squares may move at $\frac{1}{2}$ of the rate of an infantry line. They will be suppressed if they move through any terrain other than clear.

Skirmishers do not pay to wheel & may move in any direction. Skirmish stands of the same unit should be *within 1" to 2"* of other skirmishing stands. Skirmishers & *Mobs* may not form square. *A battalion may detach up to two stands to skirmish. They must remain within 200 yards of their parent battalion.*

An extended line (ExLn) was used in the ACW. It consists of a line of infantry in a single rank & is represented by having each stand separated by 1".

Mobs should have all of their stands arranged into a near square. The frontage of a Mob may only exceed the number of ranks by 1. Example: A Mob consisting of 10 stands must be arranged into a mass with a frontage of 4 stands & a depth of 3 stands (the third rank will only have 2 stands in it.) Mobs will never count as being in a line or column.

Casualty Conventions

When resolving both fire & melee combat the Base # may never be modified below 2. Take all casualties from the rearmost stands of a formation & remove a stand when the unit has suffered 3 hits (2 for cavalry.)

CHARGE PHASE

Charge Movement

A charging unit must move in a straight line. It may change its facing by 45 degrees prior to charging at no movement cost. Cavalry may expand out or contract its frontage by 1 stand for every two inches moved.

Players alternate announcing charges. High die roll goes first. A player may announce a simultaneous charge by more than one unit if they have the same sub-commander, are in command, & they are charging either the same target or targets that are within 1" (Reg), 2" (Bat), or 4" (Co) of each other.

Cavalry & infantry may never charge the same target.

A charging unit may not contact the flank or rear of its target unless at least some of its stands began the charge behind the front edge of the target

Charge Sequence

As soon as a charge is announced then it is resolved. The charger must first pass a Morale Test. If the charger fails its Morale Test then it may only move at $\frac{1}{2}$ speed & fire at $\frac{1}{2}$ effect. If it passes then the defender next takes a Morale Test.

If the defender fails then he retreats or routs as directed by the results. If he passes he then announces what action he will take.

A single stand of the charging unit is then moved toward the defender & receives any defensive fire by the defending unit & any supporting units that are within Medium range of the charger. As soon as the charger reaches short range of the defender (or $\frac{1}{2}$ ", whichever is more) all defensive fire is concluded & the charger takes a Charge Home Test to close with the enemy. Roll 2D6 to take a Charge Home Test. The modified die roll must be 7 or greater to pass. Only hits that are suffered during the actual Charge movement are counted when modifying the Charge Home Test. The "Melee Only -1" modifier applies to units that are not equipped with ranged weapons. The "No Fire" modifier applies to a charging unit that

did not suffer any fire attacks while charging. The "Up Hill" modifier applies to a unit that must charge a defender that is located on a higher elevation.

Failed Charges

Cavalry that fails to close retreats one rout move from this point & is suppressed facing the enemy. Infantry that misses its roll to close by 1 halts suppressed after covering 75% of the distance between its starting point & its target. If it fails by 2 then it halts suppressed after covering 50% of the distance. It may fire in the Fire Phase. If it fails by more than two then it may not move & is suppressed.

A unit that charges home or halts & fires may not be the target of a charge.

Cavalry will never receive the -2 Cavalry modifier "To Close" when charging a square.

Defender's Actions

Units may fire as many times as they have an opportunity to during the Charge Phase. A unit may only fire once during each charge so if several units charge simultaneously then it may only fire at one. Any unit that fires during the Charge Phase may not fire during the Movement or Fire Phase.

A defender may Stand & Fire, Fire & Retire, Countercharge, or Face or Form Square. A unit that Fires & Retires becomes a mob after it fires & retires one rout move & is suppressed.

Any unit that attempts to face or form square, whether successful or not, will only fire at ½ effect. An artillery crew may fire & retire 1D6 if they fire at short range, 1D6+1 at medium range, & 1D6+3 at long or extreme range. They may join any friendly unit that they contact. The guns will stay behind & maybe re-crewed if they are recaptured.

If a unit that is already involved in a melee is charged then it may not react & need not take a Morale Test.

