

OFFICIAL PLAYTEST FIELD MANUAL • V0.9

DRESS ON THE COLORS

A 15mm Brigade and Regimental Level Tactical Wargame of the American Civil War



PLAYERS

2-6

TIME

3-5 Hours

SCALE

15mm / 28mm

COMMAND

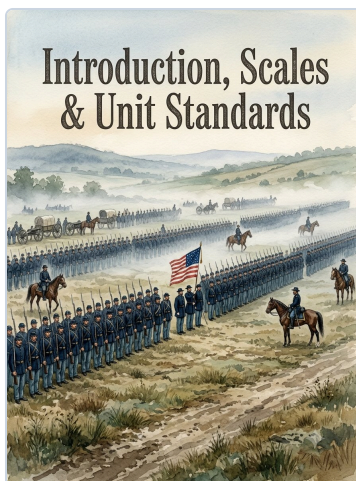
Staff Pips

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Note on Fast Play & Printing: This document has been optimized with a pure white background and selective grayscale/accent borders to ensure minimal ink and toner consumption on home laser and inkjet printers. Rule codifications marked with [RULE- . . .] denote core baseline mechanics.

INTRODUCTION, SCALE & CORE PHILOSOPHY



00. INTRODUCTION, SCALES & UNIT STANDARDS

"The art of war is simple enough. Find out where your enemy is. Get at him as soon as you can. Strike him as hard as you can, and keep moving on." — **General Ulysses S. Grant, 1864**

1.0 DESIGN PHILOSOPHY & CORE PRINCIPLES

[RULE-00-1.1] The Core Objective: This ruleset simulates American Civil War combat at the regimental tactical level, where players command reinforced brigades or small divisions. The mechanics are calibrated to deliver easy-to-moderate complexity, deep historical flavor, and decisive outcomes within a 3- to 4-hour gaming window for 2-4 players.

[RULE-00-1.2] The Command Philosophy (Eliminating the Freeze): Command friction is modeled through a dynamic Staff Pip Allocation System rather than all-or-nothing activation checks. Units in command can always perform basic historical maneuvers for free; Staff Pips are reserved for extraordinary tactical exertion (charging, double-time, rallying, and defensive reactions). A player's turn is never lost to a single failed command roll.

[RULE-00-1.3] Visual Clarity: Complex tracking sheets and extreme token clutter are replaced by physical tabletop cues wherever possible. Regimental attrition is represented by the physical removal of stands rather than casualty caps, and brigade morale is tracked via a single casualty die on the Brigadier's base. While the game uses a streamlined set of status markers (like Disorder, Gunsmoke, and Hesitant) to track tactical conditions, we prioritize keeping the visual spectacle of the miniatures front and center.

[RULE-00-1.4] Dynamic Engagement (The Reaction System): Although the game utilizes a structured I-Go-You-Go (IGOUGO) framework to allow efficient multi-player coordination, the non-active player is never passive. Five dedicated Defensive Reaction Windows allow the defender to execute closing volleys, opportunity fire, skirmish evades, hasty pivots, or desperate counter-charges.

2.0 CORE SCALES OF ACTION

METRIC	VALUE
Ground Scale	1 inch = 25-30 yards (1 mm ≈ 1 yard)
Time Scale	1 Game Turn = 10-15 minutes of actual combat
Vertical Scale	1 Contour Level = 15-20 feet of elevation
Figure Scale	15mm miniatures (1:100 / 1:120 ratio)
Unit Ratio	1 Infantry Stand = 60-75 men in two ranks
Artillery Ratio	1 Gun Stand = 2 real cannons (Section) or 4–6 cannons (Battery)

[RULE-00-2.1] Ground Scale: 1 inch = 25-30 yards on the tabletop (1 mm ~ 1 yard). This scale ensures that weapon ranges, frontages, and movement rates maintain a realistic geometric relationship across standard tabletop dimensions.

[RULE-00-2.2] Time Scale: A single game turn represents 10-15 minutes of historical battle time. A standard battle scenario lasts between 6 and 8 game turns.

[RULE-00-2.3] Figure & Stand Ratios: **Infantry**: 1 stand represents approximately **60-75 men** organized in standard two-rank battle lines. **Cavalry**: 1 stand represents approximately **30-40 mounted troopers** or a dismounted skirmish group. **Artillery**: 1 gun model with crew represents a **2-gun section** (tactical scale) or an entire **4-to-6 real cannon battery** (grand tactical scale).

[RULE-00-2.4] Table Space & Battlefield Footprint: **4x4 ft Table (48" x 48")**: Represents ~ 1,200 yds x 1,200 yds. Ideal for single-brigade actions, small Vanguard scenarios, and 2-player pickup games (6–8 regiments per side). **4x6 ft Table (48" x 72")**: Represents ~ 1,200 yds x 1,800 yds. The standard competitive and scenario format for 4 players commanding 2 reinforced brigades or a division per side (10–16 regiments per side). **4x8 ft Table (48" x 96")**: Represents ~ 1,200 yds x 2,400 yds. Designed for full multi-brigade corps clashes, multi-player club nights, and grand battle scenarios (20–30+ regiments per side).

3.0 BASING SPECIFICATIONS (15MM STANDARD)

[RULE-00-3.1] Standard Base Dimensions: The physical footprint size of the base is the critical geometric component for the rules. While 15mm miniatures are the standard, figures of 15mm or smaller (such as 10mm or 6mm) work perfectly fine on the same stands. Players should choose an appropriate number of figures per stand that looks aesthetically pleasing for their chosen miniature scale. All measurements are given in inches (with millimeter equivalents). Figures are permanently mounted on thin cardboard, plywood, plastic, or metal stands.

[RULE-00-3.2] Stand Compatibility: Players with collections based for Regimental Fire & Fury, Johnny Reb III, or Pickett's Charge (standard 1-inch wide bases) may use their figures directly without rebasing.

[RULE-00-3.3] The Center Color Stand: Every infantry regiment must designate one stand as its Color Stand (displaying the national and regimental colors). The Color Stand must always occupy the center of the front rank in Line of Battle. All regimental measurements for command radius, wheeling pivots, line-of-sight checks, and range origin originate from the center-front edge of this stand.

4.0 REGIMENTAL SIZES & TACTICAL FOOTPRINTS

[RULE-00-4.1] Regimental Size Categories: Civil War regiments suffered severe attrition from combat and disease. Regiments are categorized by the number of active stands fielded at the start of a scenario:

REGIMENT SIZE	STANDS	TABLETOP FRONTAGE	HISTORICAL STRENGTH
Small Regiment	3-4	3.0" – 4.0"	180 – 260 Men
Standard Regiment	5-6	5.0" – 6.0"	300 – 450 Men
Large Regiment	7-8	7.0" – 8.0"	500 – 600 Men

[RULE-00-4.2] Minimum & Maximum Stand Thresholds: **Minimum Size:** An infantry regiment must have at least **3 stands** to maintain formed cohesion. If a regiment is reduced to **1 stand remaining**, it immediately shatters, loses tactical cohesion, and is permanently removed from play.

Maximum Size & Oversized Regiments: No single tactical unit may exceed a physical footprint of **10 stands** (10.0" frontage) on the tabletop. If a scenario's historical order of battle dictates a regiment that translates to 11 or more stands (e.g., the 840-man 26th North Carolina at Gettysburg), the player must deploy it using the **Wing System**: * **The Split:** Divide the oversized regiment into two separate units of roughly equal size (e.g., a 12-stand regiment becomes two 6-stand units designated as the "Right Wing" and "Left Wing"). * **Deployment & Proximity:** Both wings must be deployed side-by-side at the beginning of the scenario to reflect their initial regimental cohesion. Once the game begins, they are not strictly required to maintain physical contact and may maneuver independently. * **Command & Independence:** Each wing operates as a completely independent tactical unit for movement, firing, and wheeling. This simulates the historical friction of managing a massive formation over the roar of battle. * **The Colors:** Only one wing (traditionally the Right Wing) carries the official regimental Color Stand. The Left Wing must designate a standard miniature stand as its center point for ranges and line-of-sight. * **Morale:** For the purposes of Brigade Morale and shatter limits, the two wings are counted as two separate regiments.

[RULE-00-4.3] Regimental Health Profiles: The fighting efficiency of a regiment is governed by its remaining stand percentage: **Fresh State (>75% of starting stands):** Receives +1 to Melee rolls; high staying power. **Worn State (35%–75% of starting stands):** Standard combat values; no bonuses or penalties. **Spent State (<35% of starting stands):** Receives -1 to Melee rolls; must make a Discipline Check on 1D6 whenever fired upon.

5.0 SPATIAL GEOMETRY: FRONTAGE ACCURACY VS. DEPTH DISTORTION

Historical Reality vs. Tabletop Representation

According to standard Civil War drill manuals (*Casey's Infantry Tactics* and *Hardee's Tactics*), a regiment formed in a two-rank battle line placed each file in a space of **22-24 inches (approx. 2 feet)**: Historical Frontage in Yards ~ (Number of Men / 2.5) to (Number of Men / 3.0) A standard mid-war regiment of **360 men** deployed in two ranks fielded **180 files**, occupying approximately **120-145 yards** of physical front-line terrain.

[RULE-00-5.1] Frontage Accuracy: At our ground scale of 1 inch = 25-30 yards, a 5-stand regiment occupies exactly 5.0 inches (125-150 yards) of tabletop width. The lateral width of our units on the board is an exact 1:1 match for historical battle frontages. **REALITY:**

- **Frontage:** 140 Yards
- **Depth:** 2 Yards

TABLETOP (15mm Stands):

- **Frontage:** 5.0 Inches (Properly scales to 140 Yards)
- **Depth:** 0.75" to 1.0" (Scales to 25 Yards — a 10x EXAGGERATED DEPTH)

[RULE-00-5.2] The Depth Distortion Dilemma: While the tabletop width is historically accurate, the physical depth of a 15mm miniature base (0.75"–1.0") scales up to 20–25 yards of ground depth. In reality, a two-rank battle line of soldiers was only 2 yards deep. Because the physical plastic/wood base is roughly 10 times thicker than a real Civil War battle line, the game requires rules to prevent players from exploiting this artificial bulk.

[RULE-00-5.3] Rules Compensating for Depth Distortion: To prevent geometric exploits, all players must treat the regiment as if it were a razor-thin, two-rank line of men standing flush on the front edge of the bases. Adhere to these three mandatory rules:

- **1. Measure from the Front Edge Only:** Treat the back and sides of the base as if they do not exist. All measurements (movement distance, shooting range, and command radius) must be taken exclusively from the front edge of the unit's bases, never from the rear or sides.
- **2. The Frontal Zone vs. Flank Zone:** To determine if an enemy is truly on your flank, imagine a straight horizontal line extending endlessly to the left and right, directly across the front edge of your regiment.
- If **more than 50%** of an attacking unit's stands (or the physical center of the unit) begins its turn behind this imaginary line, they are in your **Flank Zone** and qualify for a flank attack.
- If 50% or more of the attacking unit is in front of that line, they are in your **Frontal Zone** and must conduct a standard frontal assault.
- **3. No "Side-Clipping" from the Front:** Because the physical base is unnaturally deep, an attacker charging from the Frontal Zone cannot "clip" or hook onto the side or back edge of a base to claim a flank attack. If you charge from the Frontal Zone, your models must be brought into direct, flush contact with the front edge of the enemy stands.

6.0 DESIGNER COMMENTARY & HISTORICAL CONTEXT

Why 15mm Regimental Scale?

The American Civil War was fundamentally an infantryman's and brigadier's war. At the grand tactical level (where brigades are represented by single large bases), players make high-level decisions but lose the crucial tactical dilemmas of the era: refusing an exposed regimental flank, managing the smoke bank from repeated volleys, deciding when to detach skirmishers, and feeling the gradual, visible erosion of a regiment as stand after stand is carried to the field hospital. Conversely, 28mm skirmish gaming is visually stunning but requires enormous table real estate (6x10 ft or larger) to field even a single brigade without suffering from compressed, unrealistic weapon ranges. By standardizing on **15mm miniatures on 1-inch stands**, a standard 4x6 ft tabletop comfortably hosts **4 full brigades (16-20 regiments plus artillery)**. This allows players to command realistic division-scale operations—complete with reserves, cavalry flanking screens, and coordinated counter-attacks—while preserving the individual identities, weapon profiles, and battle flags of historic regiments.

SEQUENCE OF PLAY & STAFF ECONOMY



01. SEQUENCE OF PLAY & THE TURN STRUCTURE

"I am tired and sick of war. Its glory is all moonshine." — General William T. Sherman, 1865

1.0 THE GAME TURN

[RULE-01-1.0] Overview: "Dress on the Colors" uses a strict I-Go-You-Go (IGOUGO) turn structure, yet it prominently features defensive reactions (Opportunity Fire, Evading, Closing Volleys) that keep the non-active player fully engaged. Each game turn consists of five phases.

2.0 PHASE 1: STAFF & COMMAND PHASE (SIMULTANEOUS)

[RULE-01-2.1] Step 1.1: Staff Pip Generation: Both players roll for their Brigadier Staff Pips simultaneously based on their commander's trait (Aggressive: 1D3+1 pips | Reliable: 1D3 pips | Timid: 1D3/2 pips, rounded up).

[RULE-01-2.2] Step 1.2: Brigade Fatigue Check: Assess Brigade casualties against the 30% (Hesitant) and 50% (Broken) thresholds.

[RULE-01-2.3] Step 1.3: Staff Pip Reservation & Rally: Players may immediately spend pips to automatically rally units, or reserve pips (up to 1 pip) for the opponent's turn to trigger Defensive Reactions.

3.0 PHASE 2: ACTIVE MANEUVER & ASSAULT PHASE (ACTIVE SIDE)

[RULE-01-3.1] Step 2.1: Free Standard Maneuvers: The Active Side executes standard movement for all units (Line 6 inches, Col 8 inches, Road 10/12 inches). Units moving freely cannot engage in assaults.

[RULE-01-3.2] Reaction Window A: As active units move, the Reactive Side may trigger Opportunity Fire or Skirmish Evades.

[RULE-01-3.3] Step 2.2: Special Orders (Pip Spends): The Active Side spends Staff Pips to declare Assaults, Double-Quick Moves, or remount Cavalry.

[RULE-01-3.4] Reaction Window B (The 4.0" Line): When an assault crosses the 4.0" line, the Reactive Side may unleash a Closing Volley or Counter-Charge.

4.0 PHASE 3: ACTIVE RANGED COMBAT PHASE (ACTIVE SIDE)

[RULE-01-4.1] Step 3.1: Firing Eligibility & Target Priority: Active units that chose "Hold Position" in Phase 2 may now fire. They must target the closest unengaged enemy (not locked in melee) within a 45° forward arc.

[RULE-01-4.2] Step 3.2: Dice Pool & Shock Saves: Roll 1D6 per firing stand. Natural 6s trigger Shock Saves on the defender.

[RULE-01-4.3] Step 3.3: Target Cover Saves & Casualties: Defender rolls cover saves. Every 2 unsaved hits permanently removes 1 physical stand.

[RULE-01-4.4] Step 3.4: Gunsmoke Obscuration: Place a Smoke Marker touching the front center of the firing unit's base.

5.0 PHASE 4: ASSAULT & MELEE RESOLUTION PHASE (SIMULTANEOUS)

[RULE-01-5.1] Step 4.1: Close Combat Resolution: All units in physical base-to-base contact resolve melee.

[RULE-01-5.2] Step 4.2: Opposed Melee Roll: Both sides roll 1D6 and add their Engaged Stands + Tactical Modifiers to generate a Final Shock Score.

[RULE-01-5.3] Step 4.3: Winner Consolidates, Loser Retreats: The winner holds the ground (may pivot 2"). The loser takes 1 mandatory stand loss and falls back 6 inches Disordered. If the loser was already Disordered, they suffer an additional 1 Micro-Hit instead of a second Disorder marker.

6.0 PHASE 5: STATUS, SMOKE & CLEAN-UP PHASE (JOINT)

[RULE-01-6.1] Step 5.1: Smoke Dissipation: Remove Smoke Markers from units that moved, fought in melee, or held their fire this turn.

[RULE-01-6.2] Step 5.2: Rally Lines: Disordered units may attempt a Natural Rally Check (Vet 3+, Reg 4+, Green 5+), or the Brigadier may spend unspent Pips to auto-rally units.

[RULE-01-6.3] Step 5.3: End of Turn: Players swap Active/Reactive roles, and the Turn Counter is advanced.

FORMATIONS, FACING & MANEUVER



02. COMMAND, STAFF PIPS & TACTICAL MANEUVER

"I can make a brigadier general in five minutes, but it is not easy to replace a good horse." — **President Abraham Lincoln, 1862**

1.0 THE COMMAND STRUCTURE & BRIGADIER RATINGS

[RULE-02-1.1] The Brigade as Tactical Element: The primary operational command entity on the battlefield is the **Brigade**, commanded by a Brigadier General (or senior Colonel). Regiments and attached artillery batteries do not act independently; they derive their coordination, speed, and assault capability directly from their Brigade Commander.

[RULE-02-1.2] Brigadier Leadership Profiles: Every Brigadier is categorized by a historical command rating that reflects their tactical initiative, staff competence, and aggressiveness:

LEADERSHIP PROFILE	DESCRIPTION & HISTORICAL EXAMPLES	STAFF PIP GENERATION FORMULA
Aggressive / Brilliant	Highly proactive, rapid decision-makers (e.g., J.E.B. Stuart, John Gibbon, Stonewall Jackson, Phil Sheridan).	1D3 + 1 Pips (2-4 Pips)
Reliable / Standard	Competent, standard professional officers (e.g., James Wadsworth, Cadmus Wilcox, A.S. Williams).	1D3 Pips (1-3 Pips)
Timid / Political	Hesitant, overly cautious, or inexperienced political appointees (e.g., Franz Sigel, Gideon Pillow).	1D3 / 2 (Round Up) (1-2 Pips)

[RULE-02-1.3] Generating Staff Pips: During **Phase 1: Staff & Command Phase**, each player rolls for every active Brigadier under their control using the formulas above. Staff Pips represent staff officers, couriers, and concentrated personal exertion by the commander.

[RULE-02-1.4] Physical Tracking & Pip Hoarding: Place a designated colored D6 directly behind the Brigadier's base displaying the current number of available Staff Pips. As pips are expended, rotate the die to reflect the remaining balance.

- **Preparatory Orders (Hoarding):** At the end of the turn, a Brigadier may save **a maximum of 1 unspent Pip** to roll over into their *own* next turn. This represents time spent preparing for a massive push. This banked pip is added to their next generation roll. Any other unspent pips are lost.

2.0 COMMAND RADIUS & OUT-OF-COMMAND STATUS

[RULE-02-2.1] The 4-Tier Command Network: A Brigadier issues orders based on their distance to a subordinate regiment. Measurements are taken from any edge of the Brigadier's base to the center-front edge of the regiment's Color Stand.

- **Tier 1: Bugle / Acoustic Range (0–6"):** At this close proximity, orders are heard over the din of battle via bugle or shouts. Impassable terrain does not block this command range. Special orders cost **1 Pip**.
- **Tier 2: Standard Courier Range (6–12"):** Orders are delivered by mounted aides. The 12" path must be physically traced *around* impassable obstacles (like deep rivers or cliffs) using bridges or fords. Special orders cost **1 Pip**.
- **Tier 3: Distant Courier Range (12–24"):** A regiment beyond 12" is outside the standard command bubble, but a courier can still reach them. Special orders cost **2 Pips** (Double Cost) due to the severe time and effort required to navigate the battlefield. The courier path must trace around impassable obstacles.
- **Tier 4: Out of Communication (>24"):** At distances exceeding 24 inches (equivalent to 600-700 yards), the unit is entirely cut off from the brigade chain of command. They cannot be allocated Staff Pips for any reason (no assaults, no double-time, no auto-rallying).

• **[RULE-02-2.2] Line of Sight for Command:** A Brigadier does not require an unobstructed line of sight to issue orders (couriers navigate intermediate woods and hills). The only restriction is tracing physical paths around impassable water/cliffs for distances beyond 6 inches.

[RULE-02-2.3] Out-of-Command Restrictions (The Inertia Rule): Any regiment located beyond the 12" Command Radius is **Out of Command**. Because they lack immediate supervision, their *free* standard maneuvers are severely limited:

- **Distant Special Orders (12–24"):** Out-of-Command units *can* receive Staff Pips (Assault, Double-Time, Rally), but doing so requires sending a Distant Courier and costs **2 Pips** instead of 1. Units beyond 24" cannot receive Pips at all.
- **Limited Free Maneuver:** They may only choose one of three free maneuver options:

- **Inertia:** Move straight ahead in their current formation.
- **Local Threat:** Wheel up to 45° to face a visible enemy.
- **Guide on the Colors:** Execute any combination of wheels and movement, provided the entire move is spent traveling as directly as possible toward their Brigadier General to re-establish command. A unit using this move may not declare an assault or intentionally move into base-to-base contact with an enemy (halting 2.0" away if blocked).
- **Morale Penalty:** Suffer a **-1 penalty to all Discipline Checks**.
- **[RULE-02-2.4] Attached Leaders:** A Brigadier may physically attach to an infantry regiment by moving into base contact with its center Color Stand.
- **Benefits:** Grants **+1 to Melee rolls**, **+1 to all Discipline Checks**, and allows the attached unit to ignore Out-of-Command penalties if the brigade is dispersed.
- **Risks:** If the attached unit loses a stand in melee or takes a shooting hit with a natural 6, the player must immediately roll on the **Leader Casualty Table**.

