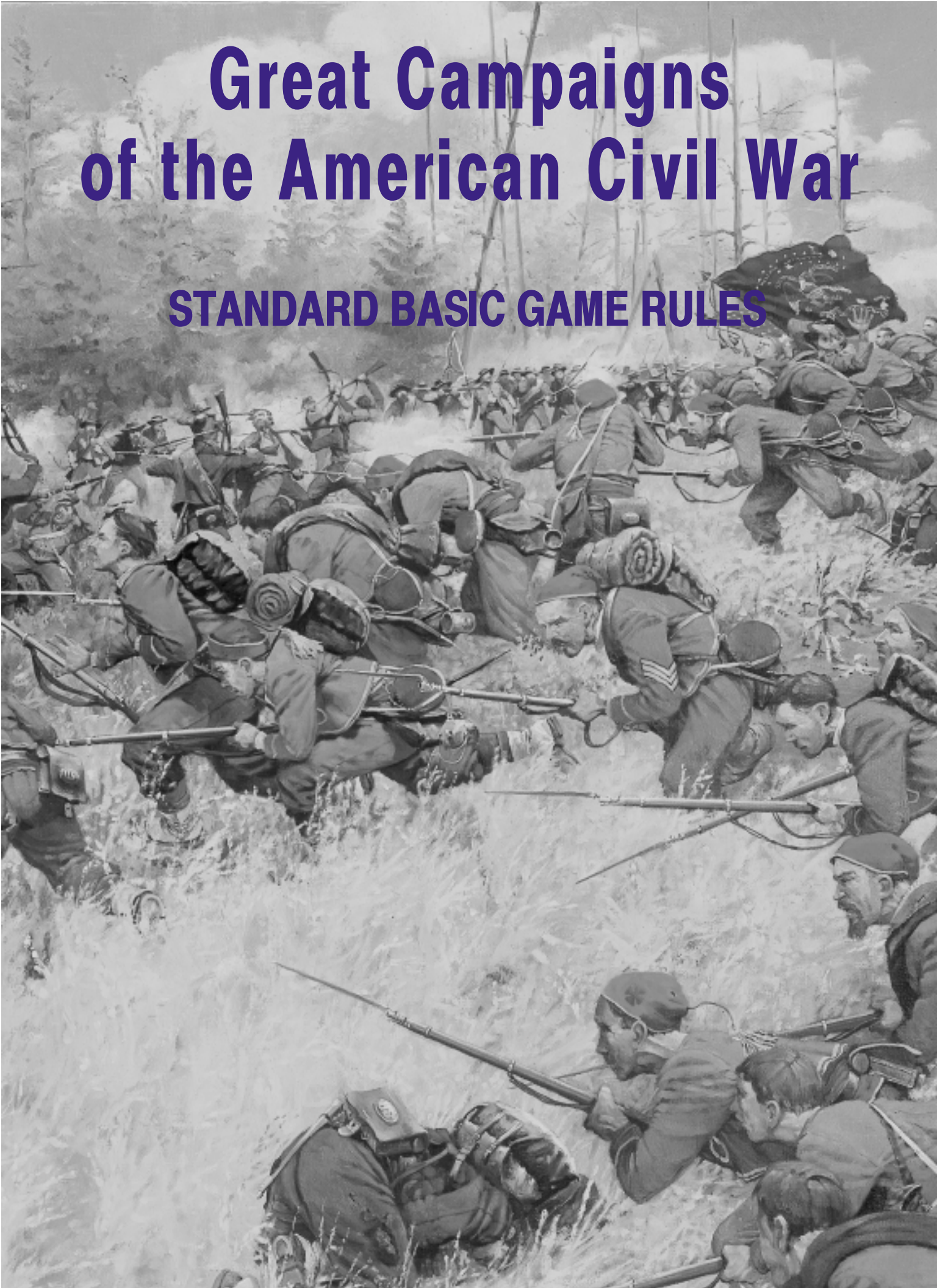


Great Campaigns of the American Civil War

STANDARD BASIC GAME RULES



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Abraham Lincoln's
Second Inaugural Address
Washington, D.C.
March 4, 1865

At this second appearing to take the oath of the presidential office, there is less occasion for an extended address than there was at the first. Then a statement, somewhat in detail, of a course to be pursued, seemed fitting and proper. Now, at the expiration of four years, during which public declarations have been constantly called forth on every point and phase of the great contest which still absorbs the attention, and engrosses the energies of the nation, little that is new could be presented. The progress of our arms, upon which all else chiefly depends, is as well known to the public as to myself; and it is, I trust, reasonably satisfactory and encouraging to all. With high hope for the future, no prediction in regard to it is ventured.

On the occasion corresponding to this four years ago, all thoughts were anxiously directed to an impending civil war. All dreaded it--all sought to avert it. While the inaugural address was being delivered from this place, devoted altogether to saving the Union without war, insurgent agents were in the city seeking to destroy it without war--seeking to dissolve the Union, and divide effects, by negotiation. Both parties deprecated war; but one of them would make war rather than let the nation survive; and the other would accept war rather than let it perish. And the war came.

One eighth of the whole population were colored slaves, not distributed generally over the Union, but localized in the Southern part of it. These slaves constituted a peculiar and powerful interest. All knew that this interest was, somehow, the cause of the war. To strengthen, perpetuate, and extend this interest was the object for which the insurgents would rend the Union, even by war; while the government claimed no right to do more than to restrict the territorial enlargement of it. Neither party expected for the war, the magnitude, or the duration, which it has already attained. Neither anticipated that the cause of the conflict might cease with, or even before, the conflict itself should cease. Each looked for an easier triumph, and a result less fundamental and astounding. Both read the same Bible, and pray to the same God; and each invokes His aid against the other. It may seem strange that any men should dare to ask a just God's assistance in wringing their bread from the sweat of other men's faces; but let us judge not that we be not judged. The prayers of both could not be answered; that of neither has been answered fully. The Almighty has his own purposes. "Woe unto the world because of offences! for it must needs be that offences come; but woe to that man by whom the offence cometh!" If we shall suppose that American Slavery is one of those offences which, in the providence of God, must needs come, but which, having continued through His appointed time, He now wills to remove, and that He gives to both North and South, this terrible war, as the woe due to those by whom the offence came, shall we discern therein any departure from those divine attributes which the believers in a Living God always ascribe to Him? Fondly do we hope--fervently do we pray--that this mighty scourge of war may speedily pass away. Yet, if God wills that it continue, until all the wealth piled by the bond-man's two hundred and fifty years of unrequited toil shall be sunk, and until every drop of blood drawn with the lash, shall be paid by another drawn with the sword, as was said three thousand years ago, so still it must be said "the judgments of the Lord, are true and righteous altogether"

With malice toward none; with charity for all; with firmness in the right, as God gives us to see the right, let us strive on to finish the work we are in; to bind up the nation's wounds; to care for him who shall have borne the battle, and for his widow, and his orphan--to do all which may achieve and cherish a just and lasting peace, among ourselves, and with all nations.

GCACW Standard Basic Game Rules

INTRODUCTION

The purpose of this manual is to serve as a guide to playing Basic Game scenarios for any of the seven games that have been published to date in the Great Campaigns of the American Civil War (GCACW) series. The seven games published so far in the series are listed below (in order of publication), along with the three-letter abbreviation for each game. These abbreviations are used throughout this manual.

- Stonewall Jackson's Way (SJW)
- Here Come The Rebels! (HCR)
- Roads to Gettysburg (RTG)
- Stonewall in the Valley (SIV)
- Stonewall's Last Battle (SLB)
- On to Richmond! (OTR)
- Grant Takes Command (GTC)

The first six games in the series were each published with their own rule booklet that contained minor changes in Basic Game rules from one game to the next. The Basic Game rules for the series were then standardized with the publication of the Standard Series Rules Upgrade Kit in Issue #1 of the GCACW Gamer's Guide, *The Skirmisher*. This kit itemized the changes required to bring each game in line with the official common set of rules. Now that the Basic Game rules have been standardized, each future game published in the series will include a Standard Basic Game rule book (such as this manual) and a separate set of rules that are unique to that campaign. *Grant Takes Command* is the first game to be published in this format. Sections 2.0 to 12.0 of the GTC rules thus appear only in this rulebook.

Since these rule sections are the most recent version of the Standard Series Rules ("Standard Rules"), they should also be used to update the rules in Sections 2.0 to 12.0 for the first six games in the series. Please note that the special rules and setups for each scenario still must be referenced from the rule booklet that was originally published with each game. The Upgrade Kit in *The Skirmisher* also contained 130 updated counters that are needed to convert the first five games in the series to the Standard Rules.

Although these Standard Rules enhance the realism and enjoyment of the series, particularly the early volumes, their use slightly increases the complexity of play. Although this manual's rules are considered "official", it is entirely understandable that some players may prefer to play the games strictly as originally written. Before starting play of any GCACW game, players must agree whether or not these Standard Rules will be employed. It is recommended that if these rules are used, they be used in their entirety, not selectively. However, rules listed as "optional" may be used selectively.

No Basic Game rule changes have been made since the publication of the Standard Series Rules Upgrade Kit in Issue #1 of *The Skirmisher*. However, some rules have been clarified and some added to support operations in 1864. These rule updates are marked as follows:

† Rule clarification since *The Skirmisher* #1

§ New rule added for 1864 operations

2.0 BASIC GAME CONCEPTS

One person is chosen as the Union player and the other as the Confederate player. However, playing the game solitaire presents no special difficulties.

2.1 Game Components

The components differ from one game to the next in the Great Campaigns series. Consult the original rule booklet for each game to find the list of components for that title in the series.

2.2 Playing Pieces

The following types of playing pieces (or counters) are used in the game: military units, leaders and informational markers.

MILITARY UNITS




Each player controls a set of military units. These are usually identified by their commanding officer, who is listed by name on the counter (e.g., "Gibbon"). Some small units, however, are simply identified by regiment (e.g., "10 GA"—the 10th Georgia Infantry). Many units have designations on their right side identifying the corps and/or the division to which the unit belongs. For example, the Union "II" designation means the unit belongs to the Second Corps; the Confederate "S" designation means the unit belongs to Smith's Division. Many units also have numerical designations on their left side, which are used for informational purposes only. For example, "3" is 3rd Division; "1-2" is 1st Brigade, 2nd Division.

Military units come in five different sizes:

II = Squadron (Union only) III = Regiment
X = Brigade XX = Division
X+ = Demi-Division (Confederate only)

The demi-division was not a true military organization, although several Confederate reports from early 1862 used that term. It is an aggregation of 2 to 4 brigades from the same division and is appropriate for the early period of the war, when Confederate leaders could not easily control divisions with up to 16,000 men.

Military units are divided into three types:


 = Cavalry  = Infantry
 = Artillery

Military units have two values printed on their counters: the Tactical value, representing the military competence of the unit's commander and troops; and the Artillery value, representing the number of artillery batteries attached to that unit.

Military units have two sides: the front ("normal") side and the reverse ("exhausted") side. The exhausted side is marked by a white stripe across the top of the unit.

LEADERS

There are four types of leaders in the GCACW series. A leader may never occupy a hex by itself. It must always be stacked with a friendly, subordinate military unit. The unique characteristics of each leader (and the proper way to identify their counters) are described in the sections below.

 **Army Leaders:** Army leaders have only a single number on their counters, which is their Command value. Army leaders are used to initiate grand assaults, and in Advanced Game scenarios, perform the Activate Army Leader action. They must be attached to a subordinate infantry (not cavalry or artillery) unit at all times. Army leaders are present for both players in every game except SIV.



District Leaders: District leaders are distinguished by the presence of a red star on their counter. Like corps and division leaders, district leader counters contain two numbers: a Tactical value and a Command value. District leaders are hybrid units that are used to both activate units for movement and assault (like corps and division leaders) and initiate grand assaults (like army leaders). District leaders may not perform the Activate Army Leader action. They must be attached to a subordinate infantry (not cavalry or artillery) unit at all times. District leaders are found leading the forces in a side theater that was not large enough historically to warrant the deployment of an entire army (such as SIV or the GTC side theaters).



Corps and Division Leaders: Corps and division leader counters contain two numbers: a Tactical value and a Command value, but no red star. Players must check the “Size” column in the scenario setup to determine which leaders with these two numbers are corps leaders and which are division leaders. Corps and division leaders are used to both activate units for movement and to initiate assaults. Corps and division leaders must be attached to a subordinate unit belonging to the same corps or division at all times. This subordinate unit can be of any type (infantry, cavalry, or artillery), depending on the composition of the units in that corps or division. Some combination of corps and/or division leaders are present for both players in every game in the series. Some corps may even have both corps and division leaders present; in this case some units may be activated by either the corps or division leader at the player’s discretion.

INFORMATIONAL MARKERS



Strength Markers: A military unit must always possess a single Strength marker. A Strength marker has a front (organized) and a reverse (disorganized) side. The organized side has a single number from 1 to 21, which is both its “Manpower value” and “Combat value.” The disorganized side has two numbers: an unparenthesized number (1/2 to 14), which is its Combat value; and a larger parenthesized number (1 to 21), which is its Manpower value. Strength markers never function by themselves; they must always be assigned to a military unit. At the start of a scenario, a Strength marker of the correct Manpower value is placed underneath a unit on its organized side. Wherever a unit goes, its Strength marker accompanies it. A maximum of one Strength marker may be assigned to a unit at a time. As a unit suffers losses, its marker changes. A player may examine his opponent’s Strength markers at any time. Leaders never possess Strength markers.

Although strength markers can have numbers from 1 to 21, in most games in the series, players are limited to a maximum Manpower value that is less than 21.

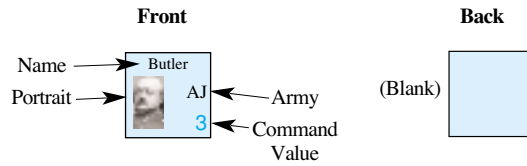
Game	Maximum Manpower Value
RTG	17
SIV	8
OTR	21
All others	18



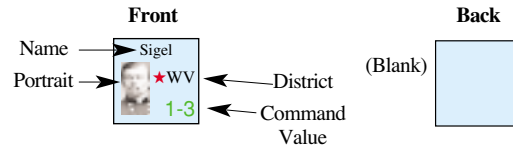
Fatigue Markers: As military units move and fight, they become “fatigued.” Fatigue is represented in five “Fatigue levels” from 0 to 4. Military units must always be at one of these levels. Fatigue markers are placed underneath a unit’s Strength marker. As the unit’s Fatigue level changes, its Fatigue marker is adjusted. A unit at Fatigue level 0 does not possess a Fatigue marker—the lack of such a marker indicates Level 0. Leaders never possess Fatigue markers.