MOVEMENT PHASE

Initiative & Movement Sequence

Roll 1D6 to determine who moves first. An incompetent overall commander modifies his die roll by -1.

Each player rolls an averaging die & may move a number of BMU's = (Total # of BMU's)/AvgD. If a BMU that is physically in contact with another BMU is moved then each additional BMU moved that is in contact with it will only count as ½ of a BMU. Players alternate until all BMU's have been moved.

Detachments from BMU's move when their parent unit moves.

Engagement Range & Movement Arcs

For purposes of movement engagement range is 10" (Reg), 15" (Bat), & 20" (Co). Units that begin out of engagement range move at their charge rate. Units may move into their frontal movement arc without penalty. Movement Arc = 90 degrees. Skirmishers may move in any direction with no penalty.

Movement out of arc may not exceed 1" for infantry & 2" for cavalry. No other movement may (such as a change of facing or formation) be combined with it.

Wheeling, Facing & Formation Changes

A, B, or C (morale rating) infantry & cavalry lines may face left/right, about face, change formation, or rearrange their stands for ¼ movement & for ½ if D or E rated infantry. Measure all wheels except for March Columns. Lines wheel backwards at double cost.

A unit must either be in a march column or a single stand to use the road movement rate.

Artillery, Cavalry, & Skirmishers

Foot artillery may not fire on any turn that it limbers/unlimbers. Horse artillery may move, unlimber, & fire. Changing facing by more than 45 degrees counts as moving. Changing facing by less than 45 degrees counts as Prolonging. Prolonging does not count as moving but does confer an adverse modifier.

Cavalry may mount/dismount at ¼ move penalty. ¼ of the BMU's stands must act as horse holders.

Penetration

Skirmishers may move thru & be moved thru without penalty. Columns & squares cannot be interpenetrated by any other than skirmishers. Lines & Mobs may move thru one another so long as one of the units does not move, neither unit fires, the moving unit moves at ½ speed, & neither unit is charging.

Prone

Units may go prone at no cost but pay ¼ move to stand up. Prone units may not fire before 1845. Prone units automatically stand if charged. In a turn in which they stand then a unit will fire as one quality grade worse than their actual rating. Units that are prone & that do not have breechloaders will also fire as one quality grade worse than their actual rating. Units who have a Fire rating of E may not fire while prone.

Hiding

Troops that are out of sight of enemy units may hide at the end of their move if they are in cover.

FIRE PHASE

Each stand that fires will roll 1D6. The range will determine the hit number. That number or greater must be rolled on each die to score a hit. When rolling for a hit a 1 is always a miss (*a 6 is not always a hit.*) Every die that scores a hit may then roll to inflict casualties. Add up all of the die & divide by the modified Base number to determine the number of casualties.

Shaken & Routed units may not fire. A unit that is involved in a melee may not be fired at.

Visibility

Maximum visibility is 20" (Reg), 40" (Bat), & 160" (Co). Units on a hill increase their sighting range by 50%. A unit may see over other units that are one contour lower. Units may see 1" in medium & heavy woods & 2" in light woods at battalion & regimental scales. Double these distances at company scale. When sighting from a higher elevation, blocking terrain must be closer to the higher unit than to the lower unit. All units but skirmishers & prone units block LOS. All units, including friendly skirmishers, block small arms fire. Artillery may fire through skirmishers if they are at least 2" (Reg), 3" (Bat), 10" (Co) away from both the firing unit & the target.

Firing Arcs

Small Arms Firing Arc = 90 degrees, Artillery Firing Arc = 60 degrees, Skirmishers may fire in any direction. Units may split their fire.

Each artillery piece has 4 crew members & will fire normally until it has lost 3. Canister is automatically fired at close range except against hidden troops.

A March Column only gets 1 Attack die per unit when firing & may fire in any direction.

Opportunity Fire

Units may conduct Opportunity Fire during the opponent's movement. *A unit that conducts Opportunity Fire or that fires during the Charge Phase cannot fire during the Fire Phase. A unit that has moved may not conduct Opportunity Fire & a unit that conducts Opportunity Fire may not move.*

Stationary Fire

During the Fire Phase all stationary units will resolve their fire first & apply any results immediately. After suffering casualties from stationary units moving units will then fire.