3.0 THE STAFF PIP MENU: STANDARD VS. SPECIAL ORDERS

- **[RULE-02-3.1] Free Standard Orders (The "No Freeze" Baseline):** On the Active Side's turn, **every unit in command may perform one standard action for free** without spending Staff Pips. Free actions include:
 - Advance at standard formation speed.
 - Perform one 45° wheel during movement.
 - Execute a full formation change (e.g., Line of Battle to Assault Column).
 - **Hold Position & Fire:** The unit does not move during Phase 2, which makes it automatically eligible to execute a volley during Phase 3 (Ranged Combat).
 - Limber or Unlimber an artillery battery.
- **[RULE-02-3.2] Special Staff Pip Tasks:** Staff Pips are spent during specific phases to push units beyond standard operational limits:

STAFF PIP ACTION	PHASE USED	COST	TACTICAL EFFECT
Regimental Assault	Phase 2	1 Pip	Authorizes one formed regiment to declare a charge and move at Double-Quick speed (9") into contact .
"Dress on the Colors" Assault	Phase 2	2 Pips	Authorizes multiple regiments to charge simultaneously, provided every charging regiment is within 1.0" lateral alignment (flank-to-flank) of another charging regiment in the contiguous line. Regiments outside this alignment cost +1 Pip each to join the charge.
Double-Time	Phase 2	1 Pip	Adds +3.0" of movement to an advancing infantry regiment in Line or Assault Column.
Rally Line	Phase 1 or 5	1 Pip / 2 Pips if >12"	Immediately removes a Disorder Marker without requiring a dice roll.
Concentrated Battery	Phase 3	1 Pip	Authorizes up to 3 artillery sections in the same brigade to combine their firing dice pool onto a single target stand.
Reserve for Reaction	Phase 1	1 Pip	Saves the pip for the opponent's upcoming turn to pay for Refuse Flank or Counter-Charge .

[RULE-02-3.3] Expenditure Timing: Staff Pips must be declared and subtracted from the Brigadier's tracking die at the exact moment the action is initiated. A player may not spend more pips in a single phase than the Brigadier has available.

4.0 FORMATIONS & TACTICAL DISPOSITIONS

FORMATION	FRONTAGE	DEPTH	SHOOTING	SPEED	SPECIAL
Line of Battle (1 Stand Deep, Full Frontage)	5.0"	0.75"–1.0"	Full Stand Pool (5 Dice)	6.0"	Wheel: Up to 45°
Assault Column (2 Stands Wide, Multiple Ranks Deep)	2.0"	2.25"–3.0"	Front Rank Only (2 Dice)	8.0"	Melee Bonus: +1 Shock, Vulnerability: -1 to saves vs. Canister
Road / March Column (1 Stand Wide, Single File)	1.0"	3.75"–5.0"	Prohibited (0 Dice)	10.0" Open / 12.0" on Roads	Vulnerability: -2 to Saves if Attacked

[RULE-02-4.1] Line of Battle:

- **Configuration:** All stands deployed side-by-side in a single rank (representing a historical two-rank line of battle). The Color Stand must occupy the exact center.
- **Capabilities:** Maximizes frontal musketry firepower. Every stand in the front line contributes to the Phase 3 shooting pool.
- **Limitations:** Moves at base speed (6"); wheels are restricted to a maximum pivot of 45° per move; -2" movement penalty when traversing rough terrain or woods.

[RULE-02-4.2] Assault Column (Column of Companies):

- **Configuration:** Formed 2 stands wide and 2-4 stands deep. The Color Stand is placed in the second rank.
- **Capabilities:** Moves at accelerated speed (8"); receives **+1 to Opposed Melee Rolls** on the turn it charges; wheels freely up to 90° at the beginning of its move.
- **Limitations:** Only the 2 front-rank stands may fire in Phase 3; suffers a **-1 penalty to cover saves** against ALL artillery fire (Canister, Shell, and Solid Shot).

[RULE-02-4.3] Road / March Column:

- **Configuration:** Formed 1 stand wide in single file.
- **Capabilities:** Rapid transit along roads and tracks (12" road speed); navigates narrow bridges and defiles without formation penalties.
- **Limitations:** **Cannot fire musketry**; cannot declare assaults; if targeted by shooting or charged, suffers an immediate **-2 penalty to all Morale/Cover Saves**.

[RULE-02-4.4] Skirmish Screens:

- **Deployment:** Any infantry regiment with 4 or more stands may detach **1 stand** forward as a skirmish screen by spending half of its movement allotment. The skirmish stand is placed 2.0"–3.0" directly ahead of the parent regiment's frontage.
- **Strict Formation Limits (No Voluntary Open Order):** Standard infantry regiments may *never* voluntarily deploy the bulk of their strength into a 'loose' or 'skirmish' formation to reduce casualties from artillery or musketry. They must remain in a rigid Line of Battle or Column. Only the single detached Skirmish stand (or dedicated Sharpshooter regiments) possesses the tactical training to fight effectively in open order.
- **Screening Effect:** Enemy fire targeting the parent line through the skirmish screen suffers a **-1 to-hit penalty**.
- **Absorption:** The first unsaved casualty hit suffered by the regiment is applied directly to the skirmish stand. When the skirmish stand takes 2 hits, it is removed, and the screen collapses.
- **Screen Recall:** A skirmish stand may be recalled and reintegrated into the parent line during Phase 2 for free if the parent unit remains stationary.

[RULE-02-4.5] Artillery Formations:

- **Unlimbered (Action Front):** The battery is deployed with gun trails unhooked and barrels facing the enemy. It cannot move except by hand prolonge (2.0" max) but may fire at full effect in Phase 3.
- **Limbered (Transport):** Gun models are hitched to caissons/limbers. Moves at 8.0" open ground or 12.0" on roads. **Cannot fire while limbered**. Limbering or unlimbering consumes a unit's entire movement phase.

5.0 MOVEMENT RATES, MANEUVER RULES & GEOMETRY

Master Movement Rates Table

[RULE-02-5.1] **Master Movement Table:** All rates are expressed in inches per turn.

UNIT TYPE & FORMATION	OPEN GROUND	WOODS / ROUGH	ROAD / TRAIL	OBSTACLE CROSSING	CHARGE / ASSAULT SPEED
Infantry Line of Battle	6.0"	4.0"	6.0"	-2.0"	9.0" (Double-Quick)
Infantry Assault Column	8.0"	5.0"	9.0"	-2.0"	9.0" (Double-Quick)
Infantry Road Column	10.0"	6.0"	12.0"	-1.0"	<i>Prohibited</i>
Mounted Cavalry (Line)	9.0"	5.0"	14.0"	-3.0"	12.0"
Artillery (Limbered)	8.0"	3.0"	12.0"	-4.0"	<i>Prohibited</i>
Artillery (Prolonge / Hand)	2.0"	0.0"	2.0"	<i>Impassable</i>	<i>Prohibited</i>
Brigadier General (Mounted)	12.0"	8.0"	16.0"	Free	Follows attached unit

[RULE-02-5.2] Wheeling & Direction Changes:

- **Wheeling in Line:** A regiment in Line of Battle pivots using either its far-left or far-right stand as the fixed anchor point. The sweeping flank may travel up to an arc of **45°**. The distance moved by the outer stand is deducted from the unit's total movement allowance.
- **Pivoting on Center:** A regiment may pivot on its center Color Stand up to **45°** by spending half of its movement allotment (3.0").
- **Assault Column Wheeling:** Columns may execute a pivot of up to **90°** at the beginning of their move without deducting distance.

[RULE-02-5.3] Formation Changes & Re-forming Line:

- Transforming from **Line of Battle** → **Assault Column** (or vice versa) consumes **one-half of the unit's base movement** (3.0"). The unit may move the remaining 3.0" in its new formation.
- Transforming from **Road Column** → **Line of Battle** consumes the unit's **entire movement phase**. The unit must deploy outward using its lead stand as the fixed center anchor point.

[RULE-02-5.4] Inter-Unit Intervals & Passage of Lines:

- **Regimental Intervals:** Regiments within the same brigade must maintain a minimum lateral interval of **0.5"–1.0"** between their flank stands to allow skirmishers and couriers to pass.
- **Passage of Lines:** A formed unit in Line of Battle may move directly through another friendly formed line to its front or rear, provided it has sufficient movement to clear the other unit's bases completely.
- **Passage Test:** Both units must make an immediate **Discipline Check (4+ on 1D6)**. If either unit fails, it immediately receives a **Disorder Marker**.

[RULE-02-5.5] Retrograde Movements (Falling Back):

- **Falling Back in Good Order:** A regiment may move straight backward up to **3.0"** while maintaining its frontal facing toward the enemy. It does not suffer disorder and retains its full shooting capability in Phase 3.

- **About Face & Full Retreat:** A regiment may execute an About Face (spending 1.0" of move) and move at full speed away from the enemy. However, it presents its rear to the enemy and cannot fire in Phase 3.

Tactical Situation

- **Brigade:** 2nd Brigade, Army of Northern Virginia (*Brig. Gen. Lawrence Branch* — Reliable rating).
- **Available Units:**
 - 7th North Carolina (5 stands, Line of Battle, within 6" of Branch).
 - 18th North Carolina (5 stands, Line of Battle, within 8" of Branch).
 - 37th North Carolina (4 stands, Road Column on a trail, 14" away from Branch — **Out of Command**).

Step-by-Step Resolution

1. **Phase 1: Command Roll :** Brigadier Branch rolls 1D3 for his Reliable rating. Roll is a 2, generating **2 Staff Pips**. Branch places a D6 showing '2' behind his command base.
2. **Phase 2: Movement & Pip Allocation :**
3. **7th North Carolina (In Command):** Branch wants this regiment to secure a stone wall quickly. He spends **1 Staff Pip** for **Double-Time** . The 7th NC advances its full 6.0" base speed plus 3.0" bonus, reaching the wall at 9.0" total distance.
4. **18th North Carolina (In Command):** Branch spends his **second Staff Pip** to issue an **Assault Order** . The 18th NC declares a charge against an exposed Federal battery and advances 9.0" at Double-Quick speed.
5. **37th North Carolina (Out of Command,):** Located 14" away (exceeding the 12" radius), the 37th NC cannot receive Staff Pips. Because it is in Road Column, it uses its free standard move to advance 10.0" straight down the road, unable to deploy into Line of Battle this turn.
6. **Tracking Update:** Branch has spent both Staff Pips. His command die is rotated to '0'.

Designer Commentary & Historical Rationale

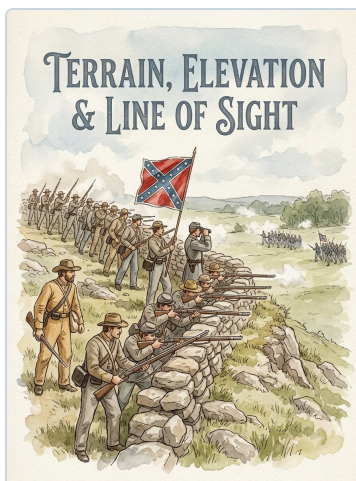
The Tactical Geometry of Civil War Brigades

*In historical Civil War combat, a brigade commander did not command from miles behind the lines; he stood immediately behind his regiments, often within shouting distance or a brief gallop by an aide-de-camp. The **12.0-inch Command Radius** translates to approximately **300-360 yards** at ground scale—the precise acoustic and visual limit through black powder smoke and wooded terrain.*

*By allowing **free standard maneuvers** for all units within this radius, the system reflects the professional competence of regimental colonels who knew how to maintain alignment and dress ranks without constant micro-management.*

*The **Staff Pip mechanism** captures the true bottleneck of 19th-century command: personal attention. A general could personally ride over to organize a bayonet assault, send staff officers galloping to hasten a reserve regiment forward at double-time, or personally rally a wavering line. But he could not do all of these things everywhere at once. Restricting pips to 1–3 per turn forces players to make the hard choice: Do I push the assault on the left, or keep a staff officer in reserve to refuse my threatened right flank?*

TERRAIN, ELEVATION & GUNSMOKE



03. TERRAIN, ELEVATION, REVERSE SLOPES & LINE OF SIGHT

"There is nothing so much like a god on earth as a General on a battlefield." — Private Sam Watkins, 1st Tennessee Infantry, 1862

1.0 MASTER TERRAIN CLASSIFICATIONS & MOVEMENT EFFECTS

[RULE-03-1.1] Terrain Scale & Standard: At the tactical scale of 1 inch = 25-30 yards, terrain features represent actual physical footprint boundaries on the battlefield. Units interact with terrain based on their current formation, base depth, and movement capability.

[RULE-03-1.2] Master Terrain Matrix: All terrain types are categorized by their impact on movement rates, permitted tactical formations, cover save bonuses, and line-of-sight obstruction:

TERRAIN TYPE	MOVEMENT COST / PENALTY	PERMITTED FORMATIONS	COVER SAVE	LINE OF SIGHT (LOS) & TACTICAL RULES
Open Ground / Pasture	Base Speed (6" Line / 8" Col)	All Formations	None	Unrestricted visibility. Baseline terrain.
Cornfield / High Crops	-2.0" Movement Penalty	All Formations	Light (5+)	Blocks LOS beyond 4.0". No Double-Time allowed.
Ploughed Field / Deep Mud	-2.0" Movement Penalty	All Formations	None	Exhausting ground; -1" to charge declarations.
Orchard / Light Woods	4.0" Maximum Speed	All Formations	Light (5+)	Blocks LOS beyond 6.0". No Double-Time allowed.
Dense Woods / Scrub	3.0" Maximum Speed	Column / Skirmish Only	Light (5+)	Blocks LOS beyond 3.0". Line of Battle must disorder to enter.
Minor Stream (Heron's Run)	-2.0" Movement Penalty	All Formations	None	Halts charges across water except at bridges/fords.
Major River / Deep Water	Impassable	—	—	Crossable only at designated Bridges and Fords.
Sunken Road / Cutting	One Full Turn to Exit	Line / Column	Heavy (4+)	Frontal fire provides +2 Melee bonus; exit consumes entire turn.

[RULE-03-1.3] Entering and Exiting Terrain: Movement penalties are deducted immediately upon the leading edge of the unit contacting the terrain feature. If a unit possesses insufficient remaining movement to clear the boundary, it must halt within the terrain.

[RULE-03-1.4] Fractional Movement Minimum: A formed unit in command is always permitted to move a minimum of **2.0 inches** in its active phase, regardless of cumulative terrain penalties, unless attempting to traverse completely impassable terrain.

[RULE-03-1.5] Rough Ground & Formation Disruption: When a unit in **Line of Battle** moves through **Dense Woods, Swamp, or Abatis**, it immediately receives a **Disorder Marker** at the completion of its move, representing the breakdown of alignment and dressed ranks among the trees.

2.0 LINEAR OBSTACLES, ENTRENCHMENTS & SUNKEN LANES

[RULE-03-2.1] Split-Rail & Snake Fences:

- **Crossing Cost:** Crossing a split-rail fence costs **2.0 inches** of movement allowance.
- **Defensive Benefit:** A formed unit lined up with its front edge touching the fence gains **Light Cover (5+ Save)** against fire crossing the fence line from the front 180°\circ.
- **Shock Defense Bonus:** Defending a wooden fence grants **+1 to the Opposed Melee Roll** against frontal assaults, as attackers must awkwardly climb over the rails.
- **Dismantling:** An infantry regiment in contact with a wooden fence may spend its entire movement phase to permanently dismantle a section equal to its frontage, removing the fence piece from the board.

[RULE-03-2.2] Stone Walls:

- **Crossing Cost:** Costs **2.0 inches** of movement allowance. Formed columns crossing a stone wall must make a Discipline Check (4+ on 1D6) or receive a Disorder Marker upon crossing.
- **Defensive Benefit:** Grants **Heavy Cover (4+ Save)** against frontal incoming fire.
- **Shock Defense Bonus:** Defending a stone wall grants **+2 to the Opposed Melee Roll** against frontal assaults.

[RULE-03-2.3] **Hedges & Brush Rows:** Treated identically to Split-Rail Fences (2.0" crossing cost, Light Cover 5+ save). Hedges do not provide shock defense bonuses in melee.

[RULE-03-2.4] Abatis & Field Earthworks:

- **Abatis (Felled Trees & Pointed Stakes):** Costs **3.0 inches** of movement to cross. Attackers charging through abatis lose all charging momentum bonuses and suffer a **-2 penalty** in melee.
- **Breastworks / Earthen Trenches:** Lined infantry gain **Heavy Cover (4+ Save)**, are immune to flank shock penalties if the flank is anchored to the works, and receive **+2 in Melee**.

[RULE-03-2.5] Sunken Roads (e.g., *The Bloody Lane*):

- **Deployment:** Regiments deployed inside a sunken road gain **Heavy Cover (4+ Save)** and **+2 in Melee**.
- **Exit Restriction:** Climbing out of a steep sunken road embankment consumes an entire turn's movement allowance (6.0"). The climbing unit cannot fire muskets during the turn it climbs out.

3.0 STRUCTURES, BUILDINGS & TOWN SECTORS

FEATURE	RULES
Max Capacity	2 Stands (Infantry or Dismounted Cavalry)
Defensive Save	Heavy Cover (4+ Save)
Melee Status	+2 Defense Bonus, Immune to Flank Attacks
Shooting Arc	360° All-Around Fire (1D6 per garrisoned stand)
Artillery Siege	4+ Hit with Solid Shot; 2 Hits collapses structure

[RULE-03-3.1] Isolated Farmhouses & Stone Structures:

- **Garrison Capacity:** A single isolated building model may be occupied by up to **2 stands** of infantry or dismounted cavalry.
- **Combat Profile:** Troops inside gain **Heavy Cover (4+ Save)**, receive **+2 in Melee**, and cannot be flanked or enfiladed.

- **All-Around Fire:** Garrisoned stands may split their fire dice across any face of the building (360°\circ perimeter defense).

[RULE-03-3.2] Artillery Destruction of Buildings:

- Artillery batteries targeting a garrisoned building with Solid Shot or Shell hit on a **4+**.
- Every **2 unsaved hits** scored against the building itself inflicts structural damage. Upon accumulating **4 structural hits**, the building collapses into rubble. The garrison takes 1 stand loss, and surviving stands are placed outside in open ground, Disordered. Rubble remains on the board as Light Cover (5+ Save).

[RULE-03-3.3] Town & Village Sectors:

- Towns are defined by 6.0" x 6.0" square or rectangular sectors containing multiple building models.
- **Formation Restrictions:** Formed Line of Battle cannot enter a town sector. Regiments must enter in **Assault Column**, **Road Column**, or deploy into **Skirmish Order**.
- **Sector Defense:** Units inside a wooden village sector receive **Light Cover (5+ Save)**; brick or masonry town sectors provide **Heavy Cover (4+ Save)**.

[RULE-03-3.4] Melee in Built-Up Sectors: Assaulting a garrisoned structure or town sector is resolved via the standard Opposed Melee Roll. If the defender wins or ties, the attacker is repulsed 6.0" Disordered. If the attacker wins, the surviving defenders must evacuate the structure and retreat 6.0" Disordered.

4.0 ELEVATION, SLOPES & DEAD GROUND (REVERSE SLOPES)

[RULE-03-4.1] Elevation Levels: Elevation is measured in stepped contours where **Level 0** is baseline valley ground, **Level 1** is a low hill/ridge (15–20 feet historical elevation), and **Level 2** is a prominent high ridge.

[RULE-03-4.2] The Crestline Position:

- A regiment is considered deployed on the **Crest** when the front edge of its bases is placed along the physical ridge line of the hill.
- **Visibility:** A unit on the crest has an unobstructed line of sight across all lower-elevation terrain (Level 0), looking over low obstacles such as fences and standard crop fields.
- **Downhill Advantage:** Firing or charging downhill from the crest grants **+1 to Melee**.
- **Uphill Disadvantage:** Units charging uphill against a crestline defender suffer a **-1 Melee penalty**.

[RULE-03-4.3] The Reverse Slope & Dead Ground Rule:

- Any unit positioned **more than 1.0 inch behind the crestline** of a hill is on the **Reverse Slope**.
- **Complete Concealment:** Units on the reverse slope are in **Dead Ground**. They **cannot be seen, targeted by direct fire, or spotted** by any enemy unit on lower ground (Level 0) on the opposite side of the hill.

- **Firing Prohibition:** Units in dead ground cannot shoot at enemy units on the lower forward slopes until they physically move up to occupy the crestline.

[RULE-03-4.4] Intervening Hills Blocking LOS: A hill contour of Level 1 completely blocks line of sight between two Level 0 units on opposite sides of the feature, unless both units are high enough to see over the intervening peak.

[RULE-03-4.5] Artillery Plunging / Overhead Fire:

- Artillery positioned on a **Level 1 or Level 2 hill** may fire **overhead** across friendly units deployed on lower ground (Level 0), provided all safety clearances are met:
- The friendly unit must be at least **6.0 inches away from the artillery gun muzzle**.
- The friendly unit must be at least **4.0 inches away from the targeted enemy unit**.
- **Canister Prohibition:** Smoothbore canister (0–6") can **never** be fired overhead across friendly units under any circumstances.

5.0 LINE OF SIGHT (LOS) & FIRING ARCS

- **[RULE-03-5.1] The 45° Forward Arc of Fire:** All direct shooting (infantry musketry and artillery fire) is strictly limited to a **45° forward arc** extending outward from the far-left and far-right front corners of the unit's formation. Units cannot fire sideways or backward without executing a wheel or formation pivot during Phase 2.
- **[RULE-03-5.2] Origin of Measurement:** All range measurements and line-of-sight checks originate from the **center-front edge of the Color Stand** for infantry regiments, or the center gun tube for artillery batteries.

[RULE-03-5.3] Strict Prohibition on Firing Through Friendly Units:

- **Formed battle lines cannot fire through other friendly formed units under any circumstances.**
- If a friendly formed line blocks the direct line of sight to an enemy target, the firing regiment must either select a different, unblocked target or reduce its firing dice pool to represent only the individual stands possessing an unobstructed view.