Sample Units

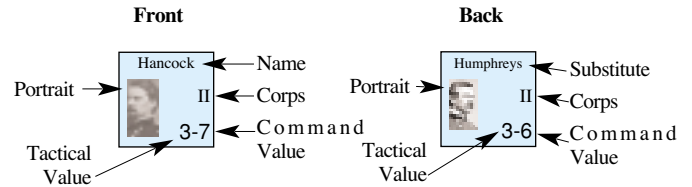
Army Leader



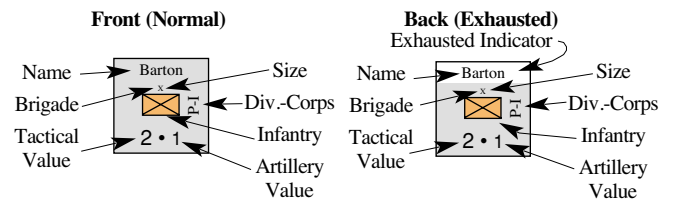
District Leader



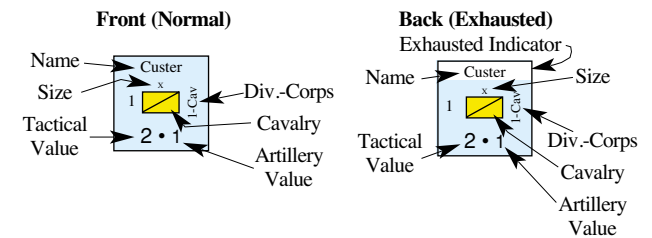
Corps or Division Leader



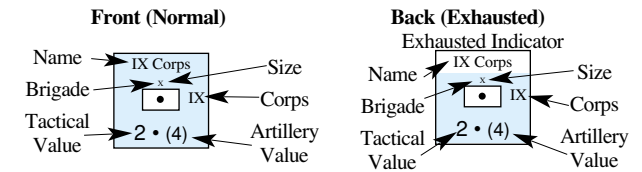
Military Unit (Infantry)



Military Unit (Cavalry)

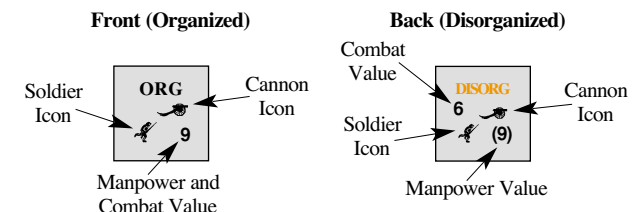


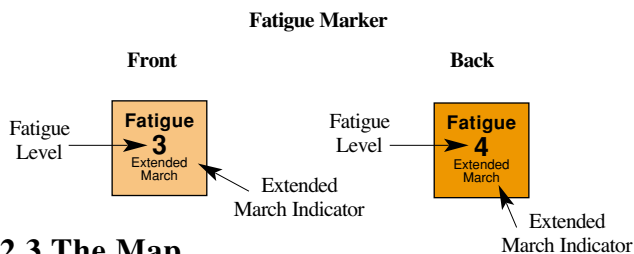
Military Unit (Artillery)



(Artillery values are parenthesized to remind players that artillery units may not attack in a march action.)

Strength Marker





2.3 The Map

MAJOR TERRAIN

Each land hex on the map is classified as one of eight major terrain types: clear, rolling, rough, woods, city, swamp, provisional swamp, or mountain. Each terrain type has its own Movement Point cost, listed on the Terrain Chart, which military units pay to enter the hex. Clear and rolling hexes have distinctive base colors: light yellow for clear, light green for rolling. Rough, woods, city, swamp, provisional swamp, and mountain can be recognized by special symbology: a green “brush” pattern for rough; a dark green “forest” pattern for woods; a gray “grid” pattern for city; a light green “marsh” pattern for provisional swamps; a dark green “marsh” pattern for permanent swamp hexes; and a brown “hill” pattern for mountain. A hex is rough even if its green “brush” pattern is sparse. Likewise a hex does not have to be fully covered with a forest pattern to be woods or a grid pattern to be city.

SPECIAL HEX/HEXSIDE FEATURES

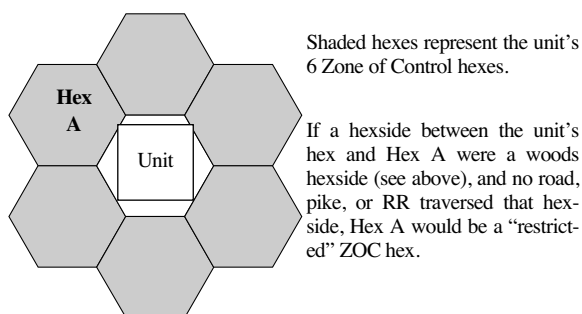
A number of terrain types appear along hexsides, such as rivers, creeks, fords, bridges, ferries, dams, and county borders. Several types of special terrain appear within a hex, such as villages, RR stations, pikes, roads, landings and redoubts, but these have no effect on a hex’s major terrain classification.

Woods Hexside: A “woods hexside” is a hexside between a woods hex and any other hex (including another woods hex). The hexside itself does not have to be covered with a forest pattern to be considered a woods hexside.

2.4 Zones of Control

A military unit, regardless of its status, exerts a Zone of Control (ZOC) into each of the six adjacent hexes surrounding it. **Exceptions:** ZOC extend across major or minor river hexsides only at fords, dams, ferries, or bridges. Also, ZOC extend into and out of swamp and mountain hexes only across hexsides crossed by a road, pike, or RR. Finally, ZOC do not extend across all-water hexsides.

Restricted ZOC: If a unit exerts a ZOC across a woods hexside (see definition above), and no road, pike, RR or trail traverses that hexside, the hex into which that ZOC is exerted is referred to as a “restricted ZOC.” Non-restricted ZOC are sometimes referred to as “normal” ZOC. Unless otherwise specified, restricted ZOC hexes function like normal ZOC.



2.5 Command Radius

Sometimes a leader must trace a “command radius” between itself and subordinate units or another leader. A command radius is a path of *three* or fewer contiguous hexes between a leader’s hex (exclusive) to a unit’s hex (inclusive). Terrain is irrelevant when a leader traces a command radius—the three-hex path may enter any type of hex or cross any hexside. A command radius may not enter an enemy-occupied hex or an enemy ZOC. (It may enter an enemy ZOC hex if that hex is occupied by a friendly unit.) The hex occupied by a leader is considered within its own command radius.

2.6 Abbreviations

Art: Artillery	MP: Movement Points
Brig: Brigade	Org: Organized
Cav: Cavalry	Regt: Regiment
Cmd: Command	RR: Railroad
Disorg: Disorganized	Sub: Substitute
Div: Division	VP: Victory Points
Dmorlze: Demoralized	ZOC: Zone of Control
Inf: Infantry	

3.0 BASIC GAME SEQUENCE OF PLAY

Each turn is performed according to a “sequence of play:”

1. Random Events Phase

Two dice are rolled; the players consult the Random Events Table. (Random events are not used in all Basic Game scenarios.)

2. Leader Transfer Phase

Leaders may be transferred from one subordinate unit to another.

3. The Action Cycle

Action Phase:

A. Initiative Segment: Both players roll a die. The player with the higher roll wins (the Confederate player wins ties). The winner must take initiative or pass (see 4.1).

B. Activation Segment: The player who has taken initiative must perform a single action with an eligible leader or unit. At the end of an Activation Segment, the players return to the Initiative Segment and a new Action Phase begins. Players continue to perform Action Phases indefinitely until both players pass in the same Action Phase (see 4.1).

4. Recovery Phase

Eligible units may entrench, build bridges, repair bridges and ferries, and recover from fatigue, disorganization, exhaustion, and demoralization.

5. Turn Indication Phase

The Turn marker is advanced one box on the Turn Record Track and the players begin a new turn.

Exceptions: Occasionally, an individual Basic Game scenario might draw on one or more rules sections from the Advanced Game rules for that volume. In these situations, additional phases may be added to the sequence of play after the Random Events Phase. A list of such scenarios (and the phase that is added) is given in the table below:

Game	Scenario(s)	Phase Added
SJW	5	Reinforcement
HCR	2	Harper’s Ferry
SLB	1, 2, 3	Attachment
GTC	1, 2, 4	Attachment

4.0 THE ACTION CYCLE

Every turn has a single Action Cycle of indefinite length.

4.1 The Action Phase

An Action Cycle consists of a variable number of Action Phases. Each Action Phase is composed of an Initiative Segment and an Activation Segment. As soon as a player completes an action in the Activation Segment, a new Action Phase begins. Action Phases continue indefinitely until conditions for ending the Action Cycle are fulfilled.

4.2 The Initiative Segment

During this segment, both players roll a die. The player with the highest roll wins. If both players roll the same number, the Confederate Player wins. (In some games, such as all OTR scenarios and the GTC Grand Campaign game, players must note the number on the winning die. In such games, this number is used to determine which units are eli-

gible for activation with that initiative; see 5.2 for an example). If one player has no units eligible for activation in an Initiative Segment, his opponent automatically wins, and the dice are not rolled. (**Exception:** In some scenarios, the turn may end early on certain tied initiative rolls. In these scenarios, both players must roll the dice in each Initiative Segment, even if one player has no units eligible for activation. If the player who has no eligible units wins the roll, he must pass.) The winning player must choose one of the following two options:

- **Take Initiative:** He may take the initiative, thereby obligating him to perform an action in the subsequent Activation Segment;
- **Pass:** He may “pass,” automatically yielding initiative to his opponent.

A player who lost the initiative roll but who has initiative yielded to him by a “pass” must choose one of the following two options:

- **Take Initiative:** He may take the initiative, thereby obligating him to perform an action in the subsequent Activation Segment;
- **Pass:** He may “pass,” automatically ending the Action Cycle.

PASSING

If the player who wins the initiative roll passes, he does nothing. His opponent must then either take the initiative or pass. If the opponent also passes, the Action Cycle ends.

4.3 Activation Segment

The player who takes initiative must perform a single action with an eligible unit or leader in the Activation Segment. The counter selected for this action is called the “active unit” or “active leader.” The player controlling this unit/leader is called the “active player.”

4.4 Ending the Action Cycle

As soon as a player completes an action in an Activation Segment, a new Action Phase begins. Action Phases repeat indefinitely in an Action Cycle until both players pass in the same Action Phase. Thus, an Action Cycle ends when the player who wins the initiative roll passes, and his opponent—who is given the choice of taking initiative or passing—also passes. The Action Cycle also ends when both players have no units eligible for activation; or if a player passes when his opponent has no units eligible for activation. When an Action Cycle ends, proceed to the Recovery Phase.

5.0 ACTIONS

The player who takes initiative must perform a single action in the Activation Segment with one of his units or leaders. There are five types of actions:

- March
- Activate Leader
- Assault
- Burn RR Station (not in *SIV* or *OTR*)
- Entrenchment (1863 or later)

5.1 March

Only a single unit (not a leader) may be chosen to perform a March action. A unit is eligible to march only if it is currently at a Fatigue Level of 3 or less—it may not march if it is at Fatigue Level 4. The unit’s Strength marker may be organized or disorganized. A unit may march more than once per turn, but never more than once per Action Phase. A March is performed as follows:

1. The player with initiative selects one eligible unit anywhere on the map. The unit’s Movement Allowance is calculated as follows:
 - **Union Infantry or Artillery Unit:** The Union player rolls one die. The result is the unit’s Movement Allowance.
 - **Confederate Infantry or Artillery Unit:** The Confederate Player rolls one die. The die roll is increased by 1. The modified die roll is the unit’s Movement Allowance. **Exception:** In *OTR*, the Confederate Player rolls one die (but does not increase the roll by 1). The result is the unit’s Movement Allowance, although the unit’s minimum Movement Allowance is 2, even if the roll is 1.

- **Union Cavalry Unit:** The Union player rolls two dice. The sum of the dice is the unit’s Movement Allowance.
- **Confederate Cavalry Unit:** The Confederate player rolls two dice. The sum of the dice is *increased* by 1. The modified dice roll is the unit’s Movement Allowance.

2. The chosen unit’s Fatigue Level is increased by one. The unit gains a new Fatigue marker (or has an existing marker flipped over) to reflect the change. If this march brings a unit on its *normal* side to a new Fatigue Level of 3 or 4, or a unit on its *exhausted* side to a new Fatigue Level of 2, 3 or 4, it is an “extended march,” and the player must consult the Extended March Table. **Note:** Before proceeding to Step 3, enemy cavalry units in the active unit’s ZOC may perform a cavalry retreat (see 7.7).
3. An eligible unit may enhance its Movement Allowance by making a “force march.” The Movement Points (MP) gained by a force march are added to the Movement Allowance calculated in Step 1 to determine a final Movement Allowance. If no force march is performed, the unit’s final Movement Allowance is the number determined in Step 1.

Active
Movement
Allowance

4. Place the “Active Movement Allowance” marker on the Movement Track in the box corresponding to the unit’s final Movement Allowance.

5. The unit performs its march. As it expends MP, the Active Movement Allowance marker is adjusted downward. The march ends when the marker reaches 0 or the active player states that the action is over. If the marker reaches 0 due to an attack, the action does not end until the attack is resolved.

(**Optional**) A unit at Fatigue Level 4 may be selected in Step 1 of a March action if its *Strength marker is organized*. If a unit at Fatigue Level 4 marches, its Strength marker is automatically flipped to its disorganized side. (It retains its Fatigue Level 4 marker.) The player *does not* consult the Extended March Table. If a unit at Fatigue Level 4 marches, it may not also force march.

EXTENDED MARCH

If a unit on its normal side marches and its fatigue increase brings it to Fatigue Level 3 or 4, the action is an “extended march.” If a unit on its exhausted side marches and its fatigue increase brings it to Fatigue Level 2, 3 or 4, the action is also an “extended march.” Before proceeding to Step 3 of the march procedure, the active player rolls a die and consults the Extended March Table. This roll may be modified. If the unit’s Strength marker is organized, the modified roll is cross-referenced with the “Organized” column. If the unit’s Strength marker is disorganized, the modified roll is cross-referenced with the “Disorganized” column corresponding to its current Manpower value. There are three possible results:

- NE:** No effect; the extended march has no effect on the active unit.
- D:** Disorganized; the unit’s Strength marker is flipped to its disorganized side.
- 1/2/3:** The unit’s Manpower value is reduced by 1, 2, or 3. The unit’s new Strength marker is placed on its disorganized side.

As long as it is not eliminated by the result, the active unit resumes its march after determining the effects of its extended march.