Flank Fire

A unit will receive flank fire if at least 1/2 of the firing stands are behind the front edge of the target.

MELEE PHASE

Arranging Stands in Contact

When engaging in melee the attacking stands must be moved as flush into contact with the defender as possible. An effort should be made to "square up" the engaged stands. *The charger is allowed to exceed his movement allowance to do this. A unit may not melee with an enemy unless the full frontage of at least one of its stands contacts the enemy.*

Determining Which Stands may Melee

When determining the number of melee die allowed formed Infantry in a line, an extended line, an attack column, or a mob count the first 3 ranks of stands plus an overlap of 2 stands on each side of any stands in contact with the enemy. Formed Cavalry counts the first 3 ranks plus an overlap of 3 stands on each side of any stands in contact with the enemy. Any remaining stands will add a +1 to the melee die total. An extended line must maintain 1" & a skirmish unit 1" to 2" between all of its stands (from side to side, not front to rear.) A square will count 75% of its stands.

A unit that is melee'd in the flank will only fight back with stands that are actually contacted by the enemy. Routed units may not inflict any casualties in a melee. Suppressed & Shaken units will receive adverse modifiers.

Multiple Unit Melees

When multiple units are involved in a melee each unit resolves its results separately. A single defending unit must split its attack die against all of its attackers.

Pursuit

If during the Morale Phase a unit routs out of a melee then if the victor is no longer engaged in melee he must roll to pursue. During each Rout & Pursuit Phase they must continue to pursue until either the routing unit suffers 75% casualties & is removed from the board or until they fail to catch the routing unit.

If a routing unit flees through a friendly unit then if the attacker has enough movement he will automatically close with the interpenetrated unit without suffering any fire or taking a Charge Home Test.

Turning to Face & Withdrawal

If a unit in melee passes its morale test in the Morale Phase it may immediately elect to either become suppressed & immediately withdraw ½ move directly away from the melee or to turn & face an opponent attacking it in the front or rear. If it turns then all of its stands in contact with the enemy are simply rotated in place to face the enemy. Stands not in contact with the enemy may either rotate or remain unchanged. If it withdraws then its opponent must immediately role to pursue.

Cavalry & Cover

At the conclusion of a melee (after one or both sides have left the melee) then any cavalry involved in the melee is at a minimum suppressed.

When resolving a melee, only fortifications & linear structures such as a stone fence will count as cover.

Woods will never count as cover for melee.

No unit will ever benefit from the charge bonus when charging an enemy in any type of cover. Cavalry will count as suppressed & will never benefit from the charge bonus when charging a unit in any sort of woods.

MORALE PHASE

All units that took casualties or that are engaged in a melee must check morale.

Roll 2D6 to test morale. A modified die roll of 7 or greater is required to pass. Check the Morale Failure Chart to determine the consequences of failure.

A unit will receive the Supported modifier if a friendly unit is within 4" of it. It may count up to two friendly units for a total -2 modifier. A leader may favorably modifier the morale die roll of any unit under his command & within his command range. A unit may receive favorable modifiers from 1 sub-commander & 1 overall commander.

Retreat & Rout Moves

Routing & retreating units must move directly away from the cause of their rout/retreat. Place a straight edge thru the middle of the retreating unit & along the path that it must follow. The retreating unit may move sideways but at least one stand of the retreating unit must remain in contact with the straight edge. On later moves they may move around friendly units. If they collide with a friendly unit then they will move all of the way through it & the new unit will be suppressed & must immediately take a Morale Test.

Skirmishers do not cause interpenetrated units to test morale.

To Retreat Suppressed a unit moves ½ of its engagement move & ends facing the enemy.

To Retreat Shaken a unit becomes a mob & moves a rout move facing away from the enemy. A unit that Retreats Shaken will continue to retreat until it either reaches cover, the board edge, or until it is out of medium range of all enemy units. A Shaken unit may not move or fire until it is rallied.

A Routed unit must move a rout move each turn toward its edge of the board.