[RULE-03-5.4] Skirmish Screen Sight Exception:

- A parent regiment may fire *through* its own detached **Skirmish Screen**. The skirmishers are assumed to drop prone or step into the intervals between firing files.
- *The Smoke & Obstruction Penalty:* Firing through a friendly skirmish screen imposes a **-1 to-hit penalty** on the parent regiment's volley.

[RULE-03-5.5] Blocking Terrain & Vision Limits: Line of sight is blocked immediately when passing through:

- **Dense Woods / Wilderness:** Blocks LOS beyond **3.0 inches**.
- **Cornfields / Tall Crops:** Blocks LOS beyond **4.0 inches**.
- **Orchards / Light Woods:** Blocks LOS beyond **6.0 inches**.
- **Town Sectors & Stone Buildings:** Completely blocks LOS through the structure footprint.
- **Intervening Hill Crests / High Ridges:** Completely blocks LOS to lower ground beyond.

[RULE-03-5.6] Target Priority Rules: A formed unit executing ranged fire in Phase 3 must target the **closest unengaged enemy unit** within its 45° forward arc, with the following mandatory exceptions:

- If an enemy unit is actively declaring an assault or charging the firer, that enemy becomes the mandatory target.
- If an enemy regiment exposes an open flank within effective range, the firer may bypass a closer frontal target to deliver raking enfilade fire against the exposed flank.
- Artillery may bypass closer infantry skirmishers to engage formed battle lines or counter-battery enemy artillery within medium range.

[RULE-03-5.7] Flank & Enfilade Definitions:

- An enemy unit is in an **Enfiladed / Flank Position** only if **more than 50%** of the firing unit's stands (or its physical center) is positioned behind the line projected outward at 90° from the target's front corner.
- Raking fire down the length of an enfiladed line grants a **+1 to-hit bonus** and denies the target all light cover saves from split-rail fences.

Step-by-Step Scenario Analysis

1. Initial Dispositions:

2. **Battery B, 4th US Artillery (Union):** Deployed directly on the **Crestline of Oak Ridge (Level 1)** with 3-inch Ordnance Rifles.
3. **2nd Wisconsin Infantry (Union):** Deployed in Line of Battle **2.0" behind the crestline** on the reverse slope.
4. **4th Virginia Infantry (Confederate):** Advancing across the valley pasture at **Level 0**, currently 8.0" away from the base of the ridge.

5. Line of Sight & Targeting Assessment (/):

6. *Can the 4th Virginia see or shoot at the 2nd Wisconsin?* **No.** Because the 2nd Wisconsin is deployed more than 1.0" behind the crestline, it is in **Dead Ground**. The Confederate Virginians have no line of sight to the Wisconsin infantry and cannot target them.
7. *Can the 4th Virginia see Battery B?* **Yes.** Battery B is positioned on the crestline, making it fully visible.

8. Overhead Firing Resolution :

9. Battery B wishes to fire long-range shell over the heads of friendly troops. However, because the 2nd Wisconsin is tucked safely behind the crest on the reverse slope, Battery B has a completely clear field of plunging fire into the valley without violating friendly safety clearance rules.

10. Battery B rolls its 2D6 shell dice pool against the advancing 4th Virginia at Level O with zero obstruction.
11. **Springing the Trap (Active Phase Maneuver):**
12. On the following Union turn, the 2nd Wisconsin spends 2.0" of movement to advance from the reverse slope onto the crestline. It delivers a devastating close-range volley with downhill bonuses, catching the advancing Confederates in the open valley below.

7.0 DESIGNER COMMENTARY & HISTORICAL CONTEXT

The Tactical Reality of Reverse Slopes & Line of Sight

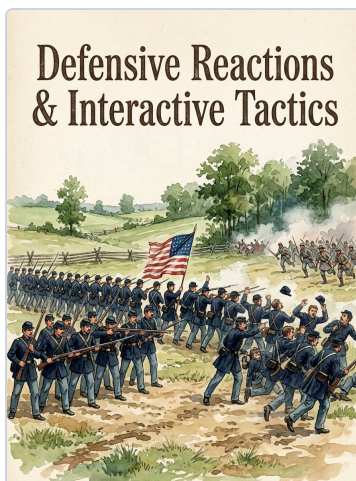
One of the most glaring defects of traditional miniature rules is the "God's-eye view," where every miniature on the table is visible to every other miniature as long as a cardboard tree isn't directly in between them.

*Historically, Civil War commanders understood the immense defensive power of **Dead Ground** and **Reverse Slopes**. At the Battle of South Mountain (1862) and along Cemetery Ridge at Gettysburg (1863), Union commanders frequently positioned their infantry regiments 20-50 yards behind the crest of a ridge. This protected the men from Confederate artillery counter-battery fire and kept the regiment invisible to oncoming assault columns until the attackers were within 40 yards of the crest.*

*The **1.0-inch Reverse Slope Rule** (25–30 yards ground scale) mechanically replicates this tactical doctrine with zero bookkeeping. By simply placing your stands slightly behind the ridge marker, your units are completely immune to direct ranged fire from the valley floor.*

*Furthermore, enforcing the **strict prohibition against firing through friendly formed lines** eliminates the unrealistic practice of stacking lines three ranks deep to generate massive dice walls. In this system, positioning, frontage intervals, and terrain exploitation are what win battles—just as they did in 1862.*

REACTIVE TACTICS & DECISION WINDOWS



04. DEFENSIVE REACTIONS & INTERACTIVE TACTICS

"It is well that war is so terrible, or we should grow too fond of it." — General Robert E. Lee, 1862

1.0 THE REACTIVE PHILOSOPHY & TRIGGER WINDOWS

[RULE-04-1.1] The Anti-Passivity Principle: In traditional side-by-side (IGOUGO) wargames, the non-active player often sits passively while their battle line is maneuvered around, flanked, or charged. This ruleset eliminates passive downtime by granting the defending player **five specific, situational Tactical Reactions**.

[RULE-04-1.2] Reaction Trigger Windows: Reactions can only be declared during two distinct interruption windows in **Phase 2: Active Maneuver & Assault Phase** :

- **Reaction Trigger Window A (Maneuver Interruption):** Triggered during standard enemy movement when an active unit moves across a defender's forward arc or closes within range of forward screens .
- **Reaction Trigger Window B (Assault & Charge Interruption):** Triggered when an active enemy unit declares a charge and closes to within **4.0 inches** of a defending unit .

[RULE-04-1.3] The Reaction Economy (Free vs. Reserved Staff Pips):

- **Free Tactical Reactions:** Reactions that reflect instinctive drill responses (*Closing Defensive Volley* and *Skirmish Evade*) require **no Staff Pips** and may be executed by any eligible unit in good order.
- **Commanded Reactions:** Reactions that require extraordinary tactical coordination (*Refuse Flank* and *Counter-Charge*) require the expenditure of **1 Reserved Staff Pip** or a successful **Discipline Check (4+ on 1D6)** if no pips were reserved.

[RULE-04-1.4] Single Reaction per Trigger Limit: A defending regiment or battery may only declare and execute **one reaction per triggering enemy action**. Once a reaction is resolved, the active player completes their movement or assault.

2.0 REACTION 1: CLOSING DEFENSIVE VOLLEY (POINT-BLANK CHARGE HALTING)

[RULE-04-2.1] Trigger Condition: An active enemy unit declares an assault against a defending formed regiment or artillery battery and moves to within **4.0 inches** of the defender's front edge.

[RULE-04-2.2] Cost & Eligibility:

- **Cost: Free** (No Staff Pip required).
- **Eligibility:** The defending unit must have the charger in its forward 45° arc of fire, must **not be Disordered**, and must not have an active Smoke Marker from prior firing.

[RULE-04-2.3] Execution & Dice Pool:

- The charging unit's physical movement is temporarily halted at the 4.0" mark.
- The defender rolls its standard Phase 3 shooting dice pool (**1D6 per stand firing**; 2D6 per artillery section) using **Short Range (0–6")** to-hit numbers:
- *Smoothbore Musket (Buck & Ball)*: Hits on **3+**.
- *Rifled Musket (Springfield/Enfield)*: Hits on **4+**.
- *12-pdr Napoleon Canister*: Hits on **2+** (Causes automatic Disorder).
- *3-inch / 10-pdr Rifle Canister*: Hits on **3+**.
- The charging attacker rolls saves for light/heavy cover if applicable (typically none in open ground charges).
- Apply stand losses (2 unsaved hits = 1 stand loss). Any **natural 6 rolled to hit** inflicts an immediate **Disorder Marker** on the charging unit.

[RULE-04-2.4] The Charge Discipline Check:

- If the Closing Volley inflicts **1 or more stand losses** OR inflicts a **Disorder Marker**, the charging unit's momentum is shattered and it must take an immediate **Discipline Check on 1D6**:
- **Veteran / Elite**: Passes on **3+**.
- **Regular**: Passes on **4+**.
- **Green / Conscript**: Passes on **5+**.

[RULE-04-2.5] Outcome of the Volley:

- **Pass:** The charging regiment steadies its ranks, absorbs the casualties, and closes the remaining 4.0" into physical base-to-base contact. Combat proceeds to Phase 4 Melee.
- **Fail:** The charge **stalls**. The charging unit immediately halts **2.0 inches away from the defender**, receives a **Disorder Marker** (if not already disordered), and cannot move or attack further this turn.

[RULE-04-2.6] Gunsmoke Aftermath: Place a **Smoke Marker** in front of the defending unit immediately after the volley is resolved.

3.0 REACTION 2: OPPORTUNITY / INTERDICTION FIRE (MANEUVER PUNISHMENT)

[RULE-04-3.1] Trigger Condition: An active enemy unit executes a movement that crosses entirely within **8.0 inches** across the forward 45° arc of an unengaged defending formed regiment or artillery battery (e.g., executing a flank march, advancing in road column across a firing line, or moving between cover).

[RULE-04-3.2] Cost & Eligibility:

- **Cost: Free** (No Staff Pip required).
- **Eligibility:** The defending unit must be **unengaged in melee**, must **not be Disordered**, and must **not possess a Smoke Marker**.

[RULE-04-3.3] Execution & Resolution:

- The defending player calls "*Opportunity Fire!*" at the exact point in the enemy's movement path where the target enters optimal range and arc.
- The active unit's movement is paused mid-stride.
- The defender rolls **1D6 per stand** using the appropriate range bracket (Short 0–6" or Medium 6–8").
- Target rolls cover saves if traversing light cover; apply casualties (2 hits = 1 stand) and mark Disorder on any natural 6.
- If the active unit is in **Road Column**, it suffers a **-2 save penalty** against Opportunity Fire .

[RULE-04-3.4] Tactical Cost to Firer:

- Firing an Opportunity Volley places a **Smoke Marker** in front of the defending unit.
- **Counts as Fired:** The defending unit is marked as having fired; it **cannot fire again during its own upcoming Phase 3 Ranged Combat Phase** unless it spends its active turn moving out of its smoke.

[RULE-04-3.5] Resumption of Movement: Once casualties and disorder are applied, the active unit resumes and completes any remaining movement allowance from the point of interruption. If the unit received a Disorder marker from a natural 6, its remaining movement distance is halved.

4.0 REACTION 3: SKIRMISHER & LIGHT CAVALRY SCREEN EVADE

[RULE-04-4.1] Trigger Condition: An active formed enemy battle line or column advances within **6.0 inches** of, or declares an assault against, a detached **Skirmish Stand** or mounted light cavalry stand.

[RULE-04-4.2] Cost & Eligibility:

- **Cost: Free** (Automatic drill maneuver).
- **Eligibility:** Any detached skirmish screen or mounted cavalry screen that is not pinned or disordered.

[RULE-04-4.3] Evade Execution:

- The skirmish stand immediately executes a **4.0"–6.0" withdrawal move** directly to the rear.
- **Passage Exemption:** The evading skirmish stand moves directly through friendly formed lines without causing a Passage of Lines test or disordering parent regiments.
- The skirmish stand is reintegrated into the parent regiment's rear rank or placed directly behind its Color Stand.

[RULE-04-4.4] Attacker Redirection & The Overrun:

- **If Evade is Chosen:** The advancing or charging enemy unit does not stop; it continues its declared movement or charge directly toward the formed parent battle line positioned behind the vacated screen. The parent line may now execute **Reaction 1: Closing Defensive Volley**.
- **If Evade is NOT Chosen (The Overrun):** If the skirmish screen does not evade and is physically contacted by a charging formed unit (Infantry Line, Column, or Cavalry), the skirmishers are instantly **Overrun and Destroyed** (removed from play) without requiring a melee roll. The charging unit's momentum is not slowed; it continues its remaining charge distance directly into the target behind the skirmishers.

5.0 REACTION 4: REFUSE THE FLANK (HASTY PIVOT)

[RULE-04-5.1] Trigger Condition: An active enemy unit moves or declares an assault that positions it within the **Flank Zone (45°–90°)** of a defending regiment in Line of Battle.

[RULE-04-6.2] Cost & Execution Requirement:

- **Cost with Reserved Pip: 1 Reserved Staff Pip** . Automatic success.
- **Emergency Check (No Pip Reserved):** If no pip was reserved, the defending regiment must pass an immediate **Discipline Check (4+ on 1D6)**. If passed, the maneuver succeeds. If failed, the regiment freezes in place, unable to refuse its flank, and receives a Disorder Marker.

[RULE-04-6.3] Mechanical Execution:

- The defending regiment wheels its **outer 1 or 2 flank stands** backward up to **45°** to form an angled "L-shaped" defensive shoulder facing the incoming threat.
- The center Color Stand and opposite flank stands remain anchored in their original alignment.

[RULE-04-6.4] Tactical Combat Impact:

- **Negates Enfilade:** Firing against the refused flank no longer counts as raking enfilade fire; the firer does not receive the +1 enfilade to-hit bonus .
- **Converts Flank Assault to Frontal Contact:** An incoming enemy charge targeting the refused flank must contact the newly angled stands frontally, denying the attacker the devastating **+2 Flank Melee Modifier** .

6.0 REACTION 5: COUNTER-CHARGE (*REBEL YELL & MOUNTED SHOCK*)

[RULE-04-6.1] Trigger Condition: An active infantry or cavalry unit declares an assault against a defending unit across open ground within standard charge distance (9.0").

[RULE-04-6.2] Eligibility & Traits:

- Any Confederate infantry regiment possessing the **Rebel Yell** trait .
- Any **Veteran / Elite** Union or Confederate infantry regiment in a Fresh health state.
- Any formed **Mounted Cavalry** regiment in good order.

[RULE-04-6.3] Cost:

- Requires the expenditure of **1 Reserved Staff Pip** . A unit cannot counter-charge without a reserved command pip.

[RULE-04-6.4] Counter-Charge Surge Execution:

- Instead of standing stationary to receive the assault or firing a closing volley, the defending player shouts "*Counter-Charge!*"
- The defending unit surges forward **2.0"–3.0"** into open ground to meet the oncoming attackers mid-field.

[RULE-04-5.5] Melee Modifiers & Combat Impact:

- **Negates Attacker Momentum:** The original charging attacker loses its **+1 Charging Momentum bonus** and any downhill terrain bonuses.
- **Shock Bonus:** The counter-charging unit applies its **+1 Rebel Yell** or **+1 Cavalry Shock bonus** directly to the Opposed Melee Roll .
- Combat resolves immediately in Phase 4 Melee as an open-field clash.

7.0 MASTER SUMMARY MATRIX OF ALL 5 REACTIONS

REACTION NAME	PRIMARY TRIGGER	STAFF PIP COST	ELIGIBLE UNITS	MECHANICAL & COMBAT EFFECT
1. Closing Volley	Enemy charges within 4.0"	Free	Formed unsmoked, undisordered units	Point-blank volley; 1+ hit or Nat 6 forces charger Discipline Check (4+) or charge stalls 2.0" away Disordered.
2. Opportunity Fire	Enemy crosses front arc within 8.0"	Free	Unengaged, unsmoked formed lines	Pauses enemy move; delivers volley; places Smoke Marker on firer; counts as fired for next turn.
3. Skirmish Evade	Formed enemy closes within 6.0"	Free	Detached skirmishers / cavalry screens	Screen makes immediate 4"–6" escape move through friendly lines without disordering parent unit.
4. Refuse Flank	Enemy enters flank zone (45°–90°)	1 Reserved Pip (or 4+ Check)	Formed infantry lines in Line of Battle	Outer 1–2 stands wheel 45° to face threat; cancels enemy +1 enfilade to-hit and +2 flank melee bonuses.
5. Counter-Charge	Enemy declares charge in open ground	1 Reserved Pip	<i>Rebel Yell</i> units, Veterans, or Cavalry	Unit surges 2"–3" forward to meet attacker; cancels attacker momentum; applies +1 shock trait.

1. **Assault Declaration:** The 14th Brooklyn declares a charge against the 5th Virginia across an open pasture (8.0" separation). The Union player spends 1 Staff Pip and moves the Brooklyn regiment forward.
2. **Interruption at 4.0 Inches :** At the 4.0" mark, movement halts. The Confederate player declares **Reaction 1: Closing Defensive Volley**.
3. **Volley Execution :**
4. The 5th Virginia fields 5 stands armed with Smoothbore Muskets (**Buck & Ball**). At Short Range (0–6"), they hit on **3+**.
5. Dice Pool: 5D6. Rolls: [3, 3, 5, 2, 6].
6. Result: **4 hits scored** (including one natural 6).
7. Casualties: 4 hits = **2 physical stands removed** from the 14th Brooklyn.
8. Suppression: The natural 6 inflicts an immediate **Disorder Marker**.
9. **Discipline Check :**
10. Sufferings stand losses and Disorder forces the 14th Brooklyn to make an immediate Discipline Check (4+ for Regulars).
11. The Union player rolls a 2—**Failed!**
12. **Aftermath :** The charge **stalls**. The 14th Brooklyn halts 2.0" away from the Virginia line, reduced to 3 stands, Disordered. The 5th Virginia receives a Smoke Marker. No melee occurs.

9.0 DESIGNER COMMENTARY & HISTORICAL CONTEXT

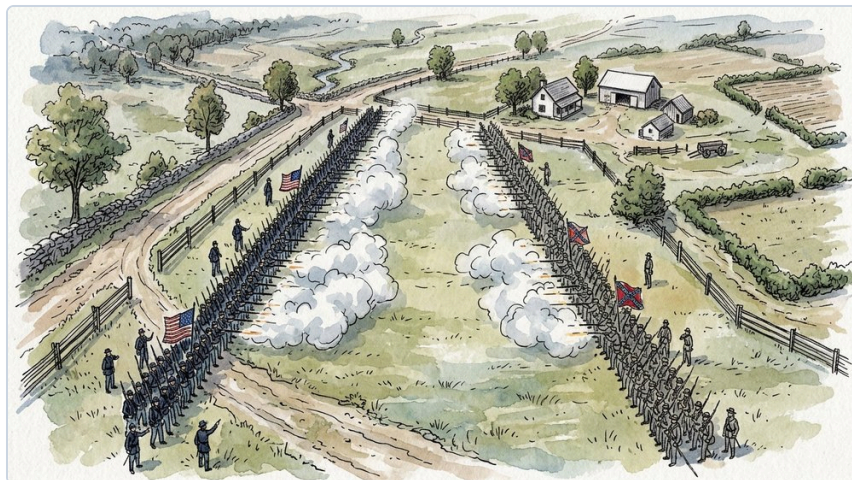
Why These Five Reactions?

*The historical record of the American Civil War is replete with moments where a battle turned on split-second regimental reactions rather than high-level generalship: * **The Closing Volley:** At the Battle of Franklin (1864) and the Peach Orchard at Shiloh (1862), advancing assault waves were repeatedly shattered and halted within 30 paces by disciplined, point-blank volleys delivered by steady defenders waiting behind breastworks. **

***Refusing the Flank:** Joshua Lawrence Chamberlain's famous maneuver with the 20th Maine at Little Round Top—wheeling his left-flank company back at a right angle—is the quintessential example of Refusing the Flank under pressure. * **The Counter-Charge:** Confederate doctrine frequently emphasized meeting an oncoming Union advance with a sudden, screaming counter-charge into open ground, catching the Federal line disordered as it crossed fences or ditches.*

*By codifying these historical behaviors into **five clear reaction triggers governed by a simple resource economy (Reserved Staff Pips)**, the game achieves maximum tactical realism and high player engagement without degenerating into chaotic, off-turn rule arguments.*

RANGED COMBAT, VOLLEYS & CANISTER



05. RANGED COMBAT, WEAPONS, COVER & GUNSMOKE

"It was not a battle; it was a murder." — Major General Daniel Harvey Hill, 1862

1.0 SEQUENCE OF RANGED COMBAT & FIRING ELIGIBILITY

[RULE-05-1.1] The Ranged Combat Phase (Phase 3): During **Phase 3: Active Ranged Combat Phase**, the Active Side resolves shooting for all eligible infantry regiments, dismounted cavalry, and unlimbered artillery batteries. Ranged combat is resolved unit-by-unit in an order selected by the active player.

- **[RULE-05-1.2] Firing Eligibility Criteria:** A unit is eligible to execute ranged fire in Phase 3 if it meets all of the following conditions:
 - **Did Not Move (Hold Position):** It did not execute an Advance or Double-Time move in Phase 2. To fire, a unit must have chosen the "Hold Position" order. (*Exception: Units that only performed a Pivot/Wheel or Formation Change may fire, but suffer a -1 to-hit penalty*).
 - It did not declare or participate in an Assault/Charge during Phase 2.
 - It is not currently in physical base-to-base contact with an enemy unit in Melee.
 - It is not deployed in **Road / March Column**.
 - It has a valid, unobstructed Line of Sight to an enemy unit within its forward 45° arc of fire.
 - It did not fire as an **Opportunity Fire** reaction during the opponent's preceding turn, unless it has since moved out of its smoke.