Extended March Table Modifiers (all cumulative):

- +1:** If, in any *GCACW* game, the marching unit is a Union unit. (**Exception:** In *RTG* or *GTC*, this modifier *does not* apply to cavalry units of the Army of the Potomac.)
- +1:** In *SJW*, *HCR*, and *RTG*, if the marching unit is a Union unit not belonging to the Army of the Potomac.
- Note:** In *SJW*, units not belonging to the Army of the Potomac have blue counter values; in *HCR*, any unit that is not part of the I, II, III, V, VI, IX, or XII Corps does not belong to the Army of the Potomac; in *RTG*, units not belonging to the Army of the Potomac have red counter values.
- +1:** If, in the Advanced Game of *SJW* or *HCR*, the marching unit is out of supply (see *SJW* and *HCR* 20.0).
- +1:** If a march by a unit on its *normal* side increases its Fatigue Level from 3 to 4.
- +1:** If a march by a unit on its *exhausted* side increases its Fatigue Level from 2 to 3.
- +3:** If a march by a unit on its *exhausted* side increases its Fatigue Level from 3 to 4.

Example: If, in *RTG*, a Union unit on its exhausted side that does not belong to the Army of the Potomac performs a march, and that march brings the unit to a new Fatigue Level of 3, that march is an extended march. The Union player consults the Extended March Table, adding 3 to his die roll. (+1 because the unit is Union; +1 because the unit does not belong to the Army of the Potomac; +1 because the march increased the exhausted unit's Fatigue Level from 2 to 3.)

FORCE MARCH

A player may enhance his active unit's Movement Allowance by declaring a "Force March." A force march may only be declared in Step 3 of the March procedure. *An active unit may force march only if its Strength marker is currently on its organized side.* Artillery units can never force march. To conduct a force march, follow this procedure:

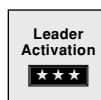
1. Flip the unit's Strength marker to its disorganized side.
2. If an infantry unit force marches, roll one die and subtract 1 from the roll. If a cavalry unit force marches, roll two dice and subtract 1 from the dice sum. The result is the number of MP added to the active unit's Movement Allowance as determined in Step 1 of the March procedure. The minimum MP bonus gained by an infantry unit's force march is 2, even if the modified roll is 0 or 1. The minimum MP bonus gained by a cavalry unit's force march is 4, even if the modified roll is 1, 2, or 3.
3. If the unmodified roll in Step 2 is 6 (for infantry), the active unit's Manpower Value is reduced by two; if the unmodified roll in Step 2 is from 2 to 5 (for infantry) or 8 or more (for cavalry), the active unit's Manpower Value is reduced by one. New Strength markers are placed on their disorganized sides. If the unmodified roll in Step 2 is 1 (for infantry) or 7 or less (for cavalry), the active unit's Manpower Value is unaffected.

March Example: The Union player takes initiative and declares a march with Ord's division, which currently is exhausted at Fatigue Level 1 with an organized Strength marker (Manpower/ Combat value of 6). The Union player rolls a die to determine Ord's Movement Allowance, obtaining a 3. Ord's Fatigue Level is increased to 2, indicating that an extended march is in effect because of his exhaustion. The Union player rolls a die, obtaining a 4, and consults the Extended March Table, cross-referencing 4 with the "Organized" column. One is added to the roll because Ord is a Union unit. The result is "NE," so Ord is unaffected by the extended march. (Had Ord's march brought his Fatigue Level to 3 instead of 2, the Union player's die roll of 4 would have been further modified to 6, and the result would have been "D" [Disorganized].) In this case Ord's organized Strength marker would have been flipped to its disorganized side.) The Union player decides to force march Ord, which is permissible because of his organized Strength marker. He flips Ord's Strength marker to its disorganized side and rolls a die, obtaining a 1. This is reduced by 1 to 0, but the minimum MP bonus in an infantry force march is 2. Thus, Ord's final Movement Allowance is 5 (3 + 2). The Active Movement Allowance marker is placed in the "5" box on the Movement Track. Ord does not suffer Manpower value loss due to the force march because the unmodified force march die roll was 1.

5.2 Activate Leader

The "activate leader" action enables a player to perform one or more consecutive march actions with eligible military units in the same Action Phase. Only one district, division, or corps leader at a time may be chosen for activation. A leader is eligible for activation only if one or more units within his command radius belonging to his command are at a Fatigue Level of 3 or less. A leader activation is performed as follows:

1. The player with initiative selects an eligible leader anywhere on the map.



2. The player with initiative must select one or more units belonging to the active leader's command that are situated within the leader's command radius (other than the leader itself). All of the units selected to participate in an activate leader action must be at a Fatigue Level of 3 or less. Place a Union or Confederate "Leader Activation" marker on top of each unit selected. The player is not obligated to select every eligible unit within the lead-

er's command radius, although he may do so. He must select at least one. In all games there will be units that do not belong to any leader's command. (**Example:** Union cavalry units in *SIV*, *OTR*, *SJW*, *HCR*, and *SLB* do not belong to a command since there are no Union cavalry leaders in those games). These units may not be selected to join an activate leader action. They may only perform march and entrenchment actions individually. The following are special exceptions to this rule:

Exceptions:

1. Artillery units in all games may be selected to join in an Activate Leader action of any non-cavalry leader, even though they do not belong to the active leader's command.
2. In *RTG*, the following four Confederate cavalry units do not belong to the "Cavalry" command and may not be chosen to participate in an Activate Leader action with the leader Stuart:

Imboden 12 VA
A Jenkins 17 VA

Note: Any substitute cavalry regiment detaching from Imboden or Jenkins may also not participate in an Activate Leader action with Stuart.

§ In 1864, or in 1863 if playing with the "Entrenchment" action optional rule, the player must declare whether each unit selected will march or entrench. This designation must occur in Step 2 of this procedure, prior to the calculation of the Movement Allowance. The player is free to have some units march and others entrench during a single Activate Leader action.

(**Optional**) A unit at Fatigue Level 4 may be selected to march (not entrench) in Step 2 of an Activate Leader action *if its Strength marker is organized*. If a unit at Fatigue Level 4 marches, its Strength marker is automatically flipped to its disorganized side. (It retains its Fatigue Level 4 marker.) The player *does not* consult the Extended March Table. If a unit at Fatigue Level 4 marches, it may not also force march.

SPECIAL RULE FOR On To Richmond

In *OTR*, if the Union player is performing the Activate Leader action, he is limited in the number of units he may select by the number he rolled during the just-completed Initiative Segment of the current Action Phase:

Union	
Die Roll	Result
1 to 4	Union player may select only 1 eligible unit
5	Union player may select 2 eligible units
6	Union player may select any number of eligible units

Note: If the Confederate player won the initiative roll in the current Action Phase but passed, the Union player may select any number of eligible units in a leader activation regardless of the number he rolled in the Initiative Segment. Also, if the Union player has taken initiative in the current Action Phase without an initiative dice roll (which is possible if the Confederate player has no units eligible for activation), the Union player may select any number of eligible units in a leader activation.

3. The active leader's Movement Allowance is calculated as follows:
 - **Union Infantry Leaders:** The Union player rolls one die. The result is increased by 1. The modified roll is the leader's Movement Allowance. **Exception:** In *SIV* and *OTR*, the Union Player rolls one die (but does not increase the roll by 1). The result is the unit's Movement Allowance, although the unit's minimum Movement Allowance is 2, even if the roll is 1.
 - **Union Cavalry Division Leaders:** The Union player rolls two dice. The sum of the dice is increased by 1. The modified roll is the leader's Movement Allowance.
 - § **Union Cavalry Corps Leaders (e.g. Sheridan):** The Union player rolls two dice. The sum of the dice is increased by 2. The modified roll is the leader's Movement Allowance.
 - **Confederate Infantry Leaders:** The Confederate player rolls one die. The result is increased by 2. (**Exception:** The result is increased by 1 in *OTR*). The modified roll is the leader's Movement Allowance.
 - § **Confederate Cavalry Division Leaders:** The Confederate player rolls two dice. The sum of the dice is increased by 2. The modified roll is the leader's Movement Allowance.

- **Confederate Cavalry Corps Leaders (e.g. Stuart or Hampton):** The Confederate player rolls two dice. The sum of the dice is increased by 3. The modified roll is the leader's Movement Allowance.

**Leader
Movement
Allowance**

4. The leader's Movement Allowance determined in Step 3 is used by every unit selected for participation in the leader activation. Place the "Leader Movement Allowance" marker on the Movement Track in the box corresponding to this number. Do not move the marker from this box for the duration of the leader activation, as it serves to remind the players of the leader's Movement Allowance.

5. The active leader may transfer to any hex occupied by a subordinate unit selected in Step 2. This transfer is voluntary and may only take place before any units march. If a transfer is undertaken, place the leader directly on top of the unit to which it transfers.
6. The active player chooses a single unit to perform a march or entrenchment action. The chosen unit must have been selected in Step 2 (i.e. it must have a Leader Activation marker, which is now removed). The unit must choose the same action (march or entrenchment) that was designated for the unit in Step 2. The chosen unit's Fatigue Level is immediately increased by one. The unit gains a new Fatigue marker (or has an existing marker flipped over) to reflect the change.

If the unit is entrenching, it follows the procedure outlined in Section 5.5. After following the entrenchment procedure, skip Steps 7 and 8 and pick up this procedure at Step 9.

If the unit is marching, it uses the active leader's Movement Allowance calculated in Step 3. If this march brings a unit on its *normal* side to a new Fatigue Level of 3 or 4, or a unit on its *exhausted* side to a new Fatigue Level of 2, 3, or 4, it is an "extended march," and the player consults the Extended March Table. (Before proceeding to Step 7 but after rolling for extended march, enemy cavalry units in the marching unit's ZOC may perform a cavalry retreat; see 7.7).

7. An eligible unit may enhance its Movement Allowance by making a "force march" (see Force March rules). The MP gained by a force march are added to the leader's Movement Allowance calculated in Step 3 to determine the unit's final Movement Allowance. Place the "Active Movement Allowance" marker on the Movement Track in the box corresponding to this number. If no force march is performed, the Active Movement Allowance marker is placed in the same box as the active leader's Movement Allowance calculated in Step 3.
8. The unit performs its march. As it expends MP, the Active Movement Allowance marker is adjusted downward. The march ends when the marker reaches 0 or the active player states that the march is over. If the marker reaches 0 due to an attack, the march does not end until the attack is resolved.

Units activated by cavalry *division* leaders are limited by the following rule. Only the *first* cavalry unit to march as part of an Activate Leader action initiated by a cavalry division leader may conduct an attack. The second or any subsequent cavalry unit to march in an Activate Leader action *may not attack*. Thus, *a maximum of one cavalry unit may attack* in an Activate Leader action initiated by a cavalry *division* leader. There is no such limitation in an Activate Leader action initiated by a cavalry *corps* leader (e.g. Sheridan, Stuart, or Hampton).

9. The active player now repeats Steps 6, 7, and 8 for each unit chosen to participate in the leader activation in Step 2. The player must perform Steps 6, 7, and 8 for each unit selected in Step 2; units may not withdraw from the action (although they are not obligated to move or attack). Each unit must perform Steps 6, 7, and 8 a maximum of once per leader activation. A unit must complete its march or entrenchment before another unit begins its action. The leader activation ends when each unit with a Leader Activation marker has completed Steps 6, 7, and 8.

Leader Activation Example: It is 1864 and the Union player takes initiative and declares an "Activate Leader" action with Hancock. Four divisions are situated within Hancock's command radius: Gibbon (Fatigue Level 4), Birney (FL 0), Barlow (FL 2), and Crawford (part of V Corps). All four divisions are on their normal sides and none of the divisions are entrenched. Gibbon is not eligible to participate because

he is at FL4; Crawford may not participate because he is part of V Corps. Thus, only Birney and Barlow are eligible to participate and the Union player chooses them both. He selects Birney to march and Barlow to entrench, placing a Leader Activation marker on both units. The Union player rolls a die, obtaining a 4. Since the movement allowance is one die plus one, the Leader Movement Allowance marker is placed in the "5" box of the Movement Track, where it remains for the duration of the action. Hancock, who is currently stacked with Gibbon, now transfers to Barlow's hex. Barlow's Leader Activation marker is removed, his fatigue level is increased to 3, and his entrenchment status raised to Abatis. Next, the Union Player performs a march action with Birney, whose Leader Activation marker is removed. Birney's FL is increased to 1, so an extended march is not in effect. No force march is performed, so the Active Movement Allowance is placed in the "5" box in the Movement Track. Birney's march ends when the Active Movement Allowance marker reaches 0. The Leader Activation now ends and a new Action Phase begins.

5.3 Assault

An "assault" action enables a district, division, or corps leader to attack a single, adjacent, enemy-occupied hex with a group of subordinate units rather than attacking with each individually. Only one leader at a time may be chosen for an assault. A leader is eligible for an assault only if one or more subordinate units in the leader's hex have a Fatigue Level of 3 or less. MP are not used in an assault, and the active player does not roll a die to determine a Movement Allowance. Assaults are explained in detail in the combat section (see 7.1).

5.4 Burn RR Station

WHO MAY BURN RR STATIONS

Only a single military unit (not a leader) may be chosen to perform a burn RR station action. A unit is eligible for this action if it occupies a RR station hex and is at a Fatigue Level of 3 or less; it may not be chosen if it is at Fatigue Level 4. The unit's Strength marker may be organized or disorganized, but it must have a Combat Value (not Manpower Value) of 2 or more. Units in *SIV* and *OTR* may *not* burn RR stations.

PROCEDURE

The player with initiative selects a single eligible unit anywhere on the map. The chosen unit's Fatigue Level is immediately increased by one. The unit gains a new Fatigue marker (or has an existing marker flipped over) to reflect the change. An extended march never occurs as a result of a burn RR station action, even if the unit goes to a new Fatigue Level of 2, 3, or 4.

If the unit's Combat Value is 2, 3, or 4, place a Damage marker in the RR station hex; if the unit's Combat Value is 5 or more, place a Destroy marker in the hex. The presence of other friendly units in the hex has no effect on the type of marker placed in the RR station hex. The action is now over and a new Action Phase begins.

Damage/Destroy markers remain in place for the duration of the game. (**Exception:** Damage/Destroy markers may be removed in the Advanced Game in some of the volumes in the series). However, an existing Damage marker is flipped over to its Destroy side at the moment a unit with a Combat Value of 5 or more performs a burn RR station action in that hex. An existing Damage marker is unaffected if a unit with a Combat Value of 2, 3, or 4 performs a burn RR station action in that hex. A Destroy marker is unaffected if other units later perform a burn RR station action in that hex.

Special Note: The Frederick Junction RR station (*RTG* S2428 and *HCR* W4317) may never be destroyed, even if a unit with a Combat Value of 5 or more performs a Burn RR station action there. A Burn RR station action in Frederick Junction always produces a damage result—regardless of the Combat Value of the unit performing the action.