Any unit that fails a Morale Test will immediately make its required move. It then may not move during the next Movement Phase.

Rallying

Suppressed units will automatically rally on any turn that they do not take casualties & do not move.

A Shaken unit may attempt to rally once it has stopped movement. It may attempt to rally any number of times.

A Routed unit may attempt to rally only once, which must be at the end of the first turn in which it has not taken casualties & is not in contact with a pursuer. If it fails to rally it is removed from the board.

A Routed or Shaken unit that rallies is Suppressed & may be placed in any allowed formation.

A unit that is out of engagement range, is not Shaken or Routed, & is in command may attempt to recover casualties. Roll 1D6 for each lost stand. On a result of 6 it is recovered. Each unit may only do this once per battle.

Removing Casualties

After checking morale half of the new casualties are removed with the remaining half becoming permanent. When determining how many hits to remove then round fractions down.

HOUSERULES

REACTION TEST

At the beginning of the Movement Phase all eligible units must take a Reaction Test if they are Out of Command. Routed units & unlimbered artillery units need not take a Reaction Test.

PURSUIT TEST

If a unit is involved in a melee & its opponent either routs or withdraws then it must immediately roll to pursue. If the target of a charge fails its Morale Test & withdraws then the charger must immediately roll to pursue. Pursuit is executed as soon as it is rolled. Cavalry & all units that are armed with only melee weapons (no firearms) receive a +2 modifier.

COMMAND RANGE

Command range is 6" (Reg), 9" (Bat), & 12" (Co) for sub-commanders. Commanders on a hill increase their command range by 50% to any troops located below them. The command range is doubled for units that are fully broken down into skirmishers.

A unit is in command if it is within the command range of its sub-commander. A sub-commander is in command if he is within the command range of the overall commander. An overall commander will also function as a sub-commander & will place any BMU within range (6"/9"/12") in command, so that no Reaction Test will be necessary.

If a sub-commander is out of range of the overall commander then it will be harder to issue him an order. If a combat unit is out of command range then it will not receive any modifiers from its commander when testing morale & it must take a Reaction Test. Skirmishers will function normally even when out of command range.

Some units may be assigned directly to the overall commander. He will then function as their sub-commander. For the purpose of commanding these units, his command range will be the same as a sub-commander. The overall commander will require an order if he directly commands any units. This order need not be rolled for but is automatically received.

COMMANDER FUNCTIONS

All commanders may move & attach at any time during the turn. Overall commanders, however, may only attach to a BMU that has been designated as their personal body guard. Commanders may only independently move once. Once attached, they may then move with the unit that they are attached to.

A sub-commander may modify the die roll for any unit that he is attached to for a Reaction, Pursuit, Charge Home, or Form Square Test. He may modify the Morale Test of any unit within his command range.

An overall commander may modify the Morale Test of any unit that is within 6" (Reg), 9" (Bat), or 12" (Co).

Overall commanders will issue orders to sub-commanders. For this purpose only their command range is twice the usual range.

COMMANDER CASUALTIES

If a commander is attached to a unit that loses a stand then roll 2D6. On a result of 11 or 12 he is removed from play. Test for leader loss at the beginning of the Morale Phase. Units that have a firing rating may snipe at any enemy leader that is not attached to a unit, that is in LOS, & that is within long range. Roll

2D6. On a result of 11 or 12 the leader is removed from play. Only one die roll may be made for each leader each turn. Sniping occurs during the Fire Phase & is in addition to the units usual fire. If a leader is killed then at the beginning of each turn roll 1D6. On a result of 4 to 6 he is immediately replaced. For an overall leader's replacement, if the roll was a 1, 2, or 3 then he is Incompetent.

COMMANDER PERSONALITIES

Overall commanders may be rated as Competent or Incompetent. An Incompetent overall commander may only issue one command each turn. Other commanders may issue two commands per turn. Two commands may not be issued to the same sub-commander. Sub-commanders may have the following personality types:

Brash – Provides a -2 bonus on the Charge Home Test & a +2 modifier (not ± 2) on the Reaction Test & Pursuit Tests when attached to a unit.