[RULE-05-1.3] Target Nomination & Priority Rules:

- The active unit must declare a single enemy regiment, battery, or structure as its target before rolling dice.
- **Target Priority:** A firing unit must target the **closest unengaged enemy unit (i.e., not currently locked in physical melee base-to-base contact)** within its forward 45° arc, with the following mandatory exceptions:
- *Enfilade Opportunity:* If an enemy line exposes an open flank within effective range, the firer may bypass a closer frontal target to rake the exposed flank.
- *Artillery Priority:* Artillery batteries may bypass forward enemy skirmish stands to target formed infantry lines, columns, or enemy artillery batteries.

[RULE-05-1.4] Measurement Origin & Firing Arcs:

- All ranges are measured from the **center-front edge of the Color Stand** for infantry regiments, or the center gun tube for artillery batteries, to the closest stand of the designated target unit.
- The firing arc is strictly restricted to the **45° forward cone** extending outward from the front-left and front-right corners of the unit.

[RULE-05-1.5] Enfilade & Flank Raking Fire:

- An enemy unit is in an **Enfiladed / Flank Position** if the firing regiment is positioned entirely behind the line projected outward at 90° from the target's front corner.
- **Enfilade Benefits:**
- Firing down the length of an enfiladed battle line grants a **+1 to-hit bonus** to all shooting dice.
- The target unit is denied all Light Cover saves from frontal linear obstacles such as split-rail fences or low stone walls.

2.0 THE STAND-BASED DICE POOL & MASTER WEAPON PROFILES

[RULE-05-2.1] Dice Pool Formulation:

- **Infantry in Line of Battle:** Rolls **1D6 per stand firing** in the front rank. (A 5-stand regiment rolls 5D6).
- **Infantry in Assault Column:** Rolls **1D6 per front-rank stand only** (typically 2D6, see).
- **Artillery Batteries (Unlimbered):** Rolls **2D6 per gun section stand** (a full battery of 2 stands rolls 4D6).
- **Skirmish Stands:** Roll **1D6 per skirmish stand**.

Master Small Arms Weapon Table

[RULE-05-2.2] Small Arms Weapon Matrix: Base firepower is **1D6 per stand**. Compare each D6 rolled against the target number. Dice meeting or exceeding the target number score **Hits**.

WEAPON CLASSIFICATION	POINT-BLANK RANGE (0" - 4.0")	MEDIUM RANGE (4.1" - 8.0")	LONG RANGE (8.1" - 16.0")	TACTICAL CHARACTERISTICS & HISTORICAL NOTES
Smoothbore Musket (.69 Cal / Buck & Ball)	4+ (Roll 2 Dice per stand)	4+ (Roll 1 Die per stand)	— (Out of Range)	Buck & Ball: Devastating shotgun-like effect at close range. Incapable of accurate fire beyond 200 yards.
Rifled Musket (Springfield / Enfield .58/.577)	4+ (Roll 1 Die per stand)	4+ (Roll 1 Die per stand)	5+ (Roll 1 Die per stand)	Universal Standard: Consistent, reliable firepower across all tactical distances up to 400 yards.
Single-Shot Breechloader (Sharps)	4+ (Roll 1 Die per stand)	4+ (Roll 1 Die per stand)	4+ (Roll 1 Die per stand)	Prone Reload: No long-range penalty. When deployed as Skirmishers or Dismounted Cavalry, they count as being in Light Cover (5+) even in open ground because they can reload while prone.
Double-Barreled Shotgun	4+ (Roll 3 Dice per stand)	— (Out of Range)	— (Out of Range)	Devastating Point-Blank: Used by partisan and militia cavalry. Extremely lethal up close but useless beyond 200 yards.
Whitworth Sniper Rifle	4+ (Roll 1 Die per stand)	4+ (Roll 1 Die per stand)	4+ (Roll 1 Die per stand)	Telescopic Sight: Range extends to an unprecedented 24.0". Ignores Light Cover saves. Only equipped by elite sharpshooter stands.
Magazine Repeater (Spencer / Henry)	4+ (Roll 3 Dice per stand)	5+ (Roll 1 Die per stand)	— (Out of Range)	Rapid Fire & Prone Reload: Devastating up close. Like Breechloaders, Skirmishers and Dismounted Cav armed with Repeaters gain Light Cover (5+) in open ground.

Master Field Artillery Weapon Table

[RULE-05-2.3] Field Artillery Matrix: Base firepower is **2D6 per gun stand**. Compare each D6 against the target number.

ORDNANCE TYPE & CALIBER	DOUBLE CANISTER (0" - 4.0")	STANDARD CANISTER (4.1" - 10.0")	MEDIUM/LONG (SHELL/SOLID) (>10.0")	TACTICAL CHARACTERISTICS & BATTERY ROLE
12-pdr Napoleon (Smoothbore)	2+ (Roll 3 Dice per stand)	3+ (Roll 2 Dice per stand)	4+ (up to 30")	Canister Monster: Devastating defensive fire.
3-inch Ordnance Rifle (Wrought Iron)	3+ (Roll 3 Dice per stand)	4+ (Roll 2 Dice per stand)	4+ (up to 36")	Precision Sniper: Exceptional long-range counter-battery and plunging hill fire.
10-pdr / 20-pdr Parrott Rifle	3+ (Roll 3 Dice per stand)	4+ (Roll 2 Dice per stand)	4+ (up to 36")	Heavy Rifled Shell: High penetration; +1 to hit stone buildings and fortifications.
12-pdr / 24-pdr Field Howitzer	2+ (Roll 3 Dice per stand)	3+ (Roll 2 Dice per stand)	5+ (up to 24")	Lobbed Spherical Case: Ignores light cover saves when firing shell over low ridges/fences.

- **[RULE-05-2.4] Depressed Muzzles & Double Canister Carnage:** When an artillery battery fires at an enemy within Point-Blank Range (0" - 4.0"), it is assumed the gunners are depressing their muzzles to bounce the shot off the ground and desperately loading double canisters of iron balls. In addition to the bonus dice, **no cover saves are permitted** against Double Canister hits. Furthermore, the target regiment suffers a **-1 penalty to its resulting Discipline Check for every casualty sustained** from this volley, overriding standard morale modifiers and representing the terrifying, regiment-shredding nature of this fire.
- **[RULE-05-2.5] Artillery vs. Deep Formations:** A regiment deployed in a deep **Assault Column** presents a massive vulnerability to artillery fire (bowling-alley effect). An Assault Column suffers a **-1 penalty to its Cover Saves** against *all* incoming Artillery fire (Canister, Shell, and Solid Shot).
- **[RULE-05-2.6] Concentrated Battery Fire (Staff Pip Spend):**
 - By spending **1 Staff Pip** during Phase 1, a player may authorize up to 3 artillery sections within the same brigade to combine their firing dice into a single concentrated barrage targeting one enemy stand.
 - Concentrated battery fire forces the target regiment to roll all cover saves at a **-1 penalty**.
- **[RULE-05-2.7] Low Ammunition Rules (Optional Historical Chrome):**
 - If an infantry regiment or artillery battery rolls **two or more natural 1s** on its shooting dice pool during a single volley, it immediately receives a **Low Ammo Marker**.
 - Units with a Low Ammo Marker suffer a **-1 penalty on all future shooting dice** until an unengaged turn is spent resupplying from the brigade wagon train.

3.0 DEFENSIVE SAVES, CASUALTIES & MICRO-DAMAGE

- **[RULE-05-3.1] The Cover Save Step:** For every hit scored by the firing unit, the defending player rolls **1D6 Cover Save**. Unsaved hits inflict physical casualties and attrition.
- **[RULE-05-3.2] Master Cover Save Categories:**
 - **Open Ground / Pasture: No Save.** All scored hits become unsaved casualties.
 - **Light Cover (Save on 5+):**
 - Standing behind Split-Rail / Snake Fences .
 - Deployed inside Orchards, Cornfields, or Light Woods .
 - Positioned in sunken dirt tracks or behind low earthen berms.
 - Target is in Skirmish Order (dispersed formation).
 - **Heavy Cover (Save on 4+):**
 - Lined behind Stone Walls .
 - Deployed inside Sunken Roads or engineered Breastworks / Field Earthworks.

- Garrisoned inside Stone Farmsteads or masonry town sectors .

[RULE-05-3.3] Casualty Stand Removal (2 Hits = 1 Stand):

- Every **2 unsaved hits** inflicts the permanent removal of **1 physical stand** (60–75 men) from the regiment. The owning player removes stands from the outer flanks, preserving the center Color Stand until last.
- **Micro-Damage Tracking:** If a unit sustains an odd number of unsaved hits (e.g., 1, 3, or 5 hits), the excess **1 hit** is tracked by placing a small colored micro-dice directly behind the regiment's Color Stand. This hit carries over and will combine with future hits to remove the next stand.

[RULE-05-3.4] Regimental Shatter Threshold:

- An infantry regiment reduced to **1 stand remaining** immediately shatters. Its tactical integrity is destroyed; the final stand is permanently removed from the tabletop, and the loss is counted toward the **Brigade Faltering Clock** .

4.0 SUPPRESSION: THE NATURAL 6 DISORDER TRIGGER

[RULE-05-4.1] The Suppression Rule: Black powder firepower was as much psychological as it was physical. When subjected to intense fire, units must test their nerve. The volume of fire required to trigger this test depends on the distance.

***The Shock Trigger (Range Dependent):** * **At Short Range (0–6"):** A single **natural 6 rolled to hit** by the firing player acts as a Shock Trigger. * **At Medium/Long Range (>6"):** The fire is more dispersed. It requires **TWO natural 6s rolled in the same volley** to act as a Shock Trigger.*

[RULE-05-4.2] The Discipline Save: When a Shock Trigger occurs, the defending regiment must immediately make a **Discipline Check** (1D6 against their rating: Veteran 3+, Regular 4+, Green 5+). If they fail, they receive a **Disorder Marker**.

- **Modifiers to the Discipline Save:**
- **Fresh** (>75% stands remaining): **+1**
- **Spent** (<35% stands remaining): **-1**
- **In Cover** (Light or Heavy): **+1**
- **Crossfire** (Fired on by multiple enemy units this phase): **-1**
- **[RULE-05-4.3] Resolution Timing & Multiple 6s:** The Discipline Save is made immediately, regardless of cover saves against casualties. Rolling extra 6s beyond the required trigger does not force multiple saves; however, every 6 still counts as a valid hit for casualty purposes.
- **[RULE-05-4.4] Tactical Effects of Being Disordered:** A unit with a Disorder Marker suffers severe tactical restrictions:

- **Movement:** Cannot Double-Time; movement speed is reduced by **-2.0 inches**.
- **Shooting:** Suffers a **-1 to-hit penalty** on all shooting dice.
- **Assaults:** Cannot declare an Assault/Charge.
- **Melee:** Suffers a catastrophic **-2 penalty** on Opposed Melee Rolls . If forced to retreat from melee while already Disordered, it suffers **1 Micro-Hit** via the Double Disorder rule instead of routing.

[RULE-05-4.5] Plunging Fire & Overshoot: Combat inherently creates an area of effect. When a unit fires a volley and rolls one or more **Natural 6s**, check the area directly behind the target.

- **Infantry Overshoot:** If an infantry unit rolls one or more 6s, a secondary unit (friendly or enemy) deployed within **4.0 inches directly behind** the primary target automatically suffers **1 stray hit** (no cover saves allowed). A maximum of 1 overshoot hit can be inflicted per infantry volley.
- **Artillery Overshoot:** Artillery fire is far more penetrating. If a firing artillery battery rolls any Natural 6s, apply the following effects to the secondary unit behind the target:
- **Solid Shot / Shell (>8.0"):** Represents cannonballs ricocheting through the lines. The secondary unit suffers **1 automatic Unsaved Hit**, representing the cannonball punching straight through the front regiment into the reserves.
- **Canister (0-8.0"):** Canister acts like a giant shotgun. The secondary unit suffers **1 stray hit for EVERY Natural 6** rolled by the artillery battery, as the cone of iron balls shreds the primary target and spreads into the unit behind it.

5.0 THE GUNSMOKE OBSCURATION RULES

[RULE-05-5.1] The Smoke Bank Trigger: Whenever a stationary infantry regiment or unlimbered artillery battery executes a volley in Phase 3 (or fires an Opportunity Volley in Phase 2), place a **Smoke Marker** (a 1-inch tuft of gray/white polyfiber) directly against the center-front base of the firing unit.

- **Open Order Exception:** Units deployed in Skirmish formation (including Dismounted Cavalry) do **not** generate Smoke Markers when firing. Their dispersed spacing allows the black powder smoke to clear rapidly.

[RULE-05-5.2] The Obscuration Penalty:

- Any line of sight that passes into, out of, or through a Smoke Marker at a distance greater than **6.0 inches (Short Range)** suffers a **-1 to-hit penalty** on all shooting dice.
- This penalty applies universally to **both infantry and artillery**.
- It applies to the unit that generated the smoke attempting to fire out, as well as **any other friendly or enemy unit** attempting to fire into or through that smoke marker. Gunsmoke never restricts or penalizes movement, it only obscures vision.

[RULE-05-5.3] Point-Blank Smoke Penetration (0-6"):

- Target units within **6.0 inches** are close enough that muzzle flashes, battle flags, and closing battle lines are clearly visible. Firing at targets within 6.0" **ignores all smoke penalties**.

[RULE-05-5.4] Smoke Dissipation & Clearing: Smoke is removed from the table under three specific conditions:

- **Advancing Through Smoke (Instant):** If the regiment executes a forward movement during Phase 2, it steps out of its own smoke bank; remove the Smoke Marker immediately.
- **Holding Fire (Turn Clean-up):** If a smoked unit chooses to hold its fire for an entire active phase (letting the air clear and barrels cool), the Smoke Marker is removed during **Phase 5: Clean-up**.
- **Windy Weather Condition:** If the scenario designates a "Brisk Wind" weather condition, all smoke markers on the table are removed automatically at the end of every active player's turn.
- **[RULE-05-5.5] Multi-Regiment Smoke Walls:** If three or more adjacent regiments in the same brigade fire from stationary positions, their individual smoke markers merge to form a continuous **Smoke Wall**. Line of sight through a Smoke Wall is completely blocked beyond **8.0 inches**, preventing long-range artillery bombardment from targeting units behind the line.

6.0 FRIENDLY FIRE & INTERVISIBILITY RESTRICTIONS

[RULE-05-6.1] Strict Prohibition on Firing Through Formed Friendly Lines:

- **Under no circumstances may a formed infantry line or artillery battery fire through another formed friendly unit.**
- If a friendly formed unit blocks any portion of the firing arc to the intended target, the firing regiment must either nominate an unobstructed target or reduce its dice pool to include only those individual stands possessing a clear, unblocked line of sight.

[RULE-05-6.2] Firing Through Skirmish Screens:

- A parent regiment deployed in Line of Battle is permitted to fire *through* its own detached **Skirmish Screen**.
- **Screen Obstruction Penalty:** The muzzle blast and visual interference of the skirmishers imposes a **-1 to-hit penalty** on the parent regiment's volley.

[RULE-05-6.3] Artillery Overhead & Plunging Fire:

- Artillery batteries deployed on **Level 1 or Level 2 elevated terrain** may fire solid shot or shell **overhead** across friendly units deployed on lower ground (Level 0), provided both safety clearances are met:
 - The friendly unit must be at least **6.0 inches away from the artillery gun muzzle**.
 - The friendly unit must be at least **4.0 inches away from the targeted enemy unit**.
 - **Canister Safety Rule:** Canister (0–6") can **never** be fired overhead across friendly troops.
-

7.0 MASTER SHOOTING MODIFIERS SUMMARY MATRIX

TACTICAL CONDITION	TO-HIT MODIFIER	SAVE MODIFIER	REFERENCE RULE
Firer is Disordered	-1 To-Hit	—	
Firer Targeting Enfiladed / Flank Arc	+1 To-Hit	Denies Fence Save	
Firing Through / Out of Smoke (>6")	-1 To-Hit	—	
Firing Through Friendly Skirmish Screen	-1 To-Hit	—	
Target in Light Cover (Woods, Fences, Crops)	—	Saves on 5+	
Target in Heavy Cover (Stone Walls, Earthworks)	—	Saves on 4+	
Target in Road Column Formation	—	-2 to Saves	
Concentrated Artillery Battery Barrage	—	-1 to Saves	
Target in Skirmish Order (Dispersed)	—	Saves on 5+	

9.0 DESIGNER NOTES & HISTORICAL COMMENTARY

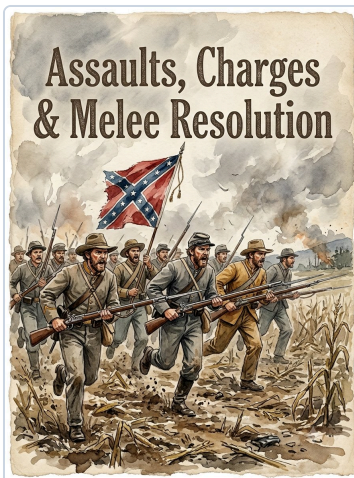
The Lethality of Civil War Musketry & The "Smoke Blind"

Popular Civil War history often overstates the lethality of the rifled musket, imagining infantry lines dropping entire brigades at 400 yards. In actual battle, combat studies from Antietam, Gettysburg, and Chickamauga show that **the vast majority of decisive firefights took place at 50-120 yards (2.0"–5.0" tabletop scale)**.

Why? Because after the first two regimental volleys, the battlefield became an impenetrable wall of dense, blinding black powder smoke. Officers could not see targets 100 yards away; soldiers aimed low into the sulfur clouds, firing at muzzle flashes and red battle flags. Barrels fouled with heavy lead and carbon residue, making reloading progressively harder.

The **Gunsmoke Obscuration Rule** elegantly recreates this historical reality without bogging the game down in chart calculations: 1. It creates a natural **firepower degradation**: standing in one place and firing turn after turn degrades your accuracy (-1 to-hit beyond 6"). 2. It encourages **aggressive tactical movement**: to deliver a truly devastating volley, an attacking commander must advance through the smoke bank to reach **Short Range (0–6")**, where the smoke penalty disappears and Smoothbore Buck & Ball hits on a deadly 3+. 3. It gives meaning to **Artillery Positioning**: placing rifled batteries on elevated ridges allows them to see over the smoke banks of the valley, providing accurate plunging fire when infantry lines are blinded below.

ASSAULTS, SHOCK & MARGIN OF DEFEAT



06. ASSAULTS, CHARGES, OPPOSING SHOCK & MELEE RESOLUTION

"Up, men, and to your posts! Don't forget today that you are from old Virginia." — Major General George Pickett, 1863

1.0 ASSAULT INITIATION & CHARGE DECLARATIONS

[RULE-06-1.1] The Decisive Shock Phase: While ranged combat inflicts attritional attrition, close-quarters assaults and bayonet charges represent the decisive shock actions of American Civil War battlefields. Assaults are initiated during **Phase 2: Active Maneuver & Assault Phase** and resolved in **Phase 4: Assault & Melee Resolution Phase**.

[RULE-06-1.2] The Command Requirement (Staff Pip Expenditure):

- Declaring an assault is an extraordinary exertion of command. **Every infantry or cavalry regiment declaring an assault must spend 1 Staff Pip** from its parent Brigadier's command pool.
- If a Brigadier has zero available Staff Pips, subordinate regiments cannot declare charges and must remain in stationary firing or standard maneuver postures.
- Regiments belonging to a **Hesitant** or **Broken** brigade cannot declare assaults under any circumstances.

[RULE-06-1.3] Charge Eligibility Criteria: An infantry or cavalry unit is eligible to declare an assault if it meets all of the following conditions:

- It is deployed in **Line of Battle** or **Assault Column**. Units in Road Column cannot assault.

- It is **not Disordered** at the moment of declaration.
- It is in a **Fresh** or **Worn** health state. A unit in a **Spent** health state (<35% stands remaining) cannot initiate a charge unless led directly by an attached Brigadier .
- The intended target is within the charging unit's forward 45° arc of vision and within **Double-Quick Charge Range (9.0 inches for infantry, 12.0 inches for mounted cavalry)**.

[RULE-06-1.4] The Charge Vector & Alignment:

- The charging unit designates a single enemy target and moves at accelerated Double-Quick speed (9.0") along a straight line toward the target's front or exposed flank.
- No complex wheeling or formation changes are permitted during a charge; the charging unit may make a single initial pivot of up to 30° at the start of its move to align its center with the target.

[RULE-06-1.5] Terrain Restrictions on Assaults:

- **Streams & Creeks:** Crossing a minor stream (e.g., *Heron's Run*) immediately halts a charge; the charging unit must stop in the waterbed Disordered . Charges may only cross waterways via stone bridges or marked shallow fords.
- **Dense Woods & Scrub:** Reduces maximum charge speed to **4.0 inches** and imposes an immediate Disorder Marker upon contact .
- **Ploughed Fields & Mud:** Deducts **-2.0 inches** from the maximum charge distance.

2.0 THE APPROACH & REACTION TRIGGER WINDOW B (THE 4.0-INCH LINE)

[RULE-06-2.1] The 4.0-Inch Interruption Line:

When a charging regiment advances to within **4.0 inches** of the target unit's front edge, the charging unit's physical movement is temporarily suspended. The game enters **Reaction Trigger Window B** .

- **Point-Blank Charges (Starting Within 4.0"):** If a unit declares an Assault from a starting position that is *already* within 4.0 inches of the enemy, the Reaction Window triggers **immediately** before the charging unit moves. The defender resolves their reaction, and if the attacker survives, they complete the remaining physical distance. Note that an attacker must travel a minimum of 3.0" into contact to claim the "+1 Charging Momentum" modifier in the ensuing melee.