5.5 Entrenchment

WHO MAY ENTRENCH

§ In any 1864 or later scenario, or in a 1863 scenario if this Entrenchment Action optional rule is used by mutual consent of the players, players may add an "Entrenchment" action to the menu of actions available to active units. Entrenchment actions may be performed by units marching individually or as part of

an Activate Leader action. Entrenching during the Action Cycle is always *in addition* to normal entrenchment rules. Eligible units may still entrench in Step 1 of the Recovery Phase.

Entrenchment Action Restrictions: The unit must meet all the following conditions to be selected for an Entrenchment action:

- It must be a military unit (not a leader)
- It must be at a Fatigue Level of 0, 1, or 2 if the year is 1863 (Fatigue Level 0, 1, 2, or 3 in 1864). Units may not perform entrenchment actions if the year is 1862 or earlier.
- It must not be demoralized. (It may be exhausted, and its Strength marker may be disorganized.)
- It must not already possess a completed Fort marker.

Note: A unit may perform more than one Entrenchment Action per turn, assuming it is eligible.

Entrenchment Action Procedure:

If an entrenchment action is declared, the active player follows one of the following two procedures, depending on the year of the game.

(Optional) 1863 Procedure:

1. The active unit's Fatigue Level is increased by *two*. (An extended march never occurs as a result of an Entrenchment action.)
2. The player places an Entrenchment marker on the active unit (or adjusts an existing Entrenchment marker) as follows:
 - If the active unit does not currently possess an Entrenchment marker, place a *Breastwork-Build* marker atop the unit.

Note: Breastwork-Build markers are featured in *SLB*, but not *RTG*. When playing *RTG*, players may use Breastwork-Build markers from other games, or they may indicate Breastwork-Build status by turning a normal *RTG* Breastwork marker sideways.

- If the active unit already possesses a Breastwork-Build marker, flip the marker to its *Complete* side (or, if using an *RTG* Breastwork marker, change it from a sideways to a normal alignment).
 - If the active unit already possesses a completed Breastwork marker, place a *Fort-Build* marker atop the unit.
 - If the active unit already possesses a Fort-Build marker, flip the marker to its *Complete* side.
3. The Entrenchment action ends, and a new Action Phase (or the next action in an Activate Leader action) begins.

§1864 Procedure:

1. The active unit's Fatigue Level is increased by *one*. (An extended march never occurs as a result of an Entrenchment action.)
2. The player places an Entrenchment marker on the active unit (or adjusts an existing Entrenchment marker) as follows:
 - If the active unit does not currently possess an Entrenchment marker, place an Abatis marker atop the unit. Exception: If an active Confederate unit is in a redoubt hex, place a Breastwork-Build marker atop the unit.
 - If the active unit already possesses an Abatis marker, flip the marker to its Breastwork-Build side.
 - If the active unit already possesses a Breastwork-Build marker, place a Breastworks marker atop the unit.
 - If the active unit already possesses a Breastworks marker, flip the marker to its Fort-Build-1 side.
 - If the active unit already possesses a Fort-Build-1 marker, place a Fort-Build-2 marker atop the unit.
 - If the active unit already possesses a Fort-Build-2 marker, flip the marker to its Fort-Complete side.
3. The Entrenchment Action ends, and a new Action Phase (or the next action in an Activate Leader action) begins.

6.0 MARCH AND MOVEMENT

6.1 Rules of Marching

A marching unit may move and/or attack.

MOVEMENT

A unit moves from hex to adjacent hex, expending a number of Movement Points (MP) equal to the cost of the major terrain in the hex entered (see the Terrain Chart). A marching unit can expend some, all, or none of its MP (unused MP may not be saved from march to march, nor may they be transferred between units). As a unit expends MPs, the Active Movement Allowance marker is adjusted downward on the Movement Track. The unit may no longer move when the marker reaches 0.

ATTACK

Attacks (except for assaults) are part of the march procedure. A marching unit may attack any single adjacent hex occupied by enemy units. There are four types of attacks, each of which expends a different number of MP. (The MP cost also varies for infantry and cavalry units.) A unit may not attack if it does not possess the requisite MP. The four attacks and their MP costs are:

- **Column of Route:** 0 MP (for both infantry and cavalry)*
- **Hasty:** 1 MP for infantry; 2 MP for cavalry
- **Normal:** 2 MP for infantry; 4 MP for cavalry
- **Prepared:** 4 MP for infantry; 8 MP for cavalry

* A column of route attack may not be declared if a unit's Movement Allowance is 0; it may only be used if the unit has a Movement Allowance of 1 or more at the moment of declaration.

Note: The defender's terrain does not affect an attack's MP cost. The four types of attacks listed above are used only for units attacking in a march—they are not used in an assault.

6.2 Rules of Movement

Roads, Pikes, Railroads: If a unit enters a hex through a hexside crossed by a road, pike, or railroad (RR), it ignores the cost of the hex's major terrain and instead pays 1 MP.

Trails: If a unit enters a mountain hex through a hexside crossed by a trail, it expends 2 MP. If a unit enters a non-mountain hex through a hexside crossed by a trail, it expends 1 MP.

Mountains: A unit may never enter or exit a mountain hex unless this move is performed across a hexside crossed by a road, pike, trail, or railroad.

Swamps: A unit may never enter or exit a swamp hex unless this move is performed across a hexside crossed by a road, pike, or RR. Provisional swamp hexes function in all respects as rough hexes except in rain turns, when they convert to normal swamp hexes (see 12.0).

Rivers: A unit may not cross a major or minor river hexside except at a bridge, dam, ferry, or ford. A unit crossing a bridge, dam, or ford pays no MP penalty. (The MP cost of the major terrain in the hex entered is negated if the bridge, dam, or ford is crossed by a road, pike, or RR—and the road, pike, or RR MP cost is used instead.)

Ferries: A unit may cross a ferry over a minor river in non-rain turns with no MP penalty, just as if it were a ford. However, at a major river ferry, or a minor river ferry in a rain turn, the unit must pay an MP penalty (simulating the use of boats to cross). The unit's Manpower value is divided by 3 (drop fractions). The result is the MP penalty to cross the ferry. This penalty is in addition to the normal MP cost to enter the hex on the far side of the ferry (typically road movement cost).

Creeks: Creek hexsides do not affect movement. Units may cross them at no special MP cost.

Water: Units may not enter water hexes.

Enemy-Occupied Hexes: A unit may not enter a hex occupied by enemy units (but see 7.6).

Enter Enemy Zone of Control: A unit must stop its movement at the moment it enters an enemy normal ZOC hex from a hex that is not in an enemy normal ZOC. The unit must then either

attack or end its march. If the unit attacks successfully (i.e., it does not receive a “D,” “F,” “f,” or “E” combat result), it is allowed to continue its march by moving and/or attacking. (However, if after a successful attack it still occupies an enemy normal ZOC, it again must either attack or end the march.) A unit must stop upon entering an enemy normal ZOC even if that ZOC is occupied by a friendly unit. If a unit enters an enemy cavalry unit’s normal ZOC and the enemy unit performs a cavalry retreat, the unit may continue its march.

Exit Enemy Zone of Control: An active unit may not exit an enemy normal ZOC hex unless it starts its march in an enemy normal ZOC hex and its first activity is to exit that ZOC:

- **ZOC to non-ZOC:** If it moves from an enemy normal ZOC hex directly to a hex that is not in an enemy normal ZOC, it pays normal MP costs plus 1 MP to enter that hex. Assuming the unit has MP remaining, it may continue its march.
- **ZOC to ZOC:** If it moves directly from one enemy normal ZOC hex to another, it ignores the hex’s MP cost and instead pays a cost equal to the unit’s entire Movement Allowance. This penalty applies even if the enemy normal ZOC hex entered is occupied by a friendly unit. Since the unit then has 0 MP left, its march is over and it may not attack. (Even though a hex’s normal MP cost is ignored, a unit may still not enter or exit a mountain or swamp hex—except by road, pike, RR or trail—or cross a major/minor river hexside, except by ford, bridge, dam, or ferry.) If a unit moves directly from one enemy normal ZOC hex to another and the two hexes are not connected by a road, pike, RR or trail, the unit’s Strength marker is flipped to its disorganized side. (If it is already disorganized, reduce the Strength marker’s Manpower value by 1.) Disorganization or loss is not applied if the unit moves from one enemy normal ZOC hex to another and the two hexes are connected by a road, pike, RR or trail.

Restricted ZOC: “Restricted” ZOC hexes—those into which a ZOC is exerted across a woods hexside not containing a road, pike, RR or trail (see 2.4)—do not affect movement in any way.

Enter Friendly-Occupied Hex: An active infantry or artillery unit must pay a penalty of 1 or more additional MP to enter a hex occupied by one or more friendly infantry and/or artillery units with a combined Combat value of 3 or more. The penalty is based on the terrain and the combined Combat value in the hex entered:

Combined Combat Value	Terrain...	
	Clear, Rolling Rough, City	Swamp, Woods Mountain
2 or less	NE	NE
3 to 11	+1 MP	+3 MP
12 or more	+2 MP	+4 MP

NE: No effect

A cavalry unit never pays these MP penalties and does not trigger them if a friendly infantry/artillery unit marches into its hex.

Cavalry Retreat: When an active infantry unit moves into the normal ZOC of an enemy cavalry unit—before the active player declares an attack—the cavalry unit may make a cavalry retreat (see 7.7).

Minimum 1 Hex Movement: As long as a unit does not attack during its march, it may always move at least one hex—even if its Movement Allowance is not sufficient for it to enter an adjacent hex. **Exception:** A unit may still not enter or exit a mountain or swamp hex (except by road, pike, RR or trail), or cross a major or minor river hexside (except at a bridge, dam, ford, or ferry). If an enemy cavalry retreat reduces an active unit’s Movement Allowance to 0 before it has moved in its march, it may still move one hex. If a unit begins a march adjacent to a ferry hexside and does not have enough MP to cross due to the ferry MP penalty, it may cross that ferry hexside anyway using all of its available MP.

6.3 Leader Movement

A leader may never occupy a hex by itself; it must always be stacked with a subordinate unit. A leader is considered “attached” to a unit with which it is stacked and must move with

that unit wherever it goes during a march—including retreat and advance after combat. More than one leader may be attached to the same unit if they represent different levels within an organization (e.g. a division and corps leader or a corps and army leader). If a leader is stacked in the same hex as more than one subordinate unit and one of those units leaves the hex, the leader may accompany the departing unit or it may stay in the hex attached to one of the remaining units. A leader may not move or activate by itself, although it may “transfer.”

LEADER TRANSFER

A leader may transfer from unit-to-unit in two ways:

Leader Transfer Phase: During the Leader Transfer Phase, the owning player may transfer some, none, or all of his leaders from one subordinate unit to another. To perform a transfer, the owning player must trace a path of contiguous hexes no more than 10 hexes in length from the leader’s hex (exclusive) to the hex occupied by the unit to which the leader wishes to transfer (inclusive). This path may not enter enemy-occupied hexes, but it may enter enemy ZOC. It may transit any terrain type, including swamps, mountains, and rivers. The Union player must perform all desired transfers in the Leader Transfer Phase before the Confederate player executes any leader transfers.

Activate Leader Action: Leaders may transfer during an “activate leader” action (see 5.2). Such a transfer may only be performed once per action, and only before units march.

Army and District Leaders: Army and district leaders are subject to the following restrictions:

- They may transfer in the Leader Transfer Phase, but they may not attach to a cavalry/artillery unit or cavalry leader.
 - If they are situated in the same hex as an active leader performing an Activate Leader action, they may transfer with the active leader in Step 5 of the Activate Leader procedure, although they are not obligated to do so. If an army/district leader transfers, it must transfer and attach to the same unit as the active leader.
- Exception:** If the active leader is a cavalry leader, an army/district leader may not transfer in Step 5 of the Activate Leader procedure.
- If an army/district leader is stacked in the same hex as more than one infantry unit and one of those units leaves the hex (including an advance after combat), the army/district leader may accompany and attach to the departing infantry unit or it may stay in the hex attached to one of the remaining infantry units.
 - An army/district leader is not obligated to be attached to an infantry unit to which a non-army leader is also attached. The army/district leader may be attached to an infantry unit by itself.

6.4 Stacking

An unlimited number of friendly units and leaders may occupy the same hex at a given time.

FORCE MARKERS



Since stacks of counters are unwieldy, players should use substitute counters called “Force markers” when they have more than two units per hex. Each player has his own set of Force markers and a corresponding Force Display. Each Force marker is identified by number and has a corresponding box on the display. A player may remove an unwieldy stack of counters from the map at any time and place the units, leaders, and markers comprising this stack in an empty box of the display. (Place units and markers in separate piles so they may be viewed at a glance.) Then the Force marker corresponding to this box is placed on the map in the hex formerly occupied by the stack. All units and leaders comprising a force are considered to occupy the hex in which the Force marker is situated, and they exert ZOC normally. Subject to normal marching rules, units and leaders may leave the force and be placed back on the map at any time the owning player wishes. Units may freely join a force if they end a march in the same hex as the marker. Force markers have no effect on play. Players are not obligated to use them.

6.5 Fatigue Levels

A unit's Fatigue Level is increased when it performs an action. It may also be increased due to combat. A unit at Fatigue Level 4 may not perform an action, although it may defend and retreat due to combat. Players may wish to turn units sideways when they reach Fatigue Level 4 so that they can see at a glance which units are no longer eligible for activation. (**Exception:** If playing with the optional rule in Sections 5.1 and 5.2, units at Fatigue Level 4 may activate if their strength marker is organized).

7.0 COMBAT

7.1 Attacks

Only a unit performing a march or units participating in an assault action may attack.

TARGETS OF ATTACKS

An attacking unit (or group of units in an assault) may attack any single, adjacent hex occupied by one or more enemy units. If the attacking unit is adjacent to more than one enemy-occupied hex, it may attack only one hex of the active player's choice.

PARTICIPATION IN ATTACKS

Attacks are never mandatory. In a march, only the active unit may attack. All other friendly units, even those stacked in the same hex as the active unit, never participate in the attack. A unit may attack more than once per march as long as it has the requisite MP and does not suffer a prohibitive result on the Combat Results Table. In an assault action, only subordinate units stacked in the same hex as the active leader may participate in the attack. (**Exception:** see "grand assault.") A maximum of one attack may take place per assault action.

PARTICIPATION IN DEFENSE

All units in a hex being attacked must participate in that combat. The attacker may not single out a unit in the hex as a target, and the defender may not withhold units in the hex from combat.

ATTACK RESTRICTIONS

Rivers: An attack may not take place across a major or minor river hexside unless a bridge, dam, ferry, or ford connects the attacker's and defender's hexes.