Cautious – All units under his command & in his command range suffer a +1 penalty on the Charge Home Test. Any unit with 25% casualties that passes a Morale Test must Retreat. Any unit that attempts to Recover casualties will be successful on a D6 roll of 5 or 6.

Perfectionist – Any unit within his command range may not, during the Movement Phase, advance toward the enemy if it is suppressed. The sub-commander will have the unit remain stationary to dress its lines & remove the suppression. Any unit under his command that:

- attempts to form square will receive a -1 modifier
- changes formation will only pay $\frac{1}{4}$ of its move to do so
- that fires while stationary will receive a -1 modifier.

Inspiring – Provides a -1 bonus to the Morale Test to all units under his command & in his command range. If attached to a unit then the bonus is -2. If he is killed then all units under his command must immediately take a Morale Test with a +1 modifier.

Political Appointee – Will not provide a modifier on the Charge Home, Pursuit, Reaction, or Form Square Test.

Typical – No special characteristics.

To determine the personality of a sub-commander roll 2D6:

Type	Roll	Type	Roll
Brash	2, 3	Typical	7, 8
Cautious	4, 5	Political	9, 10
Perfectionist	6	Inspiring	11, 12

To determine the quality of an overall commander roll 1D6. On a 1 or 2 he is incompetent.

ORDERS

Sub-commanders must be given an order to either Defend, Attack, or to Move.

To issue a new order to a sub-commander then at the very beginning of a new turn roll 1D6. If the sub-commander is in command & not attached to a unit then on any result >1 he receives his new order. If the sub-commander is attached then modify the die roll by -2. If the overall commander is rated as Incompetent then modify the die roll by -2. If the sub-commander is out of command then he will receive his new order only on an unmodified die roll of 6. The following orders may be given:

Defend : Place a marker on the tabletop within 6" of the sub-commander's present location. The sub-commander must move so as to keep this marker within his command range. Units may fire & charge without restrictions. No unit may be in a march column nor use the charge movement rate unless it is charging.

Move : Place a marker on the tabletop that is within five Infantry column charge moves of the sub-commander. The marker may not be placed within 12" of an enemy unit. If the sub-commander moves then he must move (the sub-commander's command stand) closer to this marker. Once the sub-commander is either within 6 inches of the marker or within 12" of an enemy unit then his order will immediately convert to defend. If an enemy unit caused the order to convert then the position of the marker should be adjusted so that it is within 6" of the sub-commander. During the Movement Phase a unit may use the Charge

movement rate & may be in a march column. No unit with a move order may charge or fire at an enemy that is beyond short range.

Attack : Place a marker on the tabletop that is within five Infantry column engaged moves of the sub-commander. Each turn that none of his units either attempt to charge an enemy unit or are within medium small arms range of an enemy unit then if the sub-commander moves then he must move closer to this marker. If a Basic Maneuver Unit Group has an Attack order then the overall commander may provide a -2 DRM to the Charge Home Test of any unit that is in his command range. Units may fire & charge without restrictions. No unit may be in a march column nor use the charge movement rate unless it is charging.

SKIRMISHERS

An entire unit may skirmish or only two stands of a unit may be sent out to skirmish. These must remain within 150 yards of their parent unit. Players should agree as to which units have this ability.

Skirmish stands must remain 1" to 2" from other skirmish stands.

Friendly units may not fire small arms thru friendly skirmishers. Only the front rank of skirmish stands may fire. Enemy small arms fire may be directed through skirmishers at a unit behind them. If this is the case then the range is measured to the target unit. Casualties, however, are calculated as if the fire is against the skirmishers. ½ of the casualties must be on the skirmishers.

For morale purposes detached skirmishers are treated as part of their parent unit. If a charge is made against the parent unit then any detached skirmishers will fall back to join it. They may not fire at the charger but they may take part in the melee. If they are between their parent unit & the charging enemy then while falling back they will interfere with fire at the charger. Add a +1 to the "To Hit" number.

If a unit that is completely broken down into skirmish formation is charged by a formed unit then if it is not in cover it will retreat a rout move & end the move shaken & organized as a mob.