[RULE-06-2.2] Order of Defensive Reactions: The defending player assesses their tactical options and declares one of three reactive choices:

- **Reaction 1: Closing Defensive Volley :** The defender delivers a point-blank volley at the closing attackers (Free).
- **Reaction 4: Refuse the Flank :** If the charge targets an exposed flank, the defender may spend 1 Reserved Pip (or pass a 4+ check) to wheel outer stands 45° to meet the charge frontally.

- **Reaction 5: Counter-Charge** : Eligible defending units (*Rebel Yell* units, Veterans, or Cavalry) spend 1 Reserved Pip to surge 2.0"-3.0" forward to clash in open ground.

[RULE-06-2.3] Resolving the Closing Defensive Volley:

- If the defender chooses to fire a Closing Volley, roll **1D6 per defending stand** (or 2D6 per artillery section) using Short Range (0-6") target numbers :
- *Smoothbore Musket (Buck & Ball)*: Hits on **3+**.
- *Rifled Musket*: Hits on **4+**.
- *12-pdr Napoleon Canister*: Hits on **2+** (Triggers Shock Save on target).
- *3-inch / 10-pdr Rifle Canister*: Hits on **3+**.
- Apply cover saves (if charging through light scrub); remove casualty stands (2 hits = 1 stand loss). Any **natural 6 rolled by the defender** inflicts an immediate **Disorder Marker** on the charging unit .

[RULE-06-2.4] The Pre-Contact Discipline Check:

- **Trigger:** If the Closing Volley inflicts **1 or more physical stand losses** OR places a **Disorder Marker** on the charging unit, the attackers' momentum is severely disrupted.
- The charging unit must immediately roll a **Discipline Check on 1D6**:
- **Veteran / Elite Quality**: Passes on **3+**.
- **Regular Quality**: Passes on **4+**.
- **Green / Conscript Quality**: Passes on **5+**.

[RULE-06-2.5] Consequences of the Discipline Check:

- **Pass:** The charging regiment closes ranks over fallen comrades, steadies its battle flags, and surges across the remaining 4.0" into physical base-to-base contact. Proceed to Phase 4 Melee.
- **Fail:** The charge **stalls completely**. The charging unit immediately halts **2.0 inches away from the defender**, receives a **Disorder Marker** (if not already disordered), and cannot move or attack further this turn.

3.0 PHYSICAL CONTACT & THE OPPOSED MELEE ROLL (PHASE 4)

[RULE-06-3.1] Base Alignment & Contact Geometry:

- When a charging unit successfully reaches the defender, place the front bases of the attacker in flush, physical contact with the defender's front or flank bases.
- **Frontal Alignment:** If the charge hits the front edge, the attacker aligns front-edge to front-edge.
- **Flank Alignment:** If the charge hits the flank, the attacker's front edge contacts the target's side stands at a 90° angle.

[RULE-06-3.2] The Opposed Melee Formula:

Melee in this ruleset is not a prolonged, attrition-heavy slugfest; it is resolved in a single, decisive opposed roll during **Phase 4: Assault & Melee Resolution Phase** :

$$\text{Shock Score} = 1D6 + \text{Engaged Stands} + \text{Tactical Modifiers}$$

- Both players roll a single 1D6 simultaneously, add the number of stands directly engaged, and apply all relevant tactical modifiers from the Master Shock Table below.

Master Tactical Shock Modifiers Catalog

[RULE-06-3.3] Master Shock Modifiers Matrix:

TACTICAL CONDITION	MODIFIER VALUE	APPLICABLE SIDE	REFERENCE RULE
Fresh Unit Health (>75% starting stands remaining)	+1	Attacker or Defender	
Spent Unit Health (<35% starting stands remaining)	-1	Attacker or Defender	
Charging Momentum (Moved >= 3.0" across open ground)	+1	Attacker Only	
Assault Column Formation	+1	Attacker Only	
Confederate Rebel Yell Trait	+1	Attacker (or Counter-Charge)	
Mounted Cavalry Shock (Charging infantry in open)	+1	Cavalry Attacker Only	
Defending Heavy Earthworks / Stone Wall / Sunken Road	+2	Defender Only	
Defending Light Cover / Split-Rail Fence / Crestline	+1	Defender Only	
Target Enfiladed / Flank or Rear Attack	+2	Attacker Only	
Unit is Disordered	-2	Attacker or Defender	
Brigadier General Attached Directly to Stand	+1	Attacker or Defender	

[RULE-06-3.4] Engaged Stand Count Calculation:

- Frontal Clashes:** Count all stands in the front rank that are in direct physical base-to-base contact, plus up to **1 unengaged flanking stand** on each outer wing that can provide overlapping support.
- Assault Columns:** An Assault Column formed 2 stands wide counts its 2 front stands plus the 2 supporting stands immediately in the second rank (4 stands total).
- Flank Attacks:** Only the defending stands directly contacted by the attacker's frontage contribute to the defender's stand count; unengaged stands facing perpendicular cannot contribute their strength.

4.0 MELEE RESOLUTION, CASUALTIES & AFTERMATH

- [RULE-06-4.1] **Determining the Victor:** Compare the final modified **Shock Scores** of both players:

- **Higher Score:** Declared the **Victor**.
- **Lower Score:** Declared the **Defeated**.
- **Equal Scores (Tie):** The combat is a bloody deadlock .

- **[RULE-06-4.2] The Margin of Defeat (Scaling Casualties):** To determine the severity of the rout, subtract the Defeated unit's Shock Score from the Victor's Shock Score. This number is the **Margin of Defeat**. The defeated unit suffers scaling casualties and rout distances based on this margin:
- **Tie (Margin 0 - Bloody Draw):** Both sides take **1 Unsaved Hit** (Half a stand) and remain locked in vicious hand-to-hand combat. Neither unit retreats; both receive a **Disorder Marker**. Melee will be re-rolled during the next game turn's Melee Phase.
- **Repulse (Margin 1 to 2):** A grinding, close-fought pushback. The loser takes **1 Unsaved Hit**, receives a **Disorder Marker**, and falls back **3.0 inches**.
- **Bloody Rout (Margin 3 to 4):** The line breaks under pressure. The loser takes **1 Full Stand Loss (2 Hits)**, receives a **Disorder Marker**, and falls back **6.0 inches**.
- **Catastrophic Overrun (Margin 5+):** The sheer weight of numbers crushes the defenders. The loser takes **2 Full Stand Losses (4 Hits)**, receives a **Disorder Marker**, and routes **9.0 inches**. *(Note: A regiment reduced to 1 stand is instantly Shattered and removed from the game).*

- **[RULE-06-4.3] The Double Disorder Clause:** If the defeated unit was **already Disordered** prior to rolling the Opposed Melee Roll, it resolves its Margin of Defeat penalties as normal, but instead of gaining a second Disorder marker, it triggers the **[RULE-07-3.4] Double Disorder Rule** and immediately takes an additional **1 Micro-Hit** instead of a second Disorder marker.

- **[RULE-06-4.4] Consequences for the Victor (Consolidation & Reform):**

- The victor sustains **zero mandatory casualties** from the melee roll and successfully holds the contested position.
- **Free Consolidation Move:** The victor may immediately execute a free **2.0-inch Consolidation Move**:
- Advance 2.0" to occupy the vacated enemy earthworks, stone wall, or ridge.
- Pivot up to **45°** to face an exposed flank threat.
- Dress ranks and re-form a neat battle line.

[RULE-06-4.5] Breakthrough & Sweeping Advances:

- **Trigger:** If a **Fresh Attacker** wins an assault with a margin of victory of **+4 points or greater**, and the defending unit was completely Routed/Destroyed, the attacker has achieved a **Tactical Breakthrough**.
- **The Sweeping Advance:** The victorious regiment may spend **1 additional Staff Pip** from its Brigadier to execute an immediate **4.0-inch Sweeping Advance** in a straight line forward. If this advance contacts a second enemy unit or artillery battery, resolve a second melee immediately with the defender counting as Disordered.

5.0 ASSAULTING ARTILLERY BATTERIES & HEAVY FORTIFICATIONS

[RULE-06-5.1] Overrunning Artillery Batteries:

- When an infantry or cavalry assault successfully closes into base-to-base contact with an unlimbered artillery battery, the artillery gunners fight hand-to-hand with rammers and sidearms.
- **Artillery Melee Profile:** An artillery battery section rolls **1D6** and adds **+1 stand** to its shock score. It receives no weapon bonuses in hand-to-hand combat.
- **Battery Overrun & Capture:** If the artillery battery is defeated in melee, the battery is **Overrun and Captured**. All gun models and crew are permanently removed from play. The victorious infantry unit occupies the gun positions.

[RULE-06-5.2] Storming Heavy Earthworks, Stone Walls & Sunken Roads:

- Assaulting troops attempting to storm heavy stone walls , sunken roads , or engineered breastworks must overcome significant defensive advantages:
- Defenders gain **+2 to their Opposed Melee Roll**.
- Attackers lose all **Charging Momentum (+1)** bonuses upon contacting the obstacle.
- **Repulse from the Works:** If the attacker fails to beat the defender's score, the attacker is repulsed, takes 1 stand loss, and retreats 6.0" Disordered into the open field.

6.0 MASTER MELEE MODIFIERS REFERENCE MATRIX

MODIFIER NAME	POINT VALUE	APPLIED TO	MANDATORY CONDITION	REFERENCE
Fresh Unit	+1	Either	>75% original stands remaining in unit	
Spent Unit	-1	Either	<35% original stands remaining in unit	
Charging Momentum	+1	Attacker	Advanced >= 3.0" across open ground	
Assault Column	+1	Attacker	Formed 2 stands wide x 2+ deep	
Rebel Yell	+1	Confederate	Unit possesses Rebel Yell trait	
Cavalry Shock	+1	Cavalry	Mounted charge against infantry in open	
Heavy Fortifications	+2	Defender	Touching Stone Wall, Sunken Road, Works	
Light Obstacle	+1	Defender	Touching Split-Rail Fence or on Crestline	
Flank / Rear Contact	+2	Attacker	Contacted behind target's 90^\circ flank line	
Disordered State	-2	Either	Unit possesses a Disorder Marker	
Attached Brigadier	+1	Either	Brigadier attached to Color Stand	

Step 1: Charge Declaration & Approach

- Brigadier Garnett spends **1 Staff Pip** to order the 4th Virginia (5 stands, Veteran, Fresh) to assault the 2nd Wisconsin (5 stands, Veteran, Fresh) across an open field (7.0" distance).
- The 4th Virginia advances at Double-Quick speed. Movement pauses at the **4.0-inch line** for Reaction Window B.

Step 2: Closing Volley & Discipline Check

- The 2nd Wisconsin delivers a Closing Volley: 5 stands = **5D6** (Rifled Muskets hit on 4+ at Short Range).
- Rolls: [2, 4, 1, 6, 5]. Results: **3 hits scored** (including one natural 6).
- Casualties: 3 hits on open troops = **1 stand removed** from the 4th Virginia (reduced to 4 stands, 1 micro-hit carried over). The natural 6 inflicts a **Disorder Marker**.
- **Discipline Check** : Suffering losses and Disorder, the 4th Virginia rolls 1D6 for its Veteran Discipline Check (3+). Roll is a 5—**Passed!** The Virginians steady their ranks and close into physical base contact.

Step 3: Opposed Melee Roll

Both players roll 1D6 simultaneously and calculate their final Shock Scores:

4th Virginia (Attacker): 1D6 Roll: 5

Score = 5 (Die) + 4 (Stands) + 1 (Fresh) + 1 (Momentum) + 1 (Rebel Yell) + 1 (Brigadier) - 2 (Disorder) = **11**

2nd Wisconsin (Defender): 1D6 Roll: 3

Score = 3 (Die) + 5 (Stands) + 1 (Fresh) = **9**

Step 4: Melee Aftermath

- **Victor:** 4th Virginia wins (11 to 9). The Virginians hold the ground and consolidate 2.0" forward.
- **Defeated:** 2nd Wisconsin loses **1 stand** (reduced to 4 stands), receives a **Disorder Marker**, and retreats **6.0 inches** to the rear.
- **Leader Check** : Because the 4th Virginia took a stand loss during the charge with an attached Brigadier, Garnett rolls on the Leader Loss table: rolls a 4—*Unhurt!*

Step 1: Charge Declaration & Closing Volley

- The 14th Brooklyn (6 stands in Assault Column) spends 1 Staff Pip to assault the 7th North Carolina deployed behind a heavy stone wall.
- At 4.0", the North Carolinians deliver a Closing Volley (4D6, Rifled Muskets hit on 4+).
- Rolls: [1, 3, 5, 2]. Result: **1 hit scored**.
- The 14th Brooklyn takes 1 hit (tracked on micro-dice; no stand lost, no natural 6). No discipline check is required; the Brooklyn assault column hits the stone wall!

Step 2: Opposed Melee Roll

- **14th Brooklyn (Attacker):**
- Stands Engaged: 4 stands (2 front rank + 2 second rank column support).
- Roll: 4.

- Modifiers: +1 (Fresh), +1 (Assault Column). (*Note: Charging momentum is lost against the heavy stone wall, .*).
- *Attacker Total Score:* $4 + 4 + 1 + 1 = \mathbf{10}$.
- **7th North Carolina (Defender):**
- Stands Engaged: 4 stands.
- Roll: 4.
- Modifiers: +1 (Fresh), +2 (Defending Stone Wall,).
- *Defender Total Score:* $4 + 4 + 1 + 2 = \mathbf{11}$.

Step 3: Melee Aftermath

- **Victor:** 7th North Carolina holds the stone wall (11 to 10).
- **Defeated:** 14th Brooklyn is repulsed from the wall. It loses **1 physical stand** (reduced to 5 stands), receives a **Disorder Marker**, and retreats **6.0 inches** back into the open meadow.

8.0 DESIGNER NOTES & HISTORICAL COMMENTARY

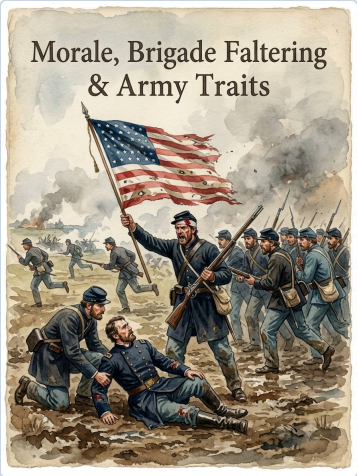
The Psychology of the Civil War Bayonet Charge

Medical statistics from the American Civil War reveal a striking fact: **fewer than 1% of all battlefield wounds were caused by bayonets or sabers.**

Historical studies by military historians (such as Brent Nosworthy and Paddy Griffith) demonstrated that Civil War charges were almost never physical "fencing matches." Instead, an assault was a **contest of moral cohesion and psychological shock**: 1. The attackers advanced under heavy fire, screaming (the Rebel Yell) to bolster their courage and terrify the defenders. 2. The defenders waited until the chargers were within 30 to 50 yards (1.0"—2.0" ground scale) to unleash a point-blank closing volley. 3. If the volley shattered the attackers' alignment, the charge stalled and melted away in disorder. But if the attackers absorbed the fire and kept coming with bayonets leveled, the defenders almost invariably broke and ran before physical contact occurred.

The mechanics in this chapter directly replicate this historical dynamic: * The **Closing Defensive Volley at 4.0 Inches** determines whether the attackers have the discipline to press home the assault. * The **Single Opposed Melee Roll** models the immediate moral climax: one side holds its ground with a cheer, while the other shatters, drops a casualty stand, and flees 6.0" to the rear in disorder. * By eliminating multi-round, grinding melee rounds, the game stays fast, decisive, and historically authentic.

MORALE, REGIMENTAL COHESION & OFFICERS



07. MORALE, BRIGADE FALTERING, LEADERS & ARMY TRAITS

"It is well that war is so terrible, or we should grow too fond of it." — General Robert E. Lee, 1862
"I have never seen a man who was not afraid in battle." — Private Elisha Hunt Rhodes, 1862

1.0 REGIMENTAL HEALTH & MORALE STATES

[RULE-07-1.1] Dynamic Degradation: Rather than using separate bookkeeping rosters or arbitrary hit-point pools, a regiment's combat effectiveness, shock resilience, and tactical discipline are governed directly by its **Remaining Stand Percentage**.

[RULE-07-1.2] Regimental Health Profiles: Every regiment occupies one of three distinct health states based on its current stand count relative to its starting strength:

HEALTH STATE	THRESHOLD	MELEE/SHOCK MODIFIER	TACTICAL CAPABILITIES	RESILIENCE/NOTES
1. FRESH STATE	>75% of Starting Stands Remaining	+1	Full operational speed; may Charge/Assault	High stamina; unaffected by light losses
2. WORN STATE	35% to 75% of Starting Stands Remaining	+0	Standard movement and firing capabilities	Combat fatigue sets in; ranks thinning
3. SPENT STATE	<35% of Starting Stands Remaining / 2 Stands Left	-1	Cannot declare Assaults unless led by GM	Must make 1D6 Discipline Check if fired on
4. SHATTERED	1 Stand Remaining	N/A	Instantly collapses; removed from play	Final stand loss counts to Faltering Clock

[RULE-07-1.3] Regimental Stand Health Breakdown Reference:

STARTING UNIT SIZE	FRESH STATE (+1 MELEE)	WORN STATE (+0 MELEE)	SPENT STATE (-1 MELEE)	SHATTERED (REMOVED)
8 Stands (Large)	8 to 7 Stands	6 to 3 Stands	2 Stands	1 Stand Remaining
6 Stands (Standard)	6 to 5 Stands	4 to 3 Stands	2 Stands	1 Stand Remaining
5 Stands (Standard)	5 to 4 Stands	3 Stands	2 Stands	1 Stand Remaining
4 Stands (Small)	4 Stands	3 Stands	2 Stands	1 Stand Remaining
3 Stands (Depleted)	3 Stands	—	2 Stands	1 Stand Remaining

[RULE-07-1.4] The Master Discipline Check:

Whenever a unit is subjected to a morale crisis (e.g., suffering casualties from a closing volley , executing passage of lines , or taking fire while in a Spent state), it must roll a **Discipline Check on 1D6**:

- **Veteran / Elite Quality:** Passes on **3+** (Roll of 3, 4, 5, or 6).
- **Regular Quality:** Passes on **4+** (Roll of 4, 5, or 6).
- **Green / Conscript Quality:** Passes on **5+** (Roll of 5 or 6).

[RULE-07-1.5] Consequences of Failed Discipline Checks:

- If the unit was charging, the assault stalls 2.0" away and the unit receives a Disorder Marker .
- If the unit was stationary or in a firefight, it immediately falls back **3.0 inches** directly away from the enemy and receives a **Disorder Marker**. If already Disordered, it falls back **3.0 inches** and takes **1 Micro-Hit** per the Double Disorder rule.

2.0 THE BRIGADE FALTERING CLOCK (THE BRIGADE MORALE ENGINE)

STATUS	THRESHOLD	EFFECTS
Fresh Brigade	0–29% Stands Lost	Full Operations, Full Staff Pip Menu, Standard Shooting
Hesitant Brigade	30–49% Stands Lost	Cannot Charge/Assault, Cannot Double-Time, -1 to All Shooting, -1 to Discipline Checks
Broken Brigade	50%+ Stands Lost	Complete Collapse, Mandatory Retreat to Edge, Victory Points Awarded

[RULE-07-2.1] The Brigade Collapse Doctrine: In the American Civil War, entire brigades rarely fought until every single regiment was wiped out. Instead, cumulative casualties, loss of field officers, and ammunition depletion triggered a collective moral exhaustion. This is governed by the **Brigade Faltering Clock**.

[RULE-07-2.2] Tracking Brigade Casualties:

- Every brigade has a baseline **Total Stand Count** calculated during scenario setup (the sum of all infantry stands across all constituent regiments).
- Whenever a physical stand is removed from *any* regiment in the brigade due to shooting or melee, advance the casualty tally die placed on the Brigadier's base by +1.

[RULE-07-2.3] Threshold 1: The Hesitant State (~ 30% Total Stand Losses):

- When cumulative stand losses reach or exceed **30% of the brigade's starting strength**, the brigade immediately becomes **Hesitant**. Place a **Hesitant Marker** on the Brigadier General's base.
- **Tactical Penalties for Hesitant Brigades:**
- **Assault Prohibition:** Regiments in the brigade **cannot declare Assaults/Charges** .
- **Speed Restriction:** Units **cannot use the Double-Time order** .
- **Degraded Firepower:** All regiments and attached batteries suffer a **-1 to-hit penalty** on all Phase 3 shooting rolls.
- **Shaken Morale:** All subordinate units suffer a **-1 penalty** to all Discipline Checks.

[RULE-07-2.4] Threshold 2: The Broken / Whipped State (~ 50% Total Stand Losses):

- When cumulative stand losses reach or exceed **50% of the brigade's starting strength**, the brigade is officially **Whipped / Broken**.
- **Immediate Collapse Protocol:**
- The brigade immediately forfeits all remaining Staff Pips.
- All subordinate regiments and batteries receive a **Disorder Marker**.
- Every unit in the brigade must spend its entire movement phase on all subsequent turns executing full retrograde moves (6.0" per turn) toward the friendly table edge.
- Broken units cannot shoot, cannot rally, and cannot initiate melee. If charged by an active enemy unit, a Broken regiment automatically **Routs** and is removed from the table.