Mountains and Swamps: An attack may not take place against a unit in a mountain or swamp hex unless the attacker's and defender's hexes are connected by a road, pike, RR or trail. A unit in a mountain or swamp hex may not attack an enemy unit unless the two hexes are connected by a road, pike, RR or trail.

Artillery: Artillery units performing march actions may not attack. Their artillery values are parenthesized to remind the players of this restriction.

Woods Hexsides: A unit may only attack across a "woods hexside" (see 2.3) if it meets either of the following conditions:

- It starts the action in the hex from which the attack is made.
- There is a road, pike, RR or trail connecting the attacker's and defender's hexes. In this case it is permissible for the active unit to have marched one or more hexes before initiating the attack across the woods hexside.

ATTACK PROCEDURE (MARCHING UNIT ONLY)

A unit performing a march may attack as follows:

- 1. Select Target:** The active player states the attack's target.
- 2. Select Attack Type:** The active player states his type of attack: column of route, hasty, normal, or prepared (see 6.1). Adjust the Active Movement Allowance marker downward on the Movement Track by the attack's MP cost.
- 3. Determine Combat Values:** The players determine their Combat values and calculate the "ratio modifier" to the attacker's die roll in Step 5.
- 4. Determine Die Roll Modifiers:** The players determine the "tactical" and "artillery" modifiers and any other modifiers applying to the combat (see 7.4).
- 5. Roll Dice:** The attacker and defender each roll a die, modifying their rolls as required. The defender's modified roll is subtracted

from the attacker's modified roll. The players consult the Combat Chart and apply the results (see 7.5).

6. Continue Action: If the marching unit has remaining MP and the combat result does not require it to end the action, it may continue to perform its march. If the unit has no more MP or the result calls for the march to end, the action is over and a new Action Phase begins.

ATTACK PROCEDURE (ASSAULT ACTION ONLY)

A corps, division or district leader may be selected for an assault only if one or more subordinate units at Fatigue Level 3 or less are stacked with that leader. A Movement Allowance is not calculated in an assault and MP are not used—thus, the active player does not specify a type of attack (column of route, hasty, normal, prepared). An assault is performed as follows:

1. Select Participants: The active player selects an eligible leader. Next he chooses one or more units in the active leader's hex belonging to the same command as that leader. Each unit selected to participate in the action must be at Fatigue Level 3 or less.

Exception: A player may select one or more artillery units occupying the same hex as the active leader to participate in an assault even though the artillery units do not belong to the leader's command.

2. Increase Fatigue: Each unit selected to participate in the assault in Step 1 has its Fatigue Level increased by one.

Note: An "extended march" never occurs as a result of an assault action, even if the unit goes to a new Fatigue Level of 2, 3 or 4.

3. Select Target: The active player states the target of the attack, which must be a single, adjacent, enemy-occupied hex.

4. Cavalry Retreat: The enemy player may conduct a cavalry retreat with eligible units (see 7.7).

5. Roll for Command: The active player rolls a die. This roll may be modified.

- If he rolls a 6 (before modification), *the assault automatically ends*. Begin a new Action Phase—do not proceed to Step 6.
- If the roll is 5 or less, apply any appropriate modifier to this roll (see below), and subtract the modified number from the active leader's Command value. The result is the "Assault Number." If the Assault Number is less than 0, the assault ends. Begin a new Action Phase—do not proceed to Step 6. However, if the Assault Number is 0 or greater, the assault takes place—continue the assault procedure. The Assault Number is the maximum number of attacking units that may participate in the assault. (If the Assault Number is 0, one unit must participate.) If the Assault Number is equal to or greater than the number of units selected in Step 1, all the units selected in Step 1 (and no more) must participate in the assault. If the Assault Number is less than the number of units selected in Step 1, the active player must choose (from among the units selected in Step 1) a number of units to employ which equals the assault number. (The assault must proceed, even if the number of units actually employed is less than the number selected in Step 1.) Regardless of whether or not an assault takes place, all units selected to participate in Step 1, even if they ultimately are dropped from the assault, gain one Fatigue Level in Step 2.

6. Attempt Grand Assault: The active player may attempt a "grand assault" (see below). A successful grand assault allows additional units to participate in the attack. Even if a grand assault attempt fails, the assault must proceed to Step 7. The active player cannot back out of the action.

7. Determine Combat Values: The players determine their Combat values and calculate the "ratio modifier" to the attacker's die roll in Step 9.

8. Determine Die Roll Modifiers: The players determine the "tactical" and "artillery" modifiers and any other modifiers applying to the combat (including the automatic +1 assault modifier; see 7.4).

9. Roll Dice: The attacker and defender each roll a die, modifying their rolls as required. The defender's modified roll is subtracted from the attacker's modified roll. The players consult the Combat Chart and apply the results (see 7.5). The action is over and a new Action Phase begins.

Example: Corps leader Porter (V Corps, Command value, 5) is per-

forming an assault. He is stacked with two V Corps subordinate divisions (Sykes and Morell). Both divisions are selected to participate in the assault in Step 1. The Union player rolls a die, obtaining a 5. Subtracting 5 from Porter's Command value (5) yields 0, indicating that the assault takes place—but with only one unit. The Union player retains Morell and drops Sykes from the assault. But both divisions have their Fatigue Levels increased by one.

Assault Die Roll Modifier: The following modifier applies to the active player's assault die roll in Step 5 of the assault procedure of any game with district leaders:

- 2: If the active leader is a *district* (not a corps or division) leader, subtract 2 from the assault die roll.

Note: Advanced Game assault die roll modifiers, such as *SLB's* "Hooker Loses Confidence" (*SLB*, 16.0) and *OTR's* Union "Passive" Command Posture (*OTR*, 18.0) are in effect in all applicable scenarios.

GRAND ASSAULT

A player may attempt a "grand assault" in Step 6 of the assault procedure only if both of the following conditions are in effect:

- *Army or District Leader:* A friendly army or district leader is situated within the command radius of the active leader's hex.
- *Eligible Hexes:* One or more of the six hexes adjacent to the defender is eligible to join a grand assault. A hex is eligible to join a grand assault if both of the following conditions are met:
 - It is adjacent to the defender (including the hex in which the assault action was initiated).
 - It must be occupied by one or more of the attacker's units which were not selected to participate in the active leader's assault, and at least one of those units is at Fatigue Level 3 or less.
- *Non-Cavalry Leader:* The active leader initiating the current assault must not be a *cavalry* leader.

A maximum of one grand assault may be attempted per action, although an unlimited number may be attempted per turn. A grand assault is attempted as follows:

1. Roll for Command: The active player rolls a die. In the Basic Game of all *GCACW* games, this roll is never modified. In some Advanced Games, however, it may be modified (see below).

- If the modified roll is 6 or more, the grand assault does not take place. The grand assault ends—return to Step 7 of the assault procedure.
- If the modified roll is 5 or less, subtract the number rolled from the *army (or district)* leader's Command value. The result is the "Grand Assault Number." If the Grand Assault Number is 0 or less, the grand assault does not take place. Return to Step 7 of the assault procedure. If, however, the Grand Assault Number is 1 or more, the grand assault must take place. Proceed to Step 2.

Note: Advanced Game grand assault die roll modifiers, such as *SLB's* "Hooker Loses Confidence" (*SLB*, 16.0), and *OTR's* Union "Passive" Command Posture (*OTR*, 18.0) are in effect in all applicable scenarios.

2. Select Eligible Hexes: From among the six hexes adjacent to the defender, the attacker must select a number of eligible *hexes* (not units) equal to or less than the Grand Assault Number which he wishes to use in the grand assault. He must select at least one hex. An "eligible hex" is defined above.

3. Select Participants: In each hex selected in Step 2, the active player *must* select one or more eligible friendly units to join the grand assault. A unit is eligible to join a grand assault if it meets all the following conditions:

- It has a Fatigue Level of 3 or less.
- It must be eligible to participate in an attack as described in the "Attack Restrictions" rules.
- It must not have already been selected (successfully or unsuccessfully) in Step 1 of the assault procedure.

A unit's command affiliation is irrelevant in this step. Any eligible unit, regardless of its command (including all cavalry and artillery units) may join in a grand assault. **Note:** The attacker may not back out of a grand assault once the grand assault procedure goes beyond Step 1. Each hex chosen by the

attacker in Step 2 must contribute at least one eligible unit to the grand assault.

4. Increase Fatigue: Each unit selected in Step 3 of the grand assault procedure has its Fatigue Level increased by one. An "extended march" never occurs as a result of a grand assault, even if a unit goes to a Fatigue Level of 2, 3, or 4.

5. Return to Assault Procedure: Return to Step 7 of the assault procedure. Each unit selected in Step 3 of the grand assault contributes its Combat and Artillery values to the attacker's totals in Steps 7 and 8 of the assault.

Example: AP Hill, in hex N0922, successfully initiates an assault on hex N1021. Army leader Lee (Command value, 6) is in hex N0924, within Hill's command radius. A non-active Confederate unit is in hex N0921 and another in N1022, both at Fatigue Level 2. Thus the Confederate player may attempt a grand assault. He rolls a die, obtaining a 3. Thus, the Grand Assault Number is 3 (Lee's Command value [6] minus die roll [3] is 3). The grand assault must take place. The Confederate player selects two eligible hexes, N0921 and N1022. The non-active unit in each hex must be chosen to join the grand assault, and each unit's Fatigue Level is increased to 3. Both units contribute their Combat and Artillery values to Hill's assault.

7.2 Combat Values

Every military unit has a Combat value shown on its accompanying Strength marker. A unit's Combat value varies depending on whether its Strength marker is organized or disorganized. If a unit's Strength marker is organized, its Combat value is simply the number shown on the marker. If a unit's Strength marker is disorganized, its Combat value is the *unparenthesized* number (not the parenthesized number, which is its Manpower value). A unit with a disorganized Strength marker may have a Combat value of 1/2. If so, this fraction is retained in combat—it is not rounded up or down.) A unit's Fatigue Level has no effect on its Combat value.

In combat, the attacker and defender combine the Combat values of all their participating units. Players cannot withhold any part of their units' Combat values. To determine the Combat value of an attacking unit in a march action, simply use that unit's Combat value alone (no other units may join the attack). To determine the final Combat value in an assault, combine the Combat values of all units participating in that assault, and add in the Combat values of those units joining in a grand assault (if any). To determine the final Combat value of defending units, combine the Combat values of all units in the defending hex.

Maximum Values: The maximum combined Combat Value of attacking and defending units is limited as shown in the table below (note that there are different limits in *OTR*). In a grand assault, the limit shown below applies to each hex containing attacking units, so the overall total from all hexes may exceed the number listed in the "Attacking" row below.

Situation	OTR	Other Games
Attacking	70	80
Defending	60	70
At least one-half defending units entrenched	100	120
All defending units entrenched	130	160

If in a grand assault, the total Combat value of attacking units is 80 or more, the attacker's Manpower value loss in that combat is increased as follows:

- If the attacker's Combat value is 80 to 89, his Manpower value loss number is increased by 1.
- If the attacker's Combat value is 90 to 99, his Manpower value loss number is increased by 2.
- If the attacker's Combat value is 100 or more, his Manpower value loss number is increased by 3.

7.3 Artillery Values

A unit's Artillery value is shown directly on the unit itself. A unit's Fatigue Level or Strength marker (organized or disorganized) has no effect on its Artillery value. Artillery values are used to determine the "artillery modifier" in combat (see 7.4).

7.4 Combat Die Roll Modifiers

Several factors modify combat die rolls. Modifiers are cumulative.

RATIO MODIFIER

The attacker's die roll must be modified by the ratio modifier. To calculate this modifier, compare the attacker's Combat value sum to the defender's Combat value sum and round this ratio down in favor of the defender to conform to one of the simplified ratios listed on the Ratio Chart. A modifier from -12 to +13 is listed next to each ratio. This is the ratio modifier.

TACTICAL MODIFIER

The attacker's die roll is modified by the tactical modifier. To calculate this modifier, the defender determines the highest Tactical value among the units and leaders in the defending hex. Meanwhile, the attacker makes the same determination among his units and leaders participating in the attack. A leader may contribute its Tactical value to an attack only if it is stacked in the same hex as a subordinate attacking unit. The defender's Tactical value is subtracted from the attacker's Tactical value. The result is the tactical modifier, which is added to (or, if a negative number, subtracted from) the attacker's die roll.

In a March or Activate Leader action, a leader may contribute its Tactical value to any attack made by a subordinate active unit in the leader's hex, even if the attack is not being made by the unit to which the leader is attached.

ARTILLERY MODIFIER

The attacker's die roll may be modified by the artillery modifier. (**Note:** If the defender occupies a woods, city, mountain, or swamp hex, it is not necessary to determine an artillery value differential because no artillery modifier can possibly apply in that circumstance.) The attacker adds the Artillery values of all attacking units and subtracts the combined Artillery values of all defending units from this sum. The result is the "Artillery Value Differential." On the Artillery Modifier Summary, cross-index the appropriate Differential column with the line corresponding to the terrain in the defender's hex. The result (a positive or negative number, or no effect) is the artillery modifier that is applied to the attacker's die roll. Some results call for the attacker to roll the die to determine the final artillery modifier.

Special Cases:

- If neither the attacker nor defender have Artillery values, no artillery modifier applies.
- If the defender's Artillery value is 0, a negative artillery modifier is converted to "no effect."
- If the defender's Artillery value is 1, a modifier of -2 is converted to -1.

ARTILLERY MODIFIER SUMMARY

Artillery Value Differential...					
<i>(Attacker's Artillery Value Minus Defender's Artillery Value)</i>					
Defender's Terrain	-4 or Less	-3 to +1	+2 to +4	+5 to +7	+8 or more
Clear	-3	-2	NE	+1	+2†
Rolling	-2	-1	NE	+1*	+1
Rough•	-1	-1*	NE	NE	+1*
Woods/City/Mtn	NE	NE	NE	NE	NE
Swamp§	NE	NE	NE	NE	NE

* Just prior to combat, roll a die. If roll is even, indicated modifier is used; if roll is odd, no modifier is used.

† Just prior to combat, roll a die. If roll is even, +2 modifier is used; if roll is odd, +1 modifier is used instead.

• Also applies to provisional swamp hexes in non-rain turns.

§ Also applies to provisional swamp hexes in rain turns.

NE: No effect

TERRAIN

The defender's die roll may be modified by terrain:

Bridge/Dam/Ferry/Ford: If an attack takes place across a bridge, dam, ferry, or ford hexside, the defender adds 2 to his roll.

Creek: If an attack takes place across a creek (even across a road, pike, RR, or trail hexside), the defender adds 1 to his roll.