If skirmishers are charged by skirmishers or if the defending skirmishers are in cover then follow the usual charge procedure. Both the attacking & defending skirmishers must keep their stands 1" to 2" apart to fight the melee. Only the first Rank of stands will take part in the melee. Following stands will have no effect though they will suffer any results.

Skirmishers will automatically fall back before an advancing formed enemy unit (or mob.) They will stay within at least medium range of the advancing enemy.

OPPORTUNITY CHARGES

If during movement an enemy unit moves so as to present its flank or rear in such a fashion that it may be contacted by a charge, then any opposing unit that has not yet moved & that can contact the presented flank/rear may immediately announce an Opportunity Charge. The charging unit must immediately take a Morale Test. If it passes then the moving unit must halt & the usual charge procedure is then followed. If it fails then the moving unit may continue on & the unit that failed to charge may only move at ½ speed & fire at ½ effect.

ARTILLERY MOVEMENT

Some countries used civilian artillery drivers. Artillery of these countries may not limber or move except to prolong & generally will be required to start the game unlimbered. Mexico in the Mexican-American War is an example of such a country.

ADVANCED SMALL ARMS

All repeaters (magazine equipped small arms) MAY re-roll any misses suffered with their accuracy die roll. Any breechloaders will receive the initial fire modifier each time that they fire.

BOX FORMATION

Multiple units may go together to form a large square. This practice was commonly adopted by the British in its colonial wars. Only infantry & artillery may form a box. If artillery is part of the box then the box may not move. Otherwise it may move in any direction at ½ the speed on an engaged infantry line. All of the units forming a box will receive the -2 Supported modifier for any Morale Test & will count as a square when charged by cavalry (but not when receiving fire.) Units in a box formation will count as being in cover when taking a Pursuit Test.

ZOUAVE OR INDIAN RUSH

This form of charge may be used by infantry beginning in 1855. The charging unit must be in a line that has only a single rank of stands. When charging they will move at the usual charge rate. If they roll to Charge Home then they may fire at the target of their charge at short range. They will suffer from the -1 Moving fire modifier. When they receive fire while charging they will count as skirmishers. When the melee is resolved then they will not benefit from the “-1 Charging” modifier.

LATE NINETEENTH CENTURY INFANTRY ATTACKS

This is performed by the reinforcement of a skirmish line. Skirmishers are first sent forward to engage an enemy. They are allowed to go prone. They are then reinforced to form an extended line with the stands being arranged as necessary to accomplish this. Finally they are reinforced to form a regular line. All of the time the enemy fire must be directed at the stands which are already in place, not the reinforcing stands. The stands already in place may fire each turn.

JAMMING

Whenever a machine gun fires then it may jam. If an early machine gun (such as a Gatling) is being fired then it will jam if 2 ones are rolled. A late machine gun (such as a Maxim) will jam if 3 ones are rolled. A jammed machine gun will not fire on the turn that it jams but will fire on the following turn.

SPECIAL TERRAIN

Some types of terrain could be difficult to see. This will include at least depressions & boggy ground. If a scenario has a defender then it is possible that these terrain types may be present & not known by the attacker. The defender must note the location of any such terrain. Its presence must be revealed to the attacker if he moves any units to within 200 yards of a depression or 100 yards of boggy ground.

SIGHTING

Hidden units may be represented by markers. The figures will be placed on the board when a unit has been sighted. To determine if a unit has been sighted then at the beginning of each Charge & each Fire Phase a single attempt may be made to spot each marker on the board. The sighting player may pick any of his units to attempt the sighting. The unit will roll on the Sighting Table.

Snipers may attempt to kill enemy scouts. Just prior to resolving any sighting attempts then determine if any scouts are killed. Roll 2D6 once for each scout. If the hit # or greater is rolled then the scout is disabled & removed from the game. Only units that have firearms may roll to disable a scout. Units with bows may attempt to disable a scout that is within 100 yards. Sniping will not reveal the presence of the firing unit.