Master Brigade Morale Threshold Table

[RULE-07-2.5] Brigade Size vs. Threshold Breakdown:

BRIGADE TOTAL STARTING STANDS	TYPICAL COMPOSITION	HESITANT THRESHOLD (30% LOSSES)	BROKEN THRESHOLD (50% LOSSES)
16 Stands	4 Small Regiments (4 stands each)	5 Stands Lost	8 Stands Lost
20 Stands	4 Standard Regiments (5 stands each)	6 Stands Lost	10 Stands Lost
24 Stands	4 Large or 5 Standard Regiments	7 Stands Lost	12 Stands Lost
28 Stands	5 Large Regiments	8 Stands Lost	14 Stands Lost
32 Stands	Reinforced Division Wing (6–7 Regts)	10 Stands Lost	16 Stands Lost

3.0 RALLYING, RE-FORMING & REGIMENTAL RECOVERY

[RULE-07-3.1] The Disorder Marker & Tactical Penalties: Disorder represents disrupted battle lines, smoke blindness, ducking under heavy fire, and temporary command confusion. When a regiment becomes **Disordered**, its rigid formation breaks down into a chaotic mob.

- **Tactical Penalties:** Because officers have lost control in the smoke, a Disordered unit **cannot execute an Advance, Double-Time, or Assault order**. It may only Hold Position, fire at reduced effectiveness, Fall Back, or wait to Rally. Removing Disorder is essential for restoring a unit's offensive fighting power.

[RULE-07-3.2] Rallying via Staff Pips (Command Rally):

- During **Phase 1: Staff & Command Phase** or **Phase 5: Status & Clean-up**, a player may spend unspent Staff Pips from the parent Brigadier .
- **Cost & Effect:** Spending **1 Staff Pip** immediately removes **1 Disorder Marker** from any regiment within the 12.0" Command Radius (Bugle or Courier range). A Brigadier may also rally a unit that is Out of Command (>12.0") by spending **2 Staff Pips**. **No dice roll is required**. Staff officers and couriers are assumed to physically ride to the line to dress ranks and restore order.

[RULE-07-3.3] Natural Regimental Rally (Phase 5):

- During **Phase 5: Clean-up** , any Disordered regiment that did not receive a Staff Pip rally may attempt a **Natural Rally Check**, provided it meets the following conditions:
 - It is not in physical base contact with an enemy unit.
 - It did not move, declare an assault, or fire musketry during the current turn.
 - It did not sustain casualties from enemy shooting during the current turn.
- **The Check:** Roll **1D6 against Troop Quality**:
- **Veteran / Elite:** Rallies on **3+**.
- **Regular:** Rallies on **4+**.

- **Green / Conscript:** Rallies on 5+.
- **Result:** If passed, remove the Disorder Marker. If failed, the unit remains Disordered.

[RULE-07-3.4] The "Double Disorder" Attrition Rule:

- A unit may never possess more than one Disorder Marker at any given time.
- If a unit is **already Disordered** and an event (such as failing a terrain friction check, failing a discipline check, or losing a melee) dictates that it receives a second Disorder Marker, the unit instead immediately suffers **1 Micro-Hit**. This Micro-Hit carries over and contributes to future stand losses.
- This mechanic simulates the attritional exhaustion of a unit being constantly pushed beyond its breaking point, without instantly erasing it from the battlefield.

[RULE-07-3.5] Reforming Worn Lines (Resting in Reserve):

- If an unengaged, stationary regiment spends **two consecutive full game turns** out of enemy line of sight and beyond 12.0" of the nearest hostile unit without firing or moving, it may remove its micro-damage hit counter, effectively absorbing minor stragglers back into the formation. (Physical stands removed are never recovered during a single battle).

4.0 LEADERS, HEADQUARTERS & OFFICER CASUALTIES

[RULE-07-4.1] Leadership Command Functions:

- **Brigade Commander (Brigadier):** Commands 3-6 regiments plus attached artillery. Generates 1-4 Staff Pips each turn and maintains a 12.0" Command Radius .
- **Division / Corps Commander:** Operates on a 1.5" x 1.5" base. Has an **18.0-inch Command Radius**. Once per turn, a Division Commander may grant **+1 Bonus Staff Pip** to any subordinate Brigadier within radius.

[RULE-07-4.2] Attaching Leaders to Regiments:

- A Brigadier may physically attach to an infantry or cavalry regiment by moving into base contact with its center Color Stand .
- **Combat Benefits:**
- Grants **+1 to the Opposed Melee Roll** in assault/defense .
- Grants **+1 to all Discipline Checks** rolled by that regiment.
- Allows a unit in a **Spent health state** to declare assaults .

[RULE-07-4.3] The Leader Casualty Risk Trigger: Whenever a Brigadier is physically attached to a regiment that:

- Sustains **1 or more physical stand losses** from ranged fire or melee; OR
- Is targeted by ranged fire where the attacker rolls a **natural 6 to-hit**;

The owning player must immediately roll a **Leader Casualty Check on 1D6**.

Master Leader Casualty Table

[RULE-07-4.4] Leader Casualty Resolution Matrix: Roll **1D6** immediately upon trigger:

1D6 ROLL	CASUALTY RESULT	TACTICAL & COMMAND CONSEQUENCES
1 – 3	Unhurt / Close Call	Bullet passes through uniform or strikes horse. No effect; commander continues leading.
4	Lightly Wounded	General is hit but refuses to leave the field. Generates -1 Staff Pip on all subsequent turns.
5	Severely Wounded / Captured	General falls from saddle and is carried off. Stand is removed from play . The senior Colonel takes command: on the next turn, generate pips using the Timid / Political formula (1D3 / 2) .
6	Killed in Action (KIA)	General is killed instantly. The attached regiment immediately receives an automatic Disorder Marker . The brigade loses all remaining Staff Pips for the current turn. On the next turn, a replacement Colonel assumes command with a permanent Timid profile .

[RULE-07-4.5] Targeting Solitary Command Stands: A solitary Brigadier stand cannot be targeted by direct small arms fire or artillery unless it is the closest visible enemy unit within 6.0" of the shooter. If caught in open ground by an enemy charge without an attached friendly regiment, the command stand must immediately execute a 6.0" evasion move or be captured.

Step-by-Step Scenario Analysis

1. **The Casualties Accumulate:** Across Turns 2 and 3, the 2nd Brigade (Army of the Potomac) sustains heavy Confederate artillery fire and repulses an assault. The brigade loses:
 2. 143rd Pennsylvania: 2 stands lost.
 3. 149th Pennsylvania: 2 stands lost.
 4. 150th Pennsylvania: 1 stand lost.
 5. 121st Pennsylvania: 1 stand lost.
6. **Phase 1: Morale & Status Assessment :**
 7. Total Starting Stands: **20 stands**.
 8. Cumulative Stands Lost: **6 stands** (30% attrition).
 9. **The Faltering Threshold Triggered:** Brigadier Potts reaches the 6-stand loss limit. He places a **Hesitant Marker** on his command base.
10. **Tactical Consequences for the Brigade:**
 11. On Turn 4, Brigadier Potts rolls 2 Staff Pips. He wants to order the 150th Pennsylvania to counter-attack an exposed Confederate battery.
 12. **Order Denied:** Because the brigade is **Hesitant**, it **cannot declare Assaults/Charges** . The 150th PA cannot charge.

13. The brigade attempts to fire musketry in Phase 3. All regiments suffer a **-1 to-hit penalty** on their shooting dice due to thinning ranks and demoralization.

14. **The Danger of Total Collapse:**

If the brigade loses **4 more stands** (reaching 10 stands lost / 50%), the entire brigade will become **Broken** and must begin a mandatory retreat off the battlefield.

Step-by-Step Resolution Walkthrough

1. **The Desperate Charge (/):**

2. The 33rd Virginia is reduced to **2 stands** (Spent health state, -1 to melee). Normally, a Spent unit is forbidden from declaring an assault.

3. However, **Brigadier Garnett personally attaches to the regiment's Color Stand**. His presence authorizes the spent regiment to declare a charge. Garnett spends 1 Staff Pip.

4. **The Approach & Canister Blast :**

5. At the 4.0" mark, the Union battery delivers a Closing Canister Volley (2D6, hitting on 2+).

6. The Union player rolls: [2, 6]. Result: **2 hits scored** (including one natural 6).

7. The 33rd Virginia is in the open (no save). 2 hits = **1 stand removed!** The regiment is down to its **final stand** (Color Stand). The natural 6 inflicts a **Disorder Marker**.

8. **The Leader Casualty Check :**

9. Because the attached regiment suffered a stand loss and a natural 6, Brigadier Garnett must immediately roll on the **Leader Casualty Table**.

10. The Confederate player rolls **1D6**: Roll is a **5 — Severely Wounded!**

11. **Command Aftermath :**

12. General Garnett is shot from his horse and carried off the field; his stand is **removed from play**.

13. Without the general present, the 33rd Virginia is reduced to 1 stand remaining. The regiment immediately **shatters**, collapses, and its final stand is removed from the table.

14. The brigade loses 2 stands total toward its Faltering Clock, and on the next turn, a replacement Colonel assumes command with a **Timid rating**.

6.0 DESIGNER NOTES & HISTORICAL COMMENTARY

The Anatomy of Brigade Morale & Command Risk

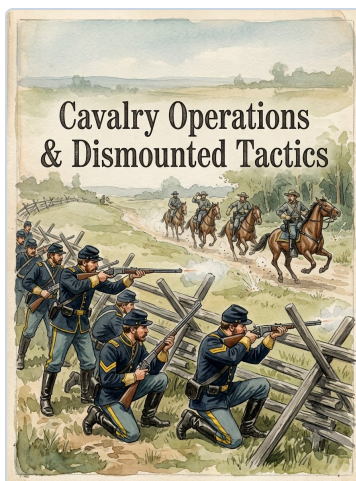
In 19th-century linear combat, the breaking point of an army was almost never determined by physical extermination. Civil War soldiers were volunteers with strong community ties; regiments from the same county or state stood side by side in the brigade line.

*When a brigade took **30% casualties**, the psychological weight was catastrophic: company captains were dead, color guards had been shot down multiple times, cartridge boxes were empty, and the wounded crying for water filled the rear lines. At this stage, a brigade became **Hesitant**—it could still defend a fence line with sullen obstinacy, but it could no longer summon the offensive momentum to charge across an open field.*

*At **50% casualties**, the brigade ceased to exist as an organized combat formation. The line disintegrated into clusters of retreating men seeking the safety of the division reserve.*

*The **Brigade Faltering Clock** captures this historical dynamic with complete mechanical elegance: * **Zero Table Chatter:** One D6 on the Brigadier's base tracks the fate of 4-5 regiments. * **Collective Responsibility:** A player cannot sacrifice two "throwaway" regiments on a hopeless assault without dooming their entire brigade to a Hesitant state. * **The Heroic Dilemma:** Attaching your Brigadier to an assault gives you the crucial +1 Melee bonus and rallies spent units, but as happened to Albert Sidney Johnston at Shiloh and John Reynolds at Gettysburg, leading from the front carries a high risk of being carried off the field in a blanket.*

CAVALRY, CARBINES & HORSE ARTILLERY



08. CAVALRY OPERATIONS, DISMOUNTED TACTICS, WEAPONS & HORSE ARTILLERY

"Whoever saw a dead cavalryman?" — Major General Joseph Hooker, 1863

"You will have to fight like the devil to hold your own until supports arrive." — Brigadier General John Buford, 1863

1.0 MOUNTED OPERATIONS, FORMATIONS & MOVEMENT

[RULE-08-1.1] Regimental Scale & Basing:

- Cavalry regiments field **3-5 stands** (representing 200–400 mounted troopers).
- Mounted stands are based on **1.0" x 1.0" to 1.25"** (25mm x 25–30mm) bases, fielding 2 mounted figures per stand in a single rank .

[RULE-08-1.2] Mounted Formations:

- **Mounted Line of Battle:** Stands deployed side-by-side in single rank. Maximum mounted speed; full saber/revolver shock profile.
- **Mounted Column of Route:** 1 stand wide, multiple ranks deep. Rapid road transit (14.0" on roads); highly vulnerable if charged (-2 save penalty).
- **Mounted Skirmish Screen:** Dispersed stands with 1.0" intervals between bases; used for scouting and screening friendly flanks.

- **[RULE-08-1.3] Master Cavalry Movement Rates:**

MOVEMENT TYPE / SURFACE	MOUNTED LINE	MOUNTED COLUMN	DISMOUNTED SKIRMISH LINE	HORSE HOLDERS
Open Ground / Pasture	9.0"	10.0"	5.0"	4.0"
Roads & Hard Trails	10.0"	14.0"	6.0"	8.0"
Woods / Rough Ground	5.0"	6.0"	4.0"	2.0"
Charge / Assault Speed	12.0"	<i>Prohibited</i>	<i>Prohibited</i>	<i>Prohibited</i>

- **[RULE-08-1.4] Mounted Shock vs. Formed Infantry:**

- **Against Steady Formed Lines:** Charging a formed, undisordered infantry line in good order is high risk. The infantry defender delivers a ****Closing Defensive Volley**** with smoothbores or rifled muskets hitting on 3+ or 4+.
- **Against Disordered or Column Formations:** If mounted cavalry charges infantry that is **Disordered**, marching in **Road Column**, or retreating, the cavalry receives **+1 Cavalry Shock** and the infantry defender suffers a **-2 Melee penalty**.

- **[RULE-08-1.5] Cavalry vs. Cavalry Clashes:**

- When two mounted cavalry units clash in melee, both sides apply their stand count plus 1D6.
- The unit possessing **Charging Momentum** gains **+1 Shock**.
- The defeated cavalry unit loses 1 stand and is driven back **9.0 inches Disordered**.

2.0 DISMOUNTED TACTICS

- **[RULE-08-2.1] Dismounting:** A cavalry regiment may spend half of its movement allowance to dismount. The unit is then treated exactly as a standard Infantry Skirmish Screen for the purposes of movement and shooting.

- **[RULE-08-2.2] Remounting:** A dismounted unit may remount by spending a full action phase to gather their horses and mount up.

3.0 CAVALRY WEAPONRY & CARBINE MECHANICS

- **[RULE-08-3.1] Master Cavalry Weapon Profiles:** Cavalry armaments varied from muzzleloading smoothbores and revolvers to repeating carbines:

CAVALRY FIREARM TYPE	SHORT RANGE (0–6")	MEDIUM RANGE (6–14")	LONG RANGE (14–18")	FIREPOWER TRAIT & TACTICAL PROFILE
Breechloading Carbine (Sharps / Burnside / Smith)	4+	4+	5+	Rapid Reload: Roll +1 Bonus Die per 2 firing stands in the regiment.
Repeating Carbine / Rifle (Spencer 7-Shot / Henry)	3+	4+	5+	Devastating Volume: Generates +2 Bonus Dice to the regiment's total shooting pool.
Muzzleloading Carbine / Rifled Musketoon	4+	5+	—	Standard cavalry carbine; no rate-of-fire bonuses.
Shotguns & Revolver Pairs (Confederate Cavalry)	3+	—	—	Deadly Point-Blank: Hits on 3+ at <= 4.0"; +1 to Melee; zero capability beyond 4.0".

[RULE-08-3.2] Mounted Shooting Restrictions:

- Mounted cavalry firing carbines or revolvers from the saddle may only shoot at **Short Range (0–6")**, rolling **1D6 per 2 stands** (rounded down).
- Mounted shooting represents firing from the saddle while advancing; it inflicts suppression (Disorder on natural 6s) but rarely inflicts heavy stand losses.

[RULE-08-3.3] Rapid Fire & Ammunition Depletion:

- Units armed with **Spencer Repeaters** or **Sharps Carbines** deliver intense firepower but consume cartridges rapidly.
- If a repeating cavalry unit rolls **two or more natural 1s** on its Phase 3 shooting dice, place a **Low Ammo Marker** on the unit.
- While Low on Ammo, repeating units lose their +2 bonus dice and hit on standard 4+/5+ until resupplied.

4.0 SCREENING, RECONNAISSANCE & EVASION TACTICS

[RULE-08-4.1] The Vanguard & Flank Screen:

- A mounted or dismounted cavalry regiment may deploy as an extended **Screen** covering a frontage of up to **12.0 inches** across a friendly brigade's front or flank.
- Masking Friendly Forces:** Enemy units beyond 12.0" cannot draw direct Line of Sight or target friendly infantry deployed behind a cavalry screen.

[RULE-08-4.2] Cavalry Evasion (Reaction 3 Application):

- When an active formed enemy infantry line advances within **6.0 inches** of a cavalry screen, or declares an assault against it, the cavalry may execute **Reaction 3: Skirmish & Cavalry Evade**.
- Evasion Distance:** Mounted cavalry withdraws **6.0 inches**; dismounted cavalry withdraws **4.0 inches**.

- The evading cavalry can withdraw diagonally or directly through friendly formed lines without inflicting disorder or requiring a passage of lines test.

[RULE-08-4.3] Delaying Actions (The "Dismount & Fall Back" Tactic):

- Dismounted cavalry defending a ridge, sunken lane, or tree line may fire a defensive volley at advancing enemy columns. When the enemy closes to 4.0", the cavalry may declare an immediate retrograde withdraw (4.0") back to their horse holders, remount, and deploy on the next ridge line.

5.0 HORSE ARTILLERY ("FLYING BATTERIES")

PROFILE ATTRIBUTE	DETAILS
Ordnance Types	3-inch Ordnance Rifles or 12-pdr Napoleons
Limbered Speed	10.0" Open Ground / 14.0" on Roads
Rapid Action	Limber or Unlimber for HALF MOVE (4.0" Move + Fire)
Prolonge Speed	3.0" by hand in action front
Firing Dice	2D6 per Section (Standard Artillery Matrix)

[RULE-08-5.1] Horse Artillery Organization & Mobility:

- In Horse Artillery batteries, **every single cannoneer is mounted on an individual horse** rather than walking or riding caisson chests.
- **Speed:** Limbered horse artillery moves at **10.0 inches in open ground** and **14.0 inches on roads**.

[RULE-08-5.2] Rapid Deployment (The Half-Move Unlimber):

- Standard foot artillery requires an entire turn's movement allowance to limber or unlimber .
- **Horse Artillery Exception:** Horse artillery may limber or unlimber by spending only **half of its movement allowance (4.0")**.

[RULE-08-5.3] The Flying Battery Galloper Tactic:

- Horse artillery may accompany mounted cavalry charges to deliver point-blank canister support.
- If horse artillery unlimbers within **6.0 inches** of an enemy unit, its canister volley hits on **2+ (Napoleons)** or **3+ (3-inch Rifles)** and automatically inflicts a **Disorder Marker** .

Step 1: Tactical Setup

- The 8th Illinois Cavalry (4 stands mounted starting strength) dismounted on Turn 1:
- 3 stands deployed in Skirmish Order behind a split-rail fence along McPherson's Ridge.
- 1 Horse Holder stand concealed in a swale 3.0" behind the ridge .

- The 5th Alabama Infantry advances in Assault Column along the Chambersburg Pike at a range of 10.0" (Medium Range).

Step 2: Phase 3 Shooting Resolution

- **Dice Pool Formulation:** 3 dismounted stands armed with **Spencer Repeating Carbines** (+2 Bonus Dice).
- Total Dice: 3 (Stands) + 2 (Repeaters) = $\mathbf{5D6}$.
- At Medium Range (6–14"), Spencers hit on **4+**.
- Rolls: [4, 2, 5, 6, 1]. Result: **3 hits scored** (rolls of 4, 5, and 6).
- **Suppression :** The natural 6 inflicts an immediate **Disorder Marker** on the 5th Alabama.

Step 3: Saves & Casualties

- The 5th Alabama is in Assault Column: suffers **-1 to cover saves** . In open road ground, it has no save.
- 3 hits = **1 stand removed**, with **1 hit carried over** on micro-dice.
- The Alabama assault column is Disordered and halted in its tracks on the road.

Step 1: Charge Declaration & Contact

- The 1st Virginia Cavalry spends 1 Staff Pip to declare a mounted charge against the 121st Pennsylvania (10.0" away in open ground).
- The 121st Pennsylvania is currently **Disordered** from prior artillery shelling.
- **No Closing Volley:** Because the Pennsylvania infantry is Disordered , it **cannot fire a Closing Defensive Volley**. The cavalry closes the entire 10.0" into physical base-to-base contact!

Step 2: Opposed Melee Roll

Both players roll 1D6 simultaneously:

$\mathbf{1st\ Virginia\ Cavalry\ (Attacker):}$ $\mathbf{1D6\ Roll: 4}$

Score = 4 (Die) + 4 (Stands) + 1 (Fresh) + 1 (Momentum) + 1 (Cav Shock vs. Open Infantry) = $\mathbf{11}$

$\mathbf{121st\ Pennsylvania\ (Defender):}$ $\mathbf{1D6\ Roll: 3}$

Score = 3 (Die) + 3 (Stands) - 1 (Spent State) - 2 (Disordered) = $\mathbf{3}$

Step 3: Melee Aftermath & Immediate Rout

- **Margin of Victory:** 11 to 3 (Margin of +8!).
- **The Double Disorder Trigger:** The 121st Pennsylvania was **already Disordered** prior to rolling melee. Under the Double Disorder rule, a defeated unit that is already Disordered takes the standard melee penalty (1 Stand Loss + 6.0" retreat) and takes an additional **1 Micro-Hit**.
- The Pennsylvania regiment removes 1 physical stand, tracks 1 Micro-Hit, and retreats 6.0" (still Disordered). The 1st Virginia Cavalry consolidates 2.0" forward, holding the field triumphant.

7.0 DESIGNER NOTES & HISTORICAL COMMENTARY

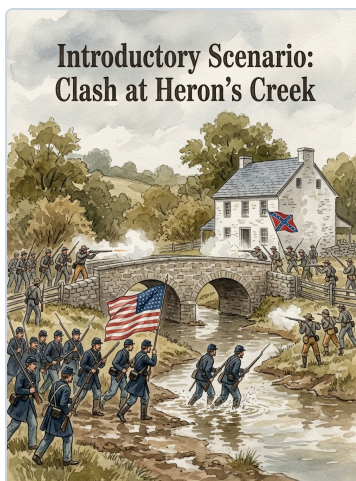
The Myth of the Napoleonic Saber Charge in the ACW

Early in the Civil War, romantic notions of European cavalry charges dominated both armies. But the lethal range of rifled muskets quickly proved that massed cavalry charges against formed, steady infantry were suicidal.