Mountain: If the defender occupies a mountain hex, he adds 2 to his roll. However, if the active attacking unit also occupies a mountain hex, the defender adds only 1 to his roll.

Note: If, in a grand assault, more than one hex adjacent to the defender's hex has attacking units, the above modifiers apply only if the defender's hex is separated from the *active leader* by a bridge, dam, ferry, or ford—or a creek hexside.

LEE (not in RTG)

If a Confederate district, corps, or division leader successfully undertakes an assault action and the army leader Lee is currently stacked in the same hex as the active leader, the Confederate player adds 1 to his attack die roll. This bonus is in addition to the +1 modifier due to assault, and is applied regardless of whether or not a "grand assault" takes place. The Lee bonus may never be applied to defending units. The Lee bonus can not be applied in any RTG scenario. Other army leaders cannot provide such a bonus.

§LONGSTREET

In any scenario occurring in 1864 or later, the Confederate player adds 1 to his attack roll if the corps leader Longstreet successfully undertakes an assault action. This bonus is in addition to the +1 modifier due to assault, and is applied regardless of whether or not a "grand assault" takes place. The Longstreet bonus can never be combined with the Lee bonus. Other corps leaders cannot provide such a bonus.

TYPES OF ATTACKS

In a march, the type of attack chosen by the active player may modify the attacker's die roll:

- **Column of Route:** -3 to attacker's roll
- **Hasty:** -1 to attacker's roll
- **Normal:** No modifier to attacker's roll
- **Prepared:** +1 to attacker's roll

ASSAULT ACTION

In an assault action, modifiers for column of route, hasty, normal, and prepared attacks never apply. Instead, an assault action always provides a +1 modifier to the attacker's die roll.

RAIN

The attacker subtracts 1 from all his die rolls in rain turns (see 12.0).

DEMORALIZATION-2

If a unit with a Demoralize-2 marker is alone in a hex and is attacked by an enemy unit, the defending player subtracts 1 from his combat die roll. If the demoralized-2 unit is in a stack of friendly units that is attacked, the -1 die roll modifier only applies if more than one-half of the total Combat value in the hex is contributed by units with Demoralize-2 markers.

FLANK ATTACKS

If, at the moment of combat, defending units are partially or completely surrounded by active and inactive enemy units or their ZOC (or impassable terrain), the attacker's die roll is enhanced. This bonus, called a "flank attack," applies even if some of the enemy units surrounding a defender do not participate in the attack. The flank attack bonus is computed as follows:

1. "Covered" Hexes: The active player determines the number of "covered" hexes among the six hexes adjacent to the defender. A covered hex is one meeting *any* of the following conditions:

- It is occupied by an undemoralized unit friendly to the attacker (including the attacking unit itself).
- It is in the ZOC of the attacking unit itself or any undemoralized unit friendly to the attacker (including "restricted" ZOC; see 2.4).

†**c.** It is a mountain or swamp hex (including provisional swamps in a rain turn) or the defender's hex is a mountain or swamp hex. The two hexes are not connected to each other by a road, pike, RR or trail.

†**d.** It is separated from the *defender's* hex by a major or minor river hexside not containing a bridge, dam, ferry, or ford. (**Exceptions:** In a turn when a river is unfordable, a hex is covered if it is separated from the defender by a ford hexside over such a river. In a rain turn, a hex is covered if it is separated from the defender by a creek hexside untraversed by a road, pike, trail or RR.)

e. It is a hypothetical hex just off the map that would be adjacent to a map edge hex occupied by the defender.

Note: Each of the six hexes adjacent to the defender may be counted only once in this step even if it fulfills more than one definition of "covered."

2. Basic Flank Bonus:

- *Six Covered Hexes:* If all six hexes adjacent to the defender are covered, the "basic flank bonus" is +4. Proceed to Step 3.
- *Five Covered Hexes:* If five of the six hexes adjacent to the defender are covered, the "basic flank bonus" is +2. Proceed to Step 3.
- *≤ Four Covered Hexes:* If four or less of the six hexes are covered, there is no flank bonus. Skip the rest of this procedure.

3. Final Flank Bonus: The basic flank bonus from Step 2 may be reduced to determine the "final flank bonus." The basic flank bonus is *reduced by one* for each *covered* hex meeting at least one of the following conditions:

- a. It is occupied by an undemoralized unit friendly to the defender.
- b. It is unoccupied *and* is separated from all adjacent units friendly to the attacker (including the attacking unit itself) by woods hexsides (see 2.3) *untraversed by a road, pike, trail, or RR.*

Exception: In *SLB* only, if the Confederate player is attacking, he ignores Step 3b of the flank bonus procedure. The basic flank bonus is *not* reduced by one for each unoccupied covered hex separated from adjacent Confederate units by woods hexsides untraversed by a road, pike, or RR. Step 3b *does* apply to the Union player in *SLB*.

†**c.** It is a mountain or swamp hex (including provisional swamps in a rain turn) or the defender's hex is a mountain or swamp hex. The two hexes are not connected to each other by a road, pike, trail, or RR.

†**d.** It is separated from the *defender's* hex by a major or minor river hexside not containing a bridge, dam, ferry, or ford. (This case also includes: 1) a turn when a river is unfordable, if a hex is separated from the defender by a ford hexside over such a river, and 2) a rain turn, if a hex is separated from the defender by a creek hexside untraversed by a road, pike, trail or RR.)

e. It is a hypothetical hex just off the map that would be adjacent to a map edge hex occupied by the defender.

Note: Each of the six hexes adjacent to the defender may be counted only once in this step even if it fulfills more than one of the above conditions.

Maximum Reduction: The maximum reduction that may be applied to the basic flank bonus in this step is -3, even if a greater reduction would normally apply. Thus, if all six hexes adjacent to a defender are covered (yielding a basic flank bonus of +4 in Step 2), there will always be a final flank bonus of at least +1.

4. Apply Modifier: The final flank bonus from Step 3 is applied to the attacker's combat die roll, in addition to other modifiers.

Flank Bonus Reductions: The final flank bonus from Step 3 may be reduced in either of the following circumstances:

- *Flanks Refused:* Flank attack bonuses may be modified by "Flanks Refused" markers. (Flanks Refused markers are no longer optional. They are used in all *GCACW* games; see 7.8.)
- *Cavalry:* Flank attack bonuses may be modified if both the attacker and defender possess cavalry units (see "Cavalry and Flank Attacks," below).

†**Flank Bonus Conditions:** The status of the attacker's units may modify a flank bonus. If one or more of the attacker's units occupy or exert a ZOC into a hex adjacent to the defender, and all of those units together have a combined Combat

value less than one-fourth the defender's Combat value (including entrenchments), that hex is not considered "covered" in Step 1a or 1b of the flank attack procedure. (Attacking units in different hexes can combine their Combat values to reach the one-fourth the defender's Combat value total, as long as all of the units are adjacent to the same "covered" hex). Inactive demoralized units belonging to the attacker may not contribute in any way to the achievement of a flank attack bonus. A unit helping to provide a flank attack bonus which does not participate in the attack may not contribute its Tactical value to a combat, nor does it trigger terrain modifiers.

Cavalry and Flank Attacks: The final flank bonus may be reduced if *both* of the following conditions are in effect:

- The active attacking unit is a cavalry unit (or the active leader making an assault is a cavalry leader).
- More than one-half of the total Combat value in the defender's hex is contributed by cavalry units.

If both of these conditions are fulfilled in a combat in which a flank bonus applies, that combat's final flank bonus may be modified as follows:

- A final flank bonus of +4 is reduced to a +2 bonus instead.
- A final flank bonus of +3 or +2 is reduced to a +1 bonus instead.
- A final flank bonus of +1 is ignored (no bonus is awarded).

Note: Non-flank attacks under these conditions do not provide the attacker with a +1 die roll bonus, as is the case with Flanks Refused markers (see 7.8). Also, if a Flanks Refused marker is already situated in the defender's hex, or if the defending units occupy a redoubt hex, normal flanks refused/redoubt rules apply instead of the above cavalry rules.

7.5 Combat Results

The Combat Chart is used to resolve combat. A combat produces two results: one for the attacker, one for the defender. To resolve a combat, the defender's modified die roll is subtracted from the attacker's modified roll. On the Combat Chart, the attacker cross-references the result with the column corresponding to his combined Combat value; the defender cross-references the result with the column corresponding to his combined Defense value (prior to applying entrenchment benefits). Both players' results, which are applied immediately, may consist of a number and/or one or two letters. A dash indicates that the player's units are unaffected.

Note: A Combat value may fall between two columns on the Combat Chart (e.g. 3½). If so, round the value up by ½ and use the right column of the two possible choices.

Note: In *SJW*, "Union Panic" results are still in effect in the Advanced Game (see *SJW* 18.0). Union panic is triggered in *SJW* by any *italicized result* on the *GCACW* Standard Combat Chart.

LETTER RESULTS

There are eight possible letter results:

D (Disorganize/Fatigue): The unit's Strength marker is flipped to its disorganized side. (If it is already disorganized it remains so.) The unit's Fatigue Level is also increased by 3 (to a maximum of 4). If the unit is already at Fatigue Level 4, it remains so. Finally, an active unit obtaining a "D" may not expend any more MP; its march action is over and a new Action Phase begins.

F (Fatigue-2): The unit's Fatigue Level is increased by two (to a maximum of 4). An active unit may not spend any more MPs; its march is over and a new Action Phase begins.

f (Fatigue-1): The unit's Fatigue Level is increased by one (to a maximum of 4). An active unit may not spend any more MP; its march is over and a new Action Phase begins.

E (End Action): An active unit may not spend any more MP; its march is over and a new Action Phase begins. This result has no effect on an assault action, since an assault automatically ends after the combat has been resolved.

r (Retreat): The unit must retreat (see 7.6).

R (Rout/Demoralize-1): The unit is routed (see 7.6). Also, the unit gains a Demoralize-1 marker. If it already has such a

marker, it is flipped to its Demoralize-2 side. If it is already at Demoralize-2, there is no further effect.

R* (Rout/Demoralize-2): The unit is routed (see 7.6). Also, the unit gains a Demoralize-2 marker. If it is already at Demoralize-1, flip the marker to its Demoralize-2 side and there is no further effect. If it is already at Demoralize-2, its Manpower value is reduced by one in addition to its normal manpower loss result.

a (Advance): The unit may advance after combat (see 7.6).

NOTE: An “extended march” never takes place due to a combat result, even if a unit goes to a new Fatigue Level of 2, 3 or 4.

NUMBER RESULTS

Number results, which precede letter results, indicate a reduction of the unit’s *Manpower* (not *Artillery*) value. Remove the unit’s Strength marker and replace it with another one showing its reduced Manpower value (i.e., the unit’s Manpower value before the combat minus the number result). The new Strength marker may assume a new status (organized or disorganized):

- If the original Strength marker was *disorganized* before the combat, the new Strength marker is also disorganized.
- If the original Strength marker was *organized* prior to the combat, the new Strength marker is disorganized if the combat result contains a “D” (Disorganized/Fatigue), or organized if the combat result does not contain a “D.”

Exception: If in a grand assault, the total Combat value of attacking units is *80 or more*, the attacker’s Manpower value loss in that combat is increased (see 7.3).

APPLYING RESULTS

Attacker: In a march, the attacker’s letter and number results apply only to the active unit, even if other friendly units occupy the same hex. In an assault, the attacker’s letter result applies to each participating unit, including those joining in a grand assault. The attacker’s number result applies to the attacking force as a whole—*not to each individual unit*. As long as the number result is fully applied, the attacker may divide it among any of his attacking units as he wishes. Units providing flank attack bonuses which do not participate in the attack are unaffected by combat results.

COMBAT EXAMPLE

McCall’s Union division (Combat/Manpower value, 9; Artillery value, 2; Tactical value, 2) is in hex OTR N1523 (Old Cold Harbor), a rolling hex, stacked with its V Corps leader, Porter, (Tactical value, 3). JR Anderson’s Confederate demi-division (Combat/Manpower value, 17; Artillery value, 2; Tactical value, 2) is performing a march action, attached to its division leader, AP Hill (Tactical value, 4). Branch’s Confederate brigade (Combat/Manpower value, 7; Artillery value, 1) is currently situated in OTR N1522. All units’ Strength markers are organized; all units are at Fatigue Level 1. JR Anderson moves into OTR N1423 and the Confederate player declares a hasty attack against McCall, expending 1 MP. The Confederate player compares Anderson’s Combat value (17) to McCall’s Combat value (9) to obtain a combat ratio of 17–9. Unfortunately for the Confederate player, he needs one more Combat value point for 2-1 odds: 17–9 is rounded down to a 1-1 ratio. Branch is not involved in the march, so he may not contribute to the attack. (He will shortly help to provide a flank attack bonus since his own Combat value of 7 is greater than or equal to one-fourth of McCall’s Combat value). There is no ratio modifier for a 1–1 attack.

The Confederate player compares Anderson’s Artillery value (2) to McCall’s Artillery value (2). Since these values are the same, the Artillery Value Differential is 0. Consulting the Artillery Modifier Summary on the “–3 to +1” column and cross-referencing it with the “Rolling” terrain line corresponding to McCall’s hex, there is a –1 artillery modifier applicable to the Confederate player’s die roll.

To determine the tactical modifier, the Union player’s highest Tactical value (Porter’s 3) is subtracted from the Confederate player’s highest Tactical value (AP Hill’s 4), yielding a modifier of +1 to the Confederate player’s die roll.

The Confederate player must subtract 1 from his roll due to the hasty attack. For flank attack purposes, the presence of Branch’s brigade in OTR N1522 means that five hexes adjacent to McCall are “covered” because they are either enemy-occupied or enemy ZOC

Defender: The defender’s *letter* result applies to each defending unit. The defender’s *number* result applies to the defending force as a whole—*not to each individual unit*. As long as the number result is fully applied, the defender may divide it among any of his defending units as he wishes.

†Combat results are always applied to the defending unit(s) before they are applied to the attacking unit(s).

ENTRENCHMENTS AND COMBAT VALUES

Defending units’ Combat values may be enhanced by entrenchments (see 9.0). However, when determining the defender’s combat result, the Combat Chart columns represent the defender’s Combat value *prior* to the application of entrenchment benefits.

Example: If Cobb’s brigade defends with a Combat value of 6, its combat result is determined in the “4 to 6” column of the Combat Chart. If Cobb’s brigade defends under a completed Breastwork marker, its Combat value is 12 (6 x 2). Although Cobb’s Combat value of 12 would be used to calculate the ratio in that combat, its combat result is determined in the “4 to 6” column of the Combat Chart.

UNIT AND LEADER ELIMINATION

A unit is eliminated at the moment its Manpower value is reduced to 0. If, due to the elimination of a unit, a leader remains in that hex with no subordinate units, the leader is placed in the nearest hex occupied by a subordinate. A leader is eliminated at the moment no units subordinate to that leader exist.