SNIPING TABLE

Range	50 yds	100 yds	200 yds	300 yds	400 yds	500 yds	1000 yds
Hit #	5+	6+	7+	8+	9+	10+	11+

SIGHTING TABLE

Range in yards - Roll 1D6

Enemy consists of:	50	100	200	300	400	500	1000	2000	3000	4000+
Scouts stationary in cover	A	A	2+	3+	4+	5+	6+	7+	-	-
Scouts stationary in open/ moving in broken terrain	A	A	A	2+	3+	4+	5+	6+	7+	-
Scouts moving in open	A	A	A	A	2+	3+	4+	5+	6+	7+
Formed bodies in cover, stationary	A	A	A	2+	3+	4+	5+	6+	7+	-
Formed bodies in moving cover/standing in open	A	A	A	A	2+	3+	4+	5+	6+	7+
Formed bodies moving in open	A	A	A	A	A	A	2+	3+	4+	5+
Any force hiding in cover	4+	5+	6+	-	-	-	-	-	-	-

MODIFIERS: Naval telescope +1 Regulars W/O binoculars -2 Poor Quality -1 Elevated +1

FORTIFICATIONS

Groups & Command

A walled fortification may have defending stands posted on its walls. The walls will generally provide heavy cover.

A unit that is defending a fortification may be broken up. The stands of the unit need not stay in contact with one another. All of the stands that are defending the same segment of a wall must form a "Group" & will test morale together. Casualties for the entire unit will be counted in the usual fashion when testing morale. If a Group fails morale then only the stands in the Group will be affected.

A sub-commander will have the usual command range.

Retreats & Rallying

A defending Group that is forced to retreat or Rout will move toward the central area of the fortification. Once there it will halt & may attempt to rally. Alternatively, at the beginning of a battle the defending player may designate one or more rally points within the fortification that retreating & routing units will move to.

A routed unit may only attempt to rally once.

Movement

Individual stands & small Groups that move around a fortification will move as skirmishers. They need not measure wheels & may move in any direction regardless of their facing. Units that move up & down stairs pay no penalty. Units that move up & down ladders pay ½ of their movement as a penalty. Unless damaged, all gateways & doorways will generally be one stand wide. Any unit that moves through a gateway, doorway, or breach that is 2" or less must either be in a column or organized as a mob.

Cavalry may only move through gateways. Breaches in a wall are assumed to have too much rubble for cavalry to move through them.

Artillery may not move up or down levels of a fortification during the course of a battle. They must remain on whatever level they began on.

Assaulting a Wall

Only infantry may assault a wall. To assault a wall it will charge the wall in the usual fashion. Units that are defending the wall need not take a Morale Test unless they are located at ground level. They may fire at the charging unit in the usual fashion. If a charging unit closes with the wall then there will be no melee in the first turn. The units are assumed to be putting up assault ladders. On the following turn the units will be in a melee with any stands that are defending the wall. If the wall is not defending then any stands immediately in contact with the wall may advance to the top of the wall. Each turn one row of stands that are immediately in contact with the wall may ascend it. Only the first row of assaulting & defending units may take part in a melee. When determining casualties the assaulting unit will not receive the -1 Charge bonus & will receive the +2 March Column modifier (even if not in a March Column.) The defender will get the -2 heavy cover bonus.

If a unit that is defending a wall is forced to retreat then it must pull back from the wall. If it wins then it will never pursue. A victorious attacker must take a pursuit test. He will always at least advance onto the abandoned wall.

Destroying a Wall

It will take 3 hits by cannon fire in a single turn to destroy 1" of stone wall & 2 hits in a single turn to destroy a fortified gate. The base damage number (the divisor) for all cannons less than 12 pds is 6, 5 for all cannon that are 12 to 20 pds, & 4 for all cannon that are larger than 20 pds.

A sapper may attempt to blow a gate in. The stand must move adjacent to the gate & halt. If the stand survives & during the Morale Phase does not withdraw then during the Reaction Phase of the following turn the player may attempt to blow the gate. First withdraw the stand of sappers a full charge move away from the gate. Then roll 1D6. On a result of 3 or greater the gate is blown in.

If a wall or gate is damaged then the hits will also be applied to any stands that were defending the damaged structure. A blown gate will count as 2 hits to any such unit.