Instead, American cavalry evolved into the most modern, versatile arm on the battlefield: **mounted infantry and mobile shock dragoons**. * **Buford at Gettysburg:** On July 1, 1863, General John Buford dismounted his two cavalry brigades along McPherson's Ridge. Using single-file horse holders, fence lines, and rapid-firing carbines, Buford's 2,500 troopers held off Henry Heth's 7,500-man Confederate infantry division for over two critical hours until the Union I Corps arrived. * **Stuart and Sheridan:** In the East and West, cavalry was used for deep scouting, screening brigade maneuvers, seizing bridges, and striking retreating or disordered enemy lines with devastating momentum.

The rules in this chapter accurately capture this dual nature: 1. **Dismounting with Horse Holders:** Enforces the historical trade-off—dismounting gives you dispersed, hard-to-hit skirmishers armed with rapid-firing breechloaders, but permanently ties down 25% of your fighting manpower to hold the horses. 2. **Vulnerability of Mounts:** Placing your Horse Holder stand in an exposed field risks losing your horses to enemy fire, leaving your troopers stranded as slow foot skirmishers. 3. **Opportunistic Shock:** Mounted cavalry remains terrifying against disordered, retreating, or marching columns, but charging a solid battle line waiting behind a fence will get your saddles emptied in seconds.

SCENARIO: THE BATTLE OF HERON'S CREEK



10. INTRODUCTORY SCENARIO: "CLASH AT HERON'S CREEK" (AUTUMN 1862)

1.0 HISTORICAL BACKGROUND & TACTICAL CONTEXT

- **[SCEN-10-1.1] Setting the Engagement:** Late September 1862, Maryland Campaign. In the wake of major fighting along the Potomac, a Federal division advances to secure the vital road junction and stone bridge spanning **Heron's Run Creek**. Simultaneously, a Confederate rearguard division is ordered to seize the high ground and deny the crossing to cover the withdrawal of the army's wagon trains.
 - **[SCEN-10-1.2] Tactical Parameters:**
 - **Table Dimensions:** 4.0 ft (Deep) x 6.0 ft (Wide) (48" x 72").
 - **Scale:** 1 inch = 25 to 30 yards ground scale; 15mm miniatures.
 - **Pacing & Duration:** Exactly **7 Game Turns** (Estimated playtime: 2.5 to 3.5 hours).
 - **Player Allocation:** Designed for **4 Players** (2 Union: Left Wing & Right Wing; 2 Confederate: Left Wing & Right Wing) or **2 Players** head-to-head.
-

2.0 BATTLEFIELD MAP & TERRAIN SPECIFICATIONS

[UNION DEPLOYMENT ZONE: South Edge (Within 6.0" of Table Edge)]

- **[SCEN-10-2.1] Master Terrain Breakdown Table:**

TERRAIN FEATURE	LOCATION ON TABLE	MOVEMENT EFFECT	COVER SAVE PROVIDED	TACTICAL / LINE OF SIGHT (LOS) IMPACT
Heron's Run Creek	Bisects table East-to-West (y = 24")	-2.0" Penalty	None	Halts charges across waterbed .
The Stone Bridge	Center of Creek (x = 36", y = 24")	Road Speed (12")	None	Primary Objective (3 VP). Bottleneck defile.
The Shallow Ford	East of Bridge (x = 52", y = 24")	Normal Speed	None	Allows Line of Battle to cross without disorder.
Miller's Farm	North-East Sector (x = 50"–64", y = 34"–42")	-2.0" entering	Heavy (4+)	Objective (2 VP). Masonry walls grant +2 Melee.
Oak Ridge Woods	North-West Sector (x = 8"–24", y = 32"–44")	4.0" Max Speed	Light (5+)	Blocks LOS beyond 6.0" .
The Cornfield	South-West Sector (x = 12"–28", y = 8"–18")	-2.0" Penalty	Light (5+)	Dense stalks: Blocks LOS beyond 4.0" .
The Low Ridge	South-East Sector (x = 48"–66", y = 8"–16")	Normal	None	Objective (2 VP). Level 1 Crest: Downhill +1 Melee.
Split-Rail Fences	Bordering Cornfield and Roads	-2.0" to cross	Light (5+)	Linear obstacle; grants 5+ save against frontal fire.

3.0 SCENARIO RULES & VICTORY OBJECTIVES

- **[SCEN-10-3.1] Deployment Protocol:**
- **Confederate Side (North):** Deploys first, entirely within **6.0 inches** of the North table edge.
- **Union Side (South):** Deploys second, entirely within **6.0 inches** of the South table edge.
- **First Turn Initiative:** The Union player is designated the **Active Side** on Turn 1.
- **[SCEN-10-3.2] Game Length:** The battle concludes at the end of **Turn 7** (Phase 5 clean-up).
- **[SCEN-10-3.3] Victory Point Scoring:** At the end of Turn 7, both sides calculate total **Victory Points (VP)**:

VICTORY POINT OBJECTIVE	CONDITION	VP AWARD
The Stone Bridge (Primary)	Held by controlling bridge and 4" area	3 VP
Miller's Farmstead (Secondary)	Held by garrisoning farm or walls	2 VP
The Low Ridge Crest (Secondary)	Held by occupying Level 1 crestline	2 VP
Brigade Casualty Awards	Forcing Enemy Brigade into Hesitant State	1 VP each
Brigade Casualty Awards	Forcing Enemy Brigade into Broken State	3 VP each

- **[SCEN-10-3.4] Determining the Outcome:**
- **Major Victory:** Lead by **+4 or more VP**.
- **Minor Victory:** Lead by **+1 to +3 VP**.
- **Draw / Inconclusive:** Equal VP totals.

4.0 UNION ORDER OF BATTLE (ARMY OF THE POTOMAC)

Total Force Strength: 8 Infantry Regiments, 2 Artillery Batteries (42 Total Stands / ~2,800 men).

Union 1st Brigade ("Western Volunteers") — Left Wing

- **Brigade Commander: Brig. Gen. Marcus Vance**
- *Leadership Profile:* **Aggressive / Brilliant** .
- *Staff Pip Roll:* **1D3 + 1 Pips** (2-4 Pips per turn).
- *Brigade Stand Strength:* **21 Total Stands**.
- *Faltering Thresholds:* **Hesitant at 7 Stands Lost** (30%) | **Broken at 11 Stands Lost** (50%).

text ¶ 2nd WISCONSIN INFANTRY REGIMENT (Iron Brigade) Starting Stands: 6 Stands (Large) Troop Quality: Veteran (Discipline Check: 3+) Armament: Rifled Muskets (.58) Health Track: Fresh: 6-5 | Worn: 4-3 | Spent: 2 Special Trait: IRON DISCIPLINE : Ignores first natural 6.0" Disorder result each game turn. Rallies naturally on a 3+ on 1D6. ⌋

text ¶ 6th WISCONSIN INFANTRY REGIMENT Starting Stands: 5 Stands (Standard) Troop Quality: Regular (Discipline Check: 4+) Armament: Rifled Muskets (.58) Health Track: Fresh: 5-4 | Worn: 3 | Spent: 2 Special Trait: STEADY : +1 to Discipline Checks caused by Closing Defensive Volleys. May re-roll one failed cover save per game. ⌋

text ¶ 19th INDIANA INFANTRY REGIMENT Starting Stands: 5 Stands (Standard) Troop Quality: Regular (Discipline Check: 4+) Armament: Rifled Muskets (.58) Health Track: Fresh: 5-4 | Worn: 3 | Spent: 2 Special Trait: Standard Veteran Line . Baseline infantry. ⌋

text ¶ 7th WISCONSIN INFANTRY REGIMENT Starting Stands: 4 Stands (Small) Troop Quality: Regular (Discipline Check: 4+) Armament: Smoothbore Muskets Health Track: Fresh: 4 | Worn: 3 | Spent: 2 Special Trait: BUCK & BALL SPECIALISTS : Hits on 3+ at Short Range (0-6"). Incapable of firing beyond 14.0". ⌋

text ¶ BATTERY B, 4th US ARTILLERY Starting Stands: 1 Stand (Section) Troop Quality: Veteran (Discipline Check: 3+) Armament: 12-pdr Napoleons (M1857 Smoothbore Gun-Howitzer) Combat Profile: Canister (0-6"): 2+ Hit | Rolls 4D6 | Auto-Disorder Medium (6-18"): 4+ Hit | Rolls 2D6 | Solid Shot / Shell Long (18-30"): 5+ Hit | Rolls 1D6 | Lobbed Solid Shot Special Trait: CANISTER SPECIALISTS: Re-roll 1 missed die in canister range. ⌋

Union 2nd Brigade ("Keystone Brigade") — Right Wing

- **Brigade Commander: Brig. Gen. Arthur Potts**
- *Leadership Profile:* **Reliable / Standard** .
- *Staff Pip Roll:* **1D3 Pips** (1-3 Pips per turn).
- *Brigade Stand Strength:* **21 Total Stands**.
- *Faltering Thresholds:* **Hesitant at 7 Stands Lost** (30%) | **Broken at 11 Stands Lost** (50%).

text ¶ 143rd PENNSYLVANIA INFANTRY REGIMENT Starting Stands: 6 Stands (Large) Troop Quality: Regular (Discipline Check: 4+) Armament: Rifled Muskets (.58) Health Track: Fresh: 6-5 | Worn:

4-3 | Spent: 2 Special Trait: Standard Full-Strength Line . Baseline infantry. ⌋

text ¶ 149th PENNSYLVANIA INFANTRY REGIMENT ("Bucktails") Starting Stands: 5 Stands (Standard) Troop Quality: Veteran (Discipline Check: 3+) Armament: Rifled Muskets (.58) Health Track: Fresh: 5-4 | Worn: 3 | Spent: 2 Special Trait: BUCKTAIL SKIRMISHERS : May detach 1 stand as a Skirmish Screen for free without expending half-move. Re-roll 1 missed shot at 6"-14". ⌋

text ¶ 150th PENNSYLVANIA INFANTRY REGIMENT Starting Stands: 5 Stands (Standard) Troop Quality: Regular (Discipline Check: 4+) Armament: Rifled Muskets (.58) Health Track: Fresh: 5-4 | Worn: 3 | Spent: 2 Special Trait: Standard Line Regiment . ⌋

text ¶ 121st PENNSYLVANIA INFANTRY REGIMENT Starting Stands: 4 Stands (Small) Troop Quality: Green (Discipline Check: 5+) Armament: Rifled Muskets (.58) Health Track: Fresh: 4 | Worn: 3 | Spent: 2 Special Trait: SEEN THE ELEPHANT : Must pass a 5+ Discipline Check the first time it sustains fire. Failure inflicts instant Disorder. ⌋ ¶ COOPER'S BATTERY B, 1st PENNSYLVANIA ARTILLERY Starting Stands: 1 Stand (Section) Troop Quality: Regular (Discipline Check: 4+) Armament: 3-inch Ordnance Rifles (Wrought Iron) Combat Profile: Canister (0-6"): 3+ Hit | Rolls 3D6 | Standard Canister Medium (6-20"): 4+ Hit | Rolls 2D6 | High Precision Shell Long (20-36"): 4+ Hit | Rolls 2D6 | Long Range Precision Sniper Special Trait: LONG RANGE COUNTER-BATTERY: Hits on 4+ out to 36.0" on elevated terrain. ⌋

5.0 CONFEDERATE ORDER OF BATTLE (ARMY OF NORTHERN VIRGINIA)

Total Force Strength: 8 Infantry Regiments, 2 Artillery Batteries (41 Total Stands / ~2,750 men).

Confederate 1st Brigade ("Stonewall Veterans") — Left Wing

- **Brigade Commander: Brig. Gen. Richard Garnett**
- *Leadership Profile: Aggressive / Brilliant .*
- *Staff Pip Roll: 1D3 + 1 Pips (2-4 Pips per turn).*
- *Brigade Stand Strength: 21 Total Stands.*
- *Faltering Thresholds: Hesitant at 7 Stands Lost (30%) | Broken at 11 Stands Lost (50%).*

text ¶ 4th VIRGINIA INFANTRY REGIMENT (Stonewall Brigade) Starting Stands: 6 Stands (Large) Troop Quality: Veteran (Discipline Check: 3+) Armament: Rifled Muskets (.58) Health Track: Fresh: 6-5 | Worn: 4-3 | Spent: 2 Special Trait: REBEL YELL : +1 to Opposed Melee Rolls when charging or counter-charging. Forces defender Discipline Check on contact. ⌋

text ¶ 2nd VIRGINIA INFANTRY REGIMENT Starting Stands: 5 Stands (Standard) Troop Quality: Veteran (Discipline Check: 3+) Armament: Rifled Muskets (.58) Health Track: Fresh: 5-4 | Worn: 3 | Spent: 2 Special Trait: REBEL YELL : +1 to Melee Rolls in Assaults. ⌋

text ¶ 5th VIRGINIA INFANTRY REGIMENT Starting Stands: 5 Stands (Standard) Troop Quality: Regular (Discipline Check: 4+) Armament: Smoothbore Muskets Health Track: Fresh: 5-4 | Worn: 3 | Spent: 2 Special Traits: REBEL YELL + BUCK & BALL : Hits on 3+ at Short Range (0-6"). +1 Melee when assaulting. ⌋

text ¶ 33rd VIRGINIA INFANTRY REGIMENT Starting Stands: 4 Stands (Small) Troop Quality: Regular (Discipline Check: 4+) Armament: Smoothbore Muskets Health Track: Fresh: 4 | Worn: 3 | Spent: 2 Special Traits: REBEL YELL + BUCK & BALL . ⌋ ¶ ROCKBRIDGE ARTILLERY Starting Stands: 1 Stand (Section) Troop Quality: Veteran (Discipline Check: 3+) Armament: 10-pdr Parrott Rifles (Cast Iron w/ Wrought Band) Combat Profile: Canister (0-6"): 3+ Hit | Rolls 3D6 | Standard Canister Medium (6-20"): 4+ Hit | Rolls 2D6 | Heavy Rifled Shell Long (20-36"): 4+ Hit | Rolls 2D6 | High-Velocity Solid Shot Special Trait: COUNTER-BATTERY EXPERTS: +1 to hit enemy unlimbered batteries at >14.0". ⌋

Confederate 2nd Brigade ("Carolina Brigade") — Right Wing

- **Brigade Commander: Brig. Gen. Lawrence Branch**
- *Leadership Profile: Reliable / Standard.*
- *Staff Pip Roll: 1D3 Pips* (1-3 Pips per turn).
- *Brigade Stand Strength: 20 Total Stands.*
- *Faltering Thresholds: Hesitant at 6.0" Stands Lost (30%) | Broken at 10 Stands Lost (50%).*

text ¶ 7th NORTH CAROLINA INFANTRY REGIMENT Starting Stands: 5 Stands (Standard) Troop Quality: Veteran (Discipline Check: 3+) Armament: Rifled Muskets (.58) Health Track: Fresh: 5-4 | Worn: 3 | Spent: 2 Special Trait: SHARPSHOOTERS : May re-roll one missed shooting die at Medium Range (6"-14"). REBEL YELL (+1 Melee). ⌋

text ¶ 18th NORTH CAROLINA INFANTRY REGIMENT Starting Stands: 5 Stands (Standard) Troop Quality: Regular (Discipline Check: 4+) Armament: Rifled Muskets (.58) Health Track: Fresh: 5-4 | Worn: 3 | Spent: 2 Special Trait: REBEL YELL . Standard disciplined Confederate line. ⌋

text ¶ 28th NORTH CAROLINA INFANTRY REGIMENT Starting Stands: 5 Stands (Standard) Troop Quality: Regular (Discipline Check: 4+) Armament: Rifled Muskets (.58) Health Track: Fresh: 5-4 | Worn: 3 | Spent: 2 Special Trait: REBEL YELL . Standard line regiment. ⌋

text ¶ 37th NORTH CAROLINA INFANTRY REGIMENT Starting Stands: 4 Stands (Small) Troop Quality: Green (Discipline Check: 5+) Armament: Smoothbore Muskets Health Track: Fresh: 4 | Worn: 3 | Spent: 2 Special Traits: SEEN THE ELEPHANT + BUCK & BALL + REBEL YELL . ⌋

text ¶ FLUVANNA ARTILLERY Starting Stands: 1 Stand (Section) Troop Quality: Regular (Discipline Check: 4+) Armament: 12-pdr Napoleons (Smoothbore Gun-Howitzer) Combat Profile: Canister (0-6"): 2+ Hit | Rolls 4D6 | Auto-Disorder Medium (6-18"): 4+ Hit | Rolls 2D6 | Solid Shot / Shell Long (18-30"): 5+ Hit | Rolls 1D6 | Spherical Case / Solid Shot Special Trait: POINT-BLANK DEFENSE: Auto-disorders any charging unit within 6.0". ⌋

6.0 FOUR-PLAYER COMMAND ASSIGNMENTS & PLAY PACING

4-PLAYER TABLE PROTOCOL	LEFT WING	RIGHT WING
Confederate Side (North Edge)	Player A: Commands 1st Brigade (Garnett - Stonewall)	Player B: Commands 2nd Brigade (Branch - Carolinas)
Union Side (South Edge)	Player A: Commands 1st Brigade (Vance - Western Vols)	Player B: Commands 2nd Brigade (Potts - Keystones)

- **[SCEN-10-6.1] Pacing Guidelines for 3-Hour Completion:**
- **Turns 1–2 (Maneuver & Approach):** 20 minutes per turn. Both sides advance rapidly toward the creek and high ground.
- **Turns 3–5 (The Clash at the Creek & Farm):** 30 minutes per turn. Resolving closing volleys, firefights across Heron's Run, and assaults on Miller's Farm.
- **Turns 6.0"–7 (Climax & Collapse):** 25 minutes per turn. Brigade faltering thresholds trigger; decisive bayonet charges and final objective control.
- **Total Playtime:** ~ 180 minutes (3.0 hours).

7.0 TACTICAL ADVICE & SCENARIO DESIGNER COMMENTARY

Tactical Briefing for Union Commanders

Your primary goal is to **force a crossing at the Stone Bridge and Shallow Ford** while using the **Low Ridge** to anchor your right flank. * Deploy **Cooper's Battery B (3-inch Rifles)** on the Low Ridge immediately; its long range (36") allows plunging counter-battery fire against the Rockbridge Artillery. * Advance the **Iron Brigade (2nd Wisconsin)** directly toward the Bridge. Their Iron Discipline trait ensures they will not stall easily under artillery fire. * Watch out for the Confederate smoothbore units (5th & 33rd Virginia) lurking near the woods—do not let them close to within 6.0" where their Buck & Ball hits on 3+.

Tactical Briefing for Confederate Commanders

You are defending strong natural features: **Oak Ridge Woods** on your right and **Miller's Farm** on your left. * Rush the **7th & 18th North Carolina** into Miller's Farm. The stone walls provide Heavy Cover (4+ save) and +2 in Melee, making the farmstead virtually impregnable to frontal assault. * Place the **Fluvanna Artillery (Napoleons)** covering the Stone Bridge defile. Any Federal unit attempting to cross the bridge into canister range (6.0") will face 4D6 hitting on 2+ with automatic Disorder.

- Keep General Garnett's Stonewall Brigade in reserve behind the creek to execute a devastating **Rebel Yell Counter-Charge ** when the Federals stumble crossing the water.

QUICK REFERENCE SHEET (QRS SUMMARY)



QUICK REFERENCE SHEET — PAGE 1

Master Sequence, Command, Maneuver, Terrain & Defensive Reactions

1.0 MASTER TURN SEQUENCE OF PLAY

2.0 COMMAND STRUCTURE & STAFF PIP ALLOCATION

- **Command Radius (4-Tiers):** Measured from any edge of Brigadier to regiment's center-front.
- **0–6" (Bugle/Acoustic):** 1 Pip, ignores impassable terrain.
- **6–12" (Standard Courier):** 1 Pip, must trace path around impassable terrain.
- **12–24" (Distant Courier / Out of Command):** 2 Pips, limited free moves, -1 Discipline.
- **>24" (Out of Communication):** Cannot receive Pips at all.

BRIGADIER RATING	STAFF PIP ROLL	STANDARD (FREE) ORDERS (IN RADIUS)	STAFF PIP SPECIAL MENU (COST: 1 PIP, OR 2 PIPS IF 12–24")
Aggressive / Brilliant	1D3 + 1 Pips (2–4)	• Advance in Line (6") or Column (8")	• Assault: 1 Pip/Reg, 2 Pips for contiguous line .
Reliable / Standard	1D3 Pips (1–3)	• Change Formation / Wheel up to 45°	• Double-Time: +3.0" to advancing infantry .
Timid / Political	1D3 / 2 (Up) (1–2)	• Hold Position & Fire in Phase 3	• Rally Line: Instantly remove 1 Disorder marker .
Division Commander	+1 Bonus Pip / Turn	• Limber or Unlimber Artillery Battery	• Battery Focus: Combine up to 3 sections .
Attached Brigadier	+1 Melee / +1 Disc.	• Skirmish Screen Recall / Dress Ranks	• Reserve Pip: Save for opponent's turn reactions .
Preparatory Order	N/A	• (Hoarding)	• Save 1 Pip at turn end for next turn .
Oblique (Sidestep)	0 Pips	• Free Lateral Move	• Move 3" sideways to close gaps in line .
Open Order (1864+)	1 Pip/Reg	• Free Pivot 360	• +1 Cover Save; 6" Open/5" Woods; Auto-loses Melee .
Wave Assault (Mass)	2 Pips	N/A	• Stack 2+ reg; Rear pushes thru stalled front; No Shooting .