7.6 Retreats, Routs, and Advances

There are three types of retreats: normal (“r”), rout (“R”), and cavalry retreat. In a normal retreat, a player must retreat all his defending units *a minimum of two hexes and a maximum of four hexes*. In a rout, a player must retreat all his defending units *a minimum of four hexes and a maximum of six hexes*. See 7.7 for cavalry retreats. The choice of retreat distance and path is left to the defender, as long as the path adheres to the following rules. Retreating units must move as a stack and cannot separate. Leaders must accompany retreating units with which they are attached. MP are not expended in retreats and, with the following exceptions, terrain is irrelevant.

hexes. Five covered hexes yields a basic flank attack bonus of +2. This is also the final flank bonus since there are no conditions present reducing the basic flank bonus.

The final modifier to the Confederate roll is therefore +1: 0 (ratio) – 1 (artillery) +1 (tactical) – 1 (hasty attack) + 2 (flank) = +1 (final). The Union roll is not modified.

Both players roll a die: the Confederate player obtains a 5 (modified by +1 to 6), and the Union player obtains a 2. The Union roll is subtracted from the Confederate roll, yielding a result of +4 (6 – 2 = +4). The Union player cross-references the +4 line with the “7-11” Combat Value column on the Combat Chart (McCall’s Combat value is 9). The result is “1DR”. McCall’s Strength marker is removed and is replaced with a new one showing a Manpower value of 8 (9 – 1 = 8). The new marker is placed on its disorganized side due to the “D”. McCall’s Fatigue 1 marker is increased by 3 to Fatigue Level 4.

McCall, accompanied by Porter, routs four hexes to OTR N1925 (Tucker Town), using Retreat Chart 1 for all four hexes entered in the retreat. In all cases, a retreat path hex existed with a Priority Number of 1, so the Union player had to retreat into such hexes. The Union player could have retreated two additional hexes past Tucker Town (using Retreat Chart 2) but declined to do so. There is no additional manpower loss due to the retreat. Finally, a Demoralize-1 marker is placed on McCall due to the “R” result.

The Confederate player cross-references the +4 line with the “12-18” Attack Value column on the Combat Chart. (JR Anderson’s Combat value was 17.) The result is “1fa”. JR Anderson suffers a Manpower loss of one, reducing it to 16. His new Strength marker remains organized because he did not suffer a “D” result, and his Fatigue Level is increased by 1 to Fatigue Level 2 due to the “f” result. JR Anderson’s march must now end due to the “f” result, but the “a” allows him to advance into the hex vacated by McCall. He does so, accompanied by AP Hill, ending the action. Branch may not advance because he did not participate in the attack. A new Action Phase now begins.

RETREAT RESTRICTIONS

Retreating units are subject to the following restrictions:

- **Mountains and Swamps:** A retreating unit may only enter or exit a mountain or swamp hex (including a provisional swamp hex in a rain turn) across a road, pike, trail, or RR hexside.
- **Rivers:** A retreating unit may cross a major or minor river hexside only at a bridge, dam, ferry, or ford. In a rain turn, a unit may not retreat across a ford hexside or a creek hexside untraversed by a road, pike, trail, or RR.
- **Off-Map:** A unit may not retreat off the map.
- **Start Hex:** A retreating unit may not enter the hex where a retreat began.
- **Same Hex:** A retreating unit may not enter the same hex twice.
- **Adjacent Hex:** A retreating unit may not end a retreat in a hex *adjacent* to the hex where the retreat began. (**Exception:** The retreating unit may end up adjacent in a one-hex voluntary retreat, see “Defender’s Retreat Option”)
- **Closer to Attacker:** A retreating unit may not enter a hex that is closer to the *active* enemy unit triggering the retreat than the hex retreated out of, counting by the shortest possible path. A unit may not retreat into the hex occupied by the *active* enemy unit.

Surrender: If there is no hex to retreat into that does not violate any of the aforementioned restrictions, a retreating unit surrenders, and is eliminated from play. VP are awarded for this occurrence.

RETREAT PRIORITIES

In addition to adhering to “retreat restrictions,” a retreating player must follow “retreat priorities,” which are listed on Retreat Charts 1 and 2 (see page 9). A retreating unit must adhere to retreat priorities in *each hex entered in that retreat*. Furthermore, the appropriate chart to use may change from hex-to-hex in that retreat.

Retreat Chart 1: A player must use Retreat Chart 1 in any of the following cases:

- For the *first* hex entered in a normal retreat.
- For each of the *first four* hexes entered in a rout/cavalry retreat.
- If in a retreat, rout, or cavalry retreat, a unit *exits an enemy ZOC* (including “restricted” ZOC; see 2.4).

Retreat Chart 2: A player must use Retreat Chart 2 in any of the following cases:

- For the *second, third, or fourth* hexes entered in a normal retreat, assuming the unit is not exiting an enemy ZOC.
- For the *fifth or sixth* hexes entered in a rout/cavalry retreat, assuming the unit is not exiting an enemy ZOC.

Using the Retreat Charts: Prior to entering each hex in a retreat, a player checks the appropriate chart and follows this procedure:

1. Check Legal Retreat Hexes: The player determines how many of the six hexes adjacent to the retreating unit may be legally retreated into according to the “retreat restrictions” rules.

2. Retreat Description: For each of the legal retreat hexes determined in Step 1, the player determines the “Retreat Description” from the appropriate Retreat Chart corresponding to a retreat into that hex.

3. Priority: Each Retreat Description consulted in Step 2 has a corresponding “Priority Number.” The player must retreat his unit into a hex using the Retreat Description from Step 2 with the *lowest* Priority Number. (**Exception:** see “Overriding Retreat Priorities.”) If more than one hex fulfills this requirement, the player may retreat his unit into any of those hexes. Also, if two different Retreat Descriptions have the *same* Priority Number, the player may choose either description when retreating into a hex.

4. Complete Retreat: The player repeats Steps 1, 2, and 3 for each hex entered in that retreat. When he fulfills retreat requirements (at least two and up to four hexes in a normal retreat; at least four and up to six hexes in a rout or cavalry retreat), the retreat is over.

OVERRIDING RETREAT PRIORITIES

If, by adhering to retreat rules, there is no possibility of avoiding surrender of a retreating unit due to “retreat restrictions,” a player may “override” retreat priorities *no more than once* in that retreat. To override, a player may retreat a unit into a hex by choosing *any* Retreat Description on the appropriate chart, regardless of its Priority Number. He is not obligated to choose the *lowest* Priority Number. If the unit cannot avoid surrender due to a single override, it is eliminated.

MANPOWER LOSS

If a unit retreats into a hex using a Retreat Description with an accompanying Manpower loss, the retreating unit’s Manpower value is reduced by the indicated number. Replace its Strength marker with a new one on its disorganized side reflecting the loss. If a stack of more than one unit retreats into a hex calling for Manpower loss, the loss number is applied to *each unit in the stack*—not just one.

Note: Manpower losses in retreats may vary depending on whether a unit retreats into a hex across a road, pike, trail, or RR hexside, or if the hex retreated into is friendly-occupied (see Retreat Charts). In a retreat, entering or exiting a city hex is the equivalent of crossing a road hexside, even if no road actually crosses that hexside.

BASIC RETREAT PRINCIPLES

At first it may seem difficult to consult the Retreat Charts for every hex entered in a retreat. However, players will find them easy to use after a few games. To help the players become more familiar with the Retreat Charts, some of their basic principles are outlined below.

Retreat Chart 1: On Retreat Chart 1, the highest priority retreat is to move one hex more distant from the active enemy unit by crossing a road, pike, trail, or RR hexside into a non-enemy-occupied/non-enemy-ZOC hex. If that cannot be achieved, the next-highest priority is to attempt to do the same thing by crossing a non-road/pike/trail/RR hexside. If that in turn cannot be achieved, the next-highest priority is to retreat into any hex that is not enemy-occupied, nor in an enemy-ZOC. (This may incur manpower loss.) If that in turn cannot be achieved, the next-highest priority is to avoid retreating into an enemy-occupied hex. (This may incur manpower loss.)

Retreat Chart 2: On Retreat Chart 2, the highest priority retreat is to move into any hex that is not enemy-occupied, nor in an enemy-ZOC. If that cannot be achieved, the next-highest priority is to avoid retreating into an enemy-occupied hex. (This may incur manpower loss.)

RETREATS INTO ENEMY-OCCUPIED HEXES

Some Retreat Descriptions allow retreats into an enemy-occupied hex, an occurrence which causes a Manpower value loss of *three* to the retreating unit. (However, a unit may never retreat into the hex occupied by the *active* enemy unit.) A unit may not end its retreat in an enemy-occupied hex. If there is no alternative except to do so, its retreat may be extended by a sufficient number of hexes so that it ends the retreat in a hex unoccupied by an enemy unit.

DEFENDER’S RETREAT OPTION

On any combat result applying to the defender not containing an “r” or “R”, the defender may voluntarily retreat one or more of his units from one to four hexes subject to retreat rules. This is considered a retreat, not a rout. In this case the defender may end the retreat in a hex adjacent to the hex where the retreat began. There is no Fatigue cost to do this. (**Exception:** If the defender receives a “—” result [no effect], all units participating in the defender’s retreat option gain one Fatigue Level, to a maximum of level 4.) Even units at Fatigue Level 4 may join in this retreat. The defender must execute a voluntary retreat immediately, before the enemy player performs further actions.

ADVANCE AFTER COMBAT

If the attacker receives an “a” result, none, some, or all of the attacking units may advance into the hex vacated by the defender. An advance is not considered movement and does

not expend MP. A unit may enter or exit an enemy ZOC, or advance from one enemy ZOC to another, without penalty. Regardless of whether or not a unit obtaining an “a” advances, its march may continue as long as it did not also suffer a “D”, “F”, “F”, or “E” result. However, it may not continue to move if it advances into an enemy ZOC. In this case, the unit must either attack again or end its march. Leaders (including army/district leaders) may advance with subordinate units (and must advance if no subordinate units remain in the leader’s hex). A leader may advance with a subordinate unit to which it had not been attached prior to the attack, although if it does so the active player must specify its new attachment. A leader may not advance with and attach to a non-subordinate unit.

7.7 Cavalry Retreat

A cavalry unit may use “cavalry retreat” to avoid attack by an enemy infantry or artillery (not cavalry) unit. A cavalry unit may perform a cavalry retreat more than once per action. The player owning a cavalry unit may declare a retreat in any of the following circumstances:

Enemy Movement: An enemy infantry/artillery unit performing a march moves into a *normal* (not restricted) ZOC exerted by a cavalry unit.

Starts Adjacent: An enemy infantry/artillery unit begins a march in a *normal* (not restricted) ZOC belonging to a cavalry unit.

Exception: If an enemy infantry unit begins a march in a restricted ZOC belonging to a cavalry unit and initiates an attack against the cavalry unit, the cavalry unit may perform a cavalry retreat.

Advance After Combat: An enemy infantry/artillery unit advances after combat into a cavalry unit’s *normal* (not restricted) ZOC.

†**Assault:** The enemy player declares an assault action against a hex containing at least one cavalry unit (unless the assault is declared by a cavalry leader—in which case a cavalry retreat is not possible).

A player wishing to declare a cavalry retreat must make his declaration *as soon as* any of the above circumstances occur—*before* the enemy player declares an attack (or, in the case of an assault action, *before* the enemy player rolls a die to determine whether or not the assault takes place). If he does not make the declaration at this moment, he forfeits his ability to perform a cavalry retreat in the hex occupied by his cavalry unit for the duration of the enemy unit’s march.

PERFORMING A CAVALRY RETREAT

A cavalry retreat is voluntary. A cavalry unit may perform a retreat regardless of its status—even if it is demoralized, disorganized, exhausted, or at Fatigue Level 4. A player wishing to perform a cavalry retreat states this fact as soon as his opponent has performed one of the aforementioned actions. The enemy unit’s march (or assault) is temporarily suspended while the retreat takes place. A cavalry retreat is performed as follows:

- 1. Roll Die:** The cavalry player rolls a die. This roll may be modified (see below). The modified roll is *halved* (round fractions down to a whole number). The result is the number by which the enemy unit’s Active Movement Allowance marker is reduced on the Movement Track. In assault actions, this roll has no effect since no Movement Allowance is determined. However, the roll still takes place to see if the cavalry unit suffers loss in Step 2.
- 2. Manpower Loss:** If the Step 1 roll (before modifications and halving) is 1, the cavalry unit’s Manpower value is reduced by one. Place the new Strength marker on its disorganized side. On a roll of 2 to 6, no loss occurs.
- 3. Retreat 4–6 Hexes:** The cavalry unit must retreat from four to six hexes. The retreating player must adhere to retreat restrictions, using Retreat Charts 1 and/or 2 to fulfill this retreat. *However, a cavalry unit does not suffer any Manpower value loss in a cavalry retreat, even if it retreats into a hex calling for a loss on a Retreat Chart.*

Exception: If a cavalry unit retreats into an enemy-occupied hex, it is automatically eliminated.

4. Fatigue: After executing its retreat, the cavalry unit’s Fatigue Level is increased by 1 (to a maximum of 4).

Note: An extended march is never triggered by a cavalry retreat.

5. Disorganization: The cavalry unit’s Strength marker is flipped to its disorganized side. If it is already disorganized, there is no further effect.

†**6. Resume Action:** The active enemy unit or leader resumes its activities from the point of interruption. If a unit’s Movement Allowance has been reduced to 0, its march ends. (**Exception:** If the unit has not yet moved, it is permitted to move one hex; see 6.2. It may not refuse flanks.) In an assault action, if the hex the active leader is assaulting is completely vacated by the cavalry retreat, the units participating in the assault may advance into the hex vacated by the cavalry unit. No attack occurs and the assault action ends. (**Exception:** If the active player’s command die roll in Step 5 of the assault procedure is unsuccessful, the units participating in the assault may not advance into the hex vacated by the cavalry unit.)

CAVALRY RETREAT DIE ROLL MODIFIERS

The cavalry retreat modifiers below apply to all *GCACW* games, superceding all previous modifiers. Modifiers are cumulative.

+3: Mountains (All Games): If a cavalry unit occupies a mountain hex. This modifier is reduced to +1 if the active unit also occupies a mountain hex.

†**+2: Rivers (All Games):** If a cavalry unit is separated from the active unit or leader by a bridge, dam, ferry, or ford across a major/minor river. This modifier also applies if the cavalry unit is separated from the active unit by a creek during a Rain turn (however there is no creek modifier on non-Rain turns).

+2: Very Large Force: If the cavalry unit(s) in the hex have a combined Combat value of 3 or more, counting entrenchments. **Exception:** If the cavalry unit(s) are Confederate, the modifier is increased to +3 in *SJW* and *HCR*, and +4 in *OTR* and *SIV*.

+2: Large Force (Confederate player in OTR and SIV only): If Confederate cavalry unit(s) in the hex have a combined Combat value of 2, counting entrenchments.

+1: Large Force (Confederate player in SJW and HCR only): If Confederate cavalry unit(s) in the hex have a combined Combat value of 2, counting entrenchments.

-2: Demoralized (All Games): If all the cavalry units in the hex are Demoralized-1 or -2.

-2: Fatigue (All Games): If all the cavalry units in the hex are at Fatigue Level 4.

-2: Ammunition (All Games): If all the cavalry units in the hex are out of ammunition (Advanced Game only).

-2: Small Force : If the cavalry unit(s) in the hex have a combined Combat value of exactly 1, counting entrenchments. **Exception:** If the cavalry unit(s) are Confederate, the modifier is altered to -1 in *SJW* and *HCR*. In *OTR* and *SIV*, Confederate cavalry units ignore this modifier.

-4: Very Small Force: If the only cavalry unit in the hex has a Combat value of 1/2. **Exception:** If the cavalry unit is Confederate, the modifier is altered to -3 in *SJW* and *HCR*, and -2 in *OTR* and *SIV*.

CAVALRY STACKED WITH OTHER UNITS

With Cavalry Unit: If two or more cavalry units are stacked in the same hex, they must perform a cavalry retreat together. Only one die roll is made in Step 1, and all units must end the retreat in the same hex.

With Infantry Units: A cavalry unit stacked with an infantry unit may perform a cavalry retreat, but the infantry unit may not.

MULTIPLE CAVALRY RETREATS

Same Unit: A cavalry unit may perform a cavalry retreat more than once per action.

Cavalry Units—Separate Hexes: If two or more cavalry units occupying separate hexes are eligible to perform a cavalry retreat and all of them wish to retreat, each performs the retreat separately. The enemy unit’s Movement Allowance reduction, if any, is cumulative.

7.8 Refusing Flanks



At a cost of one MP, the active player may place a “Flanks Refused” marker of the appropriate side on top of a unit performing a march. (**Exception:** A Flanks Refused marker may not be placed on a unit in a mountain or swamp hex; also, it may not be placed on top of a unit performing an assault.) As soon as a unit gains a Flanks Refused marker, its march ends. (It may perform actions later.) A maximum of one Flanks Refused marker may exist in a hex at a time; its effects apply to all units in the hex. A unit does not have to spend one MP to enter a hex in which a Flanks Refused marker is already situated; it may enter the hex at no extra MP cost and receive the marker’s benefits—and may continue its march.

A Flanks Refused marker never accompanies a unit when it leaves a hex. A marker may not be placed on a unit *after* it performs a retreat, rout, or advance after combat. The players are not limited to the number of markers provided in the game.

EFFECTS OF FLANKS REFUSED MARKERS

Units in a hex with a Flanks Refused marker may perform all actions normally (although they may be forced to remove the marker after the action is over; see below). Units occupying a hex containing a Flanks Refused marker defend against enemy flank attacks more effectively, but less effectively against normal attacks:

- Flank attacks fulfilling the requirements for a +4 attacker die roll bonus are reduced to a +2 bonus instead.
- Flank attacks fulfilling the requirements for a +3 or +2 attacker die roll bonus are reduced to a +1 bonus instead.
- Flank attacks fulfilling the requirements for a +1 attacker die roll bonus are unchanged (the bonus remains +1).
- All non-flank attacks always provide the attacker with a +1 die roll bonus (in addition to other modifiers), even though requirements for flank attacks have not been fulfilled.

REMOVAL OF FLANKS REFUSED MARKERS

A Flanks Refused marker may be voluntarily removed from a stack of units at no MP cost if one of the units in the hex initiates a march. (The active unit does not actually have to leave the hex.) The marker *must* be removed if *all* the units in the hex participate in an assault action. It also must be removed if only *one* unit is in a hex and it moves or attacks. (This does not preclude the owning player from placing another marker on the unit later in its march at a cost of one MP.)

8.0 RECOVERY

In the Recovery Phase, the following actions are performed strictly in the listed order:

1. Units at Fatigue Level 0 may entrench, build bridges, or repair bridges/ferries. A unit may not perform more than one of the aforementioned activities per Recovery Phase and may not perform any at all in a rain turn. In *RTG*, Confederate infantry units may impose a “levy” on Pennsylvania towns in this step (see *RTG* 19.0).

2. In the Advanced Game, units at Fatigue Level 0, 1, or 2 may forage (see each *GCACW* game’s “Forage” rules), but not if they undertook any activities in Step 1 of the Recovery procedure.

Note: Units in *RTG* and *SLB* may not forage.

3. Units at Fatigue Level 0 or 1 may be affected as follows:

a. Units at Fatigue Level 0 or 1 with *disorganized* Strength markers have their Strength markers flipped to their *organized* sides.

Exceptions: If a unit has a Demoralize-2 marker at the start of this step, its Strength marker remains disorganized. Also, in each *GCACW* volume’s Advanced Game, out of supply units with disorganized Strength markers remain disorganized. Note that there is no “out of supply” status in *SLB* and *RTG*.

b. Units at Fatigue Level 0 or 1 which are on their *exhausted* sides are flipped to their *normal* sides.

Exception: If an exhausted unit has a Demoralize-2 marker at the start of this step, it remains on its exhausted side.

c. Units at Fatigue Level 0 or 1 with Demoralize-1 markers have these markers removed; units at Fatigue Level 0 or 1 with Demoralize-2 markers have these markers flipped to their Demoralize-1 sides.

4. Units at Fatigue Level 3 or 4 are flipped to their exhausted (reverse) sides. If they are already on their exhausted sides, they remain so and there is no further effect.

Note: In *SJW*, *HCR*, and *RTG*, all military units’ reverse sides in the *GCACW* Standard Rules are their “exhausted” sides, not “out of supply” or “out of ammo.”

5. All units at Fatigue Level 1 or more *lose three Fatigue Levels* (to a minimum Fatigue Level of 0). Replace each unit’s Fatigue marker with a new marker three less than the one being removed. (Units at Fatigue Level 0 do not have markers.)

6. In *SIV* (Union Player only) and *OTR* and *GTC* (both players), out of supply units with organized Strength markers have their Strength markers flipped to their disorganized sides.

Note: In *SJW* and *HCR*, flipping organized units which are out of supply to their disorganized sides is performed in Step 2 of the Supply Effects Phase, and that procedure is retained in both of those games. Also, Step 6 of the Recovery Phase is skipped in *SLB* and *RTG* because units are never out of supply in those games.

9.0 ENTRENCHMENTS

Entrenchments enhance a unit’s defensive capabilities. Units may construct entrenchments in the Recovery Phase, and in games taking place in 1863 or later, in the Action Phase. The Confederate player also gains entrenchment benefits from a hex feature called “redoubts”.

BUILDING ENTRENCHMENTS

There are four types of entrenchments: redoubts, abatis, breastworks, and forts. Redoubts, which are printed on the map and represent permanent fortifications, may not be built. However, abatis, breastworks, and forts may be built in either the Action Cycle (see 5.5) or the Recovery Phase. Units building entrenchments in the Recovery Phase must be at Fatigue Level 0. A unit building a bridge or repairing a bridge/ferry may not also entrench in the same Recovery Phase. Units may not entrench in rain turns.

The procedure for building entrenchments in the Action Phase (for games in 1864 or games in 1863 if the Entrenchment Action optional rule is being used) is described in Section 5.5. The procedure for building entrenchments in the Recovery Phase is described below. Depending on the year depicted in the game being played, players use one of three different procedures. Please select the appropriate procedure for the time frame of the game:

- 1862: games occurring prior to the end of 1862
- 1863: games occurring within the year 1863
- 1864: games occurring in 1864 or later



ENTRENCHMENTS (1862): *SJW*, *HCR*, *SIV*, AND *OTR*

In the *GCACW* Standard Rules, *SJW*, *HCR*, *SIV*, and *OTR* Breastwork and Fort markers must have two sides: a “Build” side and a “Complete” side. The original *SIV* and *OTR* Entrenchment markers follow this pattern. However, the *SJW* and *HCR* Entrenchment markers are simply printed “Breastwork” on one side, “Fort” on the other. In the following entrenchment procedure, players should use Entrenchment markers with “Build” and “Complete” sides if they possess them from other *GCACW* games. Otherwise, a Breastwork or Fort marker’s “Build” side can be represented by turning an *SJW* or *HCR* marker sideways; its “Complete” side can be represented by aligning it normally.

1862 Entrenchment Procedure:

- If a unit entrenches, place a Breastwork–Build marker atop the unit. Exception: If a Confederate unit entrenches in a redoubt hex, place a Breastwork–Complete marker atop the unit.
- If a unit already possessing a Breastwork–Build marker entrenches, flip the marker to its Complete side.
- If a unit already possessing a Breastwork–Complete marker entrenches, place a Fort–Build marker atop the unit.
- If a unit already possessing a Fort–Build marker entrenches, flip the marker to its Complete side.
- **HCR Special Notes:** In the original *HCR* rules, the Confederate player could not build forts in Maryland (see *HCR*, 9.0). That restriction is lifted in the *GCACW* Standard Rules. Also, in *HCR*'s Scenario 2 (*Harper's Ferry–Crampton's Gap*), the Union units D'Utassy and Trimble begin that scenario under Breastwork–Build markers if using the *GCACW* Standard Rules.

ENTRENCHMENTS (1863): *SLB* AND *RTG*

In the *GCACW* Standard Rules, *SLB* and *RTG* Fort markers must have two sides: "Build" and "Complete." The original *SLB* Fort markers follow this pattern. However, *RTG* Fort markers have no "Build" side. In the following entrenchment procedure, players should use Fort markers with "Build" and "Complete" sides if they possess them from other *GCACW* games. Otherwise, a Fort marker's "Build" side can be represented by turning an *RTG* Fort marker sideways; its "Complete" side can be represented by aligning it normally.

1863 Entrenchment Procedure:

- If a unit without an entrenchment marker (or possessing a Breastworks–Build) entrenches, place a Breastwork marker atop the unit. This is the equivalent of the 1862 "Breastwork–Complete," and in *SLB*, the Complete side of the Breastwork marker is used.
- If a unit already possessing a Breastwork marker entrenches, place a Fort–Build marker atop the unit.
- If a unit already possessing a Fort–Build marker entrenches, flip the marker to its Complete side.

§ENTRENCHMENTS (1864): *GTC*

1864 Entrenchment Procedure:

- If a unit entrenches, place a Breastworks marker atop the unit.
- If a unit already possessing an Abatis marker entrenches, place a Fort–Build-1 marker atop the unit.
- If a unit already possessing a Breastworks–Build marker entrenches, place a Fort–Build-2 marker atop the unit.
- If a unit already possessing a Breastworks, Fort–Build-1, or Fort–Build 2 marker entrenches, place a Fort Complete marker atop the unit.

REMOVING ENTRENCHMENTS

A unit's Abatis, Breastwork or Fort marker is removed at the moment the unit leaves the hex. If a unit with an Abatis, Breastwork or Fort marker exits a redoubt hex, its marker is removed but there is no effect on the permanent redoubt.

§EFFECTS OF ENTRENCHMENTS

Entrenchments may enhance the Combat and Artillery values of defending (not attacking) units:

- All Confederate units in a redoubt hex with no other entrenchments have their Combat and Artillery values multiplied by **1.5** when defending. (For Combat values, retain fractions; for Artillery values, multiply the sum of *all* the Artillery values in the hex by 1.5 and round fractions up to the nearest whole number.) Union units gain no benefits from occupying a redoubt hex.
- Units directly under an Abatis marker (or a Breastworks–Build marker if the year is 1864 or later) have their Combat and Artillery values multiplied by **1.5** when defending.
- Units directly under a completed Breastwork, a Fort–Build marker (1863 or earlier), or a Fort–Build-1 marker (1864 or later) have their Combat and Artillery values *doubled* when defending.

- Units directly under a Fort–Build-2 marker (1864 or later) have their Combat and Artillery values multiplied by 2.5 when defending.
- Units directly under a completed Fort marker have their Combat and Artillery values tripled when defending.
- Units directly under a Breastworks–Build marker do not have their Combat and Artillery values modified if the year is 1863 or earlier.

Abatis, Breastwork, and Fort effects apply individually by unit, not by hex. In a stack of units, some may possess markers while others do not. Only units which actually entrench in an earlier Action or Recovery Phase receive the Combat/Artillery value multiple provided by an entrenchment marker. Units without markers in the same hex use unenhanced values.

Exception: All Confederate units in a redoubt hex gain defensive enhancements from the redoubt. However, only those units which entrench further in an Action or Recovery Phase gain defensive enhancements beyond those provided by the redoubt.

Entrenchments do not enhance the combat value of units for the purposes of determining if they have enough Combat value to contribute to the achievement of a flank bonus (see "Flank Bonus Conditions", 7.4). Entrenchments also do not boost a unit's Combat value for the purpose of determining the additional MP cost to enter that unit's hex (see "Enter Friendly–Occupied Hex", 6.2).

FLANK ATTACKS AGAINST REDOUBT HEXES

If a Confederate unit occupies a redoubt hex, its defensive capabilities against some flank attacks are enhanced (see 7.4).

+4 Bonus: If the Union player fulfills requirements for a +4 final flank bonus in an attack against one or more Confederate units in a redoubt hex, that bonus is reduced to +2.

+3/+2 Bonus: If the Union player fulfills requirements for a +3 or +2 final flank bonus in an attack against one or more Confederate units in a redoubt hex, that bonus is reduced to +1.

+1 Bonus: If the Union player fulfills requirements for a +1 final flank bonus in an attack against one or more Confederate units in a redoubt hex, he receives no flank bonus at all.

Unlike Flanks Refused markers, non-flank attacks against redoubt hexes do not provide the Union player a +1 die roll bonus. Confederate units situated under Breastwork or Fort markers in redoubt hexes retain the redoubts' capabilities against flank attacks. However, Breastwork or Fort markers situated in non-redoubt hexes *do not* provide these capabilities.

10.0 BRIDGES, DAMS, AND FERRIES

Units may cross major and minor rivers only at bridges, dams, ferries, and fords. A unit entering a hex across a bridge, dam, or ford ignores the cost of the major terrain in that hex and instead pays 1 MP as long as a road, pike, or RR crosses that bridge, dam, or ford. Units entering a hex across a bridge or ford which is not traversed by a road, pike or RR must pay that hex's major terrain MP cost. (See 6.2 for ferry MP penalties