3.0 MASTER FORMATIONS, MOVEMENT RATES & TERRAIN PENALTIES

UNIT TYPE & FORMATION	OPEN GROUND	WOODS / ROUGH	ROAD / TRAIL	OBSTACLE CROSSING	FORMATION / TACTICAL CHARACTERISTICS
Infantry Line of Battle	6.0"	4.0"	6.0"	-2.0"	Full firing pool (1D6/stand); max 45° wheel; baseline line .
Infantry Open Order	6.0"	5.0"	6.0"	-0.0"	+1 Cover Save; -1 To Hit; Auto-loses Melee .
Infantry Assault Column	8.0"	5.0"	9.0"	-2.0"	Front rank only fires (2D6); +1 Melee; -1 save vs. Canister .
Infantry Road Column	10.0"	6.0"	12.0"	-1.0"	Rapid road march; cannot fire/charge; -2 saves if attacked .
Mounted Cavalry (Line)	9.0"	5.0"	14.0"	-3.0"	+1 Shock vs. open infantry; 12.0" charge; pistol/carbine ≤ 6.0" .
Dismounted Cav Skirmish	5.0"	4.0"	6.0"	-1.0"	1 in 4 Horse Holder deduction; counts as Light Cover in open .
Artillery (Limbered)	8.0"	3.0"	12.0"	-4.0"	Cannot fire; takes full turn to unlimber (Horse Art: half-move) .
Artillery (Prolonge / Hand)	2.0"	0.0"	2.0"	Impassable	May pivot up to 45° and fire in same turn .

- **Terrain LOS Limits:** Dense Woods (Blocks >3"); Cornfields (Blocks >4"); Orchards (Blocks >6"); Reverse Slopes (Dead Ground, Blocks all LOS from lower ground,).

4.0 THE 5 DEFENSIVE REACTION WINDOWS

REACTION NAME	PRIMARY TRIGGER	COST / REQUIREMENT	TACTICAL & COMBAT RESOLUTION
1. Closing Volley	Enemy charges within 4.0"	Free (Undisordered & Unsmoked)	Point-blank volley (1D6/stand). If 1+ hit or Nat 6.0" (Disorder), charger rolls Discipline Check (4+) or stalls 2.0" away Disordered. Place Smoke.
2. Opportunity Fire	Enemy crosses arc (<8.0")	Free (Unengaged & Unsmoked)	Pauses enemy move mid-stride; fires full volley; places Smoke; firer is marked as fired for next turn.
3. Skirmish Evade	Formed enemy closes within 6.0"	Free	Screen makes immediate 4"–6" escape move through friendly lines without disordering parent unit. If they do not evade, they are automatically Overrun and Destroyed.
4. Refuse Flank	Enemy enters flank (45^\circ–90^\circ)	1 Reserved Pip (or 4+ Check)	Outer 1–2 stands wheel 45^\circ back; cancels enemy +1 enfilade to-hit and +2 flank melee shock bonuses.
5. Counter-Charge	Enemy declares charge in open	1 Reserved Pip (Rebel Yell/Cav)	Defender surges 2"–3" forward; negates attacker charge momentum/downhill; applies +1 shock trait.

QUICK REFERENCE SHEET — PAGE 2

Combat, Gunsmoke, Opposed Melee, Morale & Casualties

1.0 MASTER RANGED WEAPON PROFILES MATRIX

Firing Eligibility: Must have chosen "Hold Position" in Phase 2 (Units that Advanced/Double-Timed cannot fire). 45^\circ forward arc. **Friendly Fire:** Cannot fire through formed friendly lines. May fire through friendly Skirmish Screens at -1 ext{ To-Hit}. **Artillery Overhead Fire:** Level 1+ artillery may fire Shell/Solid over Level 0 friendlies IF friendly is >6 ext{"} from muzzle AND >4 ext{"} from target. No Canister overhead. **Dice Pool:** Roll 1D6 per stand firing in front rank (Artillery: 2D6 per section stand). **Suppression Rule:** A Natural 6.0" (at 0–6") or Two 6s (at >6") acts as a Shock Trigger. Defender must pass a Discipline Save or take a Disorder Marker. Modifiers: Fresh (+1), Cover (+1), Spent (-1), Crossfire (-1) .

WEAPON CLASSIFICATION	POINT-BLANK (0"-4.0") (ART: DOUBLE CANISTER)	MEDIUM (4.1"-8.0") (ART: STD CANISTER)	LONG (8.1"-16.0") (ART: SHELL/SOLID)	SPECIAL WEAPON TRAIT & TACTICAL RULES
Smoothbore Musket (.69 Buck & Ball)	4+ (2 Dice)	4+ (1 Die)	—	Buck & Ball: Devastating at point-blank; incapable of fire beyond 200 yards.
Rifled Musket (Springfield / Enfield)	4+ (1 Die)	4+ (1 Die)	5+ (1 Die)	Universal Standard: Reliable, accurate firepower across all tactical bands.
Magazine Repeater (Spencer / Henry)	4+ (3 Dice)	5+ (1 Die)	—	Rapid Fire & Prone: 3 dice at PB. Skirmishers & Dismounted Cavalry gain Light Cover (5+) in open ground.
Single-Shot Breechloader (Sharps)	4+ (1 Die)	4+ (1 Die)	4+ (1 Die)	Prone Reload: No long-range penalty. Skirmishers & Dismounted Cavalry gain Light Cover (5+) in open ground.
12-pdr Napoleon (Smoothbore Gun)	2+ (3 Dice, No Saves)	3+ (2 Dice, 4.1"-10")	4+ (>10")	Canister Monster: Double canister ignores light cover saves at Point-Blank.
3-inch Ordnance / 10-pdr Parrott	3+ (3 Dice, No Saves)	4+ (2 Dice, 4.1"-10")	4+ (>10")	Precision Shell: High velocity; superior long-range counter-battery sniper.

2.0 COVER SAVES, CASUALTIES & GUNSMOKE RULES

- **Cover Saves (Defender rolls 1D6 per hit taken):**
- **Open Ground / Pasture: No Save** (All hits count).
- **Light Cover (Fences, Woods, Cornfields, Orchards, Skirmishers):** Saves on 5+.
- **Heavy Cover (Stone Walls, Earthworks, Sunken Roads, Masonry Farmsteads):** Saves on 4+.
- **Casualty Stand Removal:** Every 2 Unsaved Hits = Remove 1 Physical Stand (60–75 men). (Track 1 odd hit on micro-dice).
- **Plunging Fire & Overshoot:** A Natural 6 rolled to-hit affects a secondary unit within 4.0" behind the target:
- *Infantry:* 1 stray hit max.
- *Artillery (>8.0"):* 1 automatic Unsaved Hit.
- *Artillery Canister (<8.0"):* 1 stray hit for every Natural 6.
- **Gunsmoke Obscuration :**
- Place **Smoke Marker** against front base of stationary firing unit. Line of sight through/out of smoke beyond 6.0" suffers **-1 to-hit**.
- **Exception:** Skirmishers & Dismounted Cavalry do NOT produce smoke markers.
- Point-blank fire (0–6") ignores smoke. Smoke is removed when the unit moves or spends a turn holding fire.

3.0 OPPOSED MELEE / SHOCK RESOLUTION (PHASE 4)

$\text{Shock Score} = 1D6 + \text{Engaged Stands} + \text{Tactical Modifiers}$

TACTICAL SHOCK MODIFIER	VALUE	APPLIED TO	MANDATORY CONDITION
Fresh Regimental Health	+1	Either	>75% original stands remaining in unit .
Spent Regimental Health	-1	Either	<35% original stands remaining in unit .
Charging Momentum	+1	Attacker	Advanced $\geq 3.0''$ across open ground into contact .
Assault Column Formation	+1	Attacker	Formed 2 stands wide x 2+ deep .
Confederate <i>Rebel Yell</i>	+1	Attacker	Unit possesses Rebel Yell trait .
Open Order / Skirmish	AUTO-LOSE	Defender	Open Order units instantly lose melee if charged .
Mounted Cavalry Shock	+1	Cavalry	Mounted charge against infantry in open ground .
Defending Heavy Fortifications	+2	Defender	Touching Stone Wall, Earthworks, or Sunken Road .
Defending Light Cover / Crest	+1	Defender	Touching Split-Rail Fence or deployed on Hill Crest .
Enfilade / Flank / Rear Contact	+2	Attacker	Contacted behind target's 90° flank line .
Unit is Disordered	-2	Either	Unit possesses a Disorder Marker .
Brigadier General Attached	+1	Either	Brigadier attached to Color Stand .

- **Melee Outcome (Margin of Defeat):**
- **Victor:** Holds ground; takes 0 mandatory losses; makes free $2.0''$ consolidation move.
- **Margin 0 (Tie):** Both take 1 Hit, gain Disorder, remain locked.
- **Margin 1 - 2 (Repulse):** Loser takes 1 Hit, retreats $3.0''$ Disordered.
- **Margin 3 - 4 (Bloody Rout):** Loser takes 1 Full Stand Loss (2 Hits), retreats $6.0''$ Disordered.
- **Margin 5+ (Overrun):** Loser takes 2 Full Stand Losses (4 Hits), retreats $9.0''$ Disordered.
- **Double Disorder Clause:** If Loser is *already* Disordered, take 1 extra Micro-Hit.

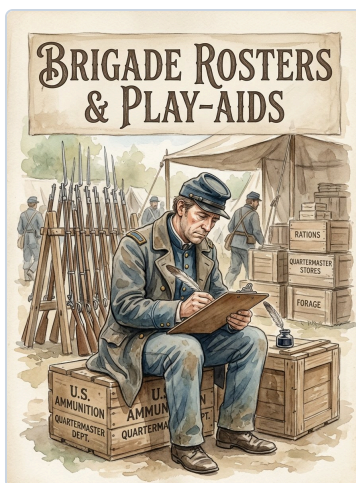
4.0 DISCIPLINE CHECKS, MORALE & BRIGADE FALTERING

- **Discipline Checks (1D6):** Veteran (3+) | Regular (4+) | Green (5+) .
- **Regimental Shatter Threshold:** Any regiment reduced to **1 stand remaining** immediately shatters and is removed .
- **The Brigade Faltering Clock (Tracked via D6 on Brigadier Base,):**
- **Hesitant Threshold (30% Total Brigade Stands Lost):** Cannot charge/assault; no double-time; -1 to all shooting dice; -1 to Discipline Checks.
- **Broken / Whipped Threshold (50% Total Brigade Stands Lost):** Complete moral collapse; all units gain Disorder and must spend all future turns executing full moves ($6''$) toward friendly table edge.

5.0 LEADER CASUALTIES & HISTORICAL TRAITS REFERENCE

- **Leader Risk Trigger:** If attached Brigadier's regiment suffers a stand loss or a natural 6.0" to-hit, roll 1D6 :
- **1–3:** Unhurt / Close Call.
- **4:** Lightly Wounded (-1 Staff Pip per turn).
- **5:** Severely Wounded / Captured (General removed; replacement uses Timid profile 1D3/2).
- **6:** Killed in Action (KIA) (General removed; unit gains instant Disorder; all remaining pips lost).
- **Army Traits:**
- *Rebel Yell:* +1 Melee when charging/counter-charging; forces enemy discipline check .
- *Iron Discipline:* Ignores first natural 6.0" Disorder result each turn; rallies on 3+ .
- *Seen the Elephant:* Must pass 5+ Discipline Check first time taking fire or become Disordered .
- *Steady:* +1 to Discipline Checks from Closing Volleys; re-roll 1 failed cover save per game .
- *Bucktails / Sharpshooters:* Re-roll 1 missed shooting die at Medium Range (6–14") .

BRIGADE ROSTERS, ORDERS & MARKER REFERENCE



12. BRIGADE ROSTERS, PLAY-AIDS & PRINTABLE TOKEN TEMPLATES

1.0 ROSTER ARCHITECTURE & PLAY-AID DESIGN

- **[ROST-12-1.1] Zero-Bookkeeping Design Principle:** This ruleset is engineered to minimize in-game paperwork. While physical stand removal handles regimental losses and miniature cotton puffs represent **Disorder** and **Gunsmoke**, these printable roster cards provide a clean, organized command station for each player.
 - **[ROST-12-1.2] Universal Formats:**
 - **Brigade Command Cards (Quarter-Page Size):** Kept next to each player's section of the table or mounted on 4x6 inch index cards. Tracks Brigadier quality, Staff Pip reserves, and the **Brigade Faltering Clock**.
 - **Regimental Roster Strips:** Optional modular trackers for scenarios with complex traits, specialized weaponry, or ammunition tracking.
 - **[ROST-12-1.3] Marker Dimensions:** All printable tokens are designed for standard 0.75" to 1.0" (20–25mm) round or square punch-outs, compatible with standard craft epoxy stickers, wooden craft discs, or 3D-printed bases.
-

2.0 UNIVERSAL BRIGADE COMMAND CARD TEMPLATE

- **[ROST-12-2.1] Brigade Command Card Format:** Each player uses one card per brigade. Photocopy or print four cards per sheet on cardstock.

BRIGADE COMMAND ROSTER FIELD	VALUE
Commander / Rank	[Brig. Gen. / Col.]
Leadership Rating	Aggressive (1D3+1) / Reliable (1D3) / Timid (1D3/2)
Command Radius / Division	12.0 Inches / Division Name
Staff Pips	Tracker 1-4, Reserved Pip
Faltering Clock	Total Stands, Hesitant Threshold (30%), Broken (50%)
Regiments	Name, Troop Quality, Weapon, Traits, Stand Tracker, Health Track

3.0 PRE-FILLED PRINTABLE SCENARIO CARDS: "CLASH AT HERON'S CREEK"

Union Command Cards

Confederate Command Cards

4.0 PRINTABLE MARKERS & STATUS TOKEN CUTOUTS

- **[ROST-12-4.1] Token Printing Instructions:** Print this page onto 110 lb cardstock or sticker paper. Cut along dotted borders. Tokens are scaled to standard 0.75" to 1.0" (20–25mm) dimensions.

TOKEN TYPE	EFFECT
Disordered	-2" Move, -1 Shoot, -2 Melee
Gunsmoke	-1 To-Hit Beyond 6"
Hesitant	No Charge, -1 Shoot
Broken	Full Retreat To Edge
Low Ammo	-1 To-Hit Until Supply
Reserved Staff Pip	Reactions Only
Opp. Fire Fired	Cannot Fire in Phase 3
Objective Control	VP Area Control

5.0 TACTICAL PLAY-AID: RANGE & MEASURING RULER

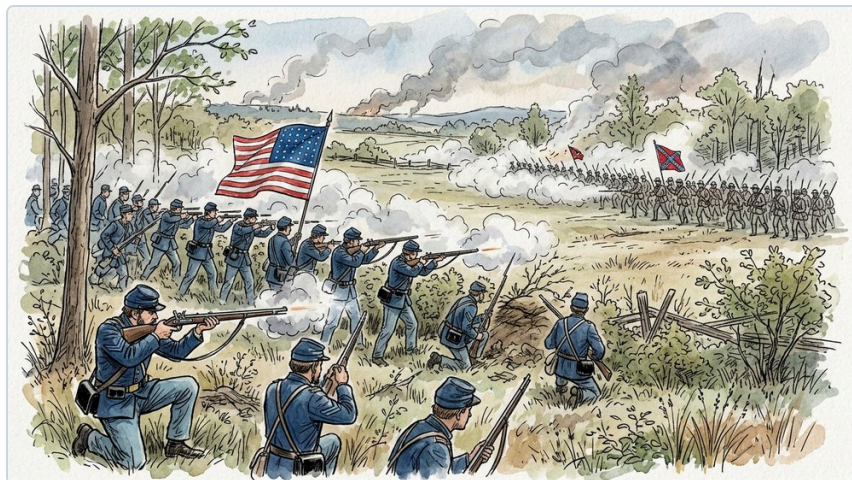
- **[ROST-12-5.1] The Tactical Range Stick Template:** Cut out a 1.0" x 12.0" strip of rigid plastic or thick cardstock and mark the following operational bands:

RANGE BAND	DESCRIPTION
0" - 4.0"	Point-Blank, Canister, Buck & Ball. Reaction B Closing Fire Trigger Line.
0" - 6.0"	Short Range, Canister Zone (Smoke Ignored).
0" - 12.0"	Command Radius / Staff Allocation (In-Command Bubble).
6.0" - 14.0"	Medium Range / Musketry Limit (Springfield/Enfield).
14.0" - 20.0"	Long Range.

6.0 TABLETOP MARKER GUIDELINES & CRAFTING RECOMMENDATIONS

- **[ROST-12-6.1] Gunsmoke Markers (3D Alternative):**
 - While card tokens are functional, using **1.0-inch tufts of gray and white polyester fiberfill (pillow stuffing)** glued to 1-inch metal washers creates a dramatic 3D visual on the table.
 - Placing a puff of smoke in front of a regiment instantly identifies it as having fired, reminds players of the **-1 obscuration penalty**, and visually turns the tabletop into a historical Civil War battlefield.
- **[ROST-12-6.2] Tracking Odd Micro-Hits:**
 - Rather than using paper sheets, keep a supply of **5mm or 7mm mini colored D6s**.
 - When a regiment sustains an odd unsaved hit (1 hit), place a micro-dice showing '1' directly behind the Color Stand. When the second hit is sustained, remove the physical stand and remove the micro-dice.
- **[ROST-12-6.3] Brigadier Command Base Setup:**
 - Mount your Brigadier on a 1.0" x 1.0" or round base with two small indentations or magnetic recesses:
 - One standard colored D6 to track **Current Available Staff Pips** (1 to 4).
 - One small red D6 to track **Cumulative Brigade Stand Losses** for the **Brigade Faltering Clock**.
 - This completely eliminates the need for off-board roster sheets during play, allowing players to assess the command and morale status of any brigade on the table at a single glance.

ILLUSTRATED EXAMPLES OF TACTICAL PLAY



15. EXAMPLES OF PLAY

This section provides detailed narrative examples of the core mechanics in action. Each example establishes a tactical situation and walks through the relevant rule interactions.

1. Staff Pips and Command Radius

Situation: A Brigadier General must maneuver their brigade across an open field, but one regiment has strayed far from the command staff, and another needs to push hard. **Relevant Rules:** [Command Measurement](#), [Staff Pips](#), [Double-Time](#)

Example: General Branch rolls a 2 for his Staff Pips this turn. * The 7th North Carolina is currently 6.0" away from Branch (Tier 2: Standard Courier Range). Branch spends **1 Pip** to issue them a **Double-Time** order. They move their base 6.0" allowance, plus an additional 1D6 inches. * The 18th North Carolina is 14.0" away (Tier 3: Distant Courier Range). Branch has only 1 Pip remaining, but Tier 3 requires 2 Pips for special orders. The 18th is considered **Out of Command**. They may only execute a free, straight-ahead move and cannot deploy, wheel, or charge this turn.

2. Defensive Reactions & Opportunity Fire

Situation: A Confederate column attempts to march quickly past a deployed Union line, exposing its flank. The Union player interrupts their movement to punish the maneuver. **Relevant Rules:** [Opportunity Fire](#), [Flank Enfilade](#)

Example: The 5th Virginia is in Road Column and begins a 12.0" march across the front of the 14th Brooklyn (who are un-activated and deployed in Line). * At the 3.0" mark of the march, the 5th Virginia crosses into the 14th Brooklyn's 45-degree firing arc. * The Union player halts the Confederate movement and declares **Reaction 2: Opportunity Fire**. * The 14th Brooklyn fires its volley. Because the 5th Virginia is in Road Column, the Brooklyn regiment claims the **Flank Enfilade** bonus (+1D6 bonus die). * After casualties and suppression are resolved, the 5th Virginia (if they did not fail a Discipline Check) may complete the remaining 9.0" of their march.

3. The Mechanics of the Assault

Situation: A Union regiment launches a bayonet charge against a defending Confederate line holding a stone wall.

Relevant Rules: [Assault Declaration](#), [Closing Defensive Volley](#), [Shock Melee](#)

Example: The 2nd Wisconsin (Iron Brigade) declares an assault against the 26th North Carolina, who are defending a stone wall 8.0" away. * **The Charge:** The Union player spends 1 Staff Pip. The 2nd Wisconsin advances toward the wall. * **The Interruption:** At the 4.0" mark, the Confederate player halts the advance and declares **Reaction 1: Closing Defensive Volley**. They fire with a +1 bonus (Target in Open Ground) while claiming Heavy Cover (+2 Discipline) from the wall. * **The Impact:** The 2nd Wisconsin takes 1 casualty and a Disorder marker, but passes their Discipline check and survives the volley. They complete the final 4.0" of their charge, moving into base-to-base contact. * **The Melee:** Because the 26th North Carolina is defending an obstacle, the 2nd Wisconsin suffers a -1 modifier to their Shock resolution roll. Both sides roll 1D6 and apply their modifiers; the loser is driven back 4.0" and marked Hesitant.

4. Morale and the Rally Line

Situation: A brigade has taken severe casualties over several turns and approaches its breaking point. **Relevant Rules:** [Brigade Morale Exhaustion](#), [The Rally Line](#)

Example: The Irish Brigade has lost 4 physical stands throughout the battle. The Union player tracks this by turning the casualty die on the Brigadier's base to 4. * During the next volley, the 69th New York loses another stand. The brigade's casualty die clicks over to 5 (its Exhaustion Threshold). * The entire Irish Brigade immediately becomes **Faltering**. * **The Consequences:** All regiments in the brigade are instantly marked **Hesitant**, halving their movement and preventing any further assault declarations. To recover, the Brigadier must fall back and establish a **Rally Line**, abandoning their offensive push to reorganize the men.

MASTER RULES INDEX & GLOSSARY



17. MASTER INDEX

"Order and discipline are the true foundations of military success."

This index provides a comprehensive, hyperlinked reference to every chapter, section, and specific rule in *Dress on the Colors*.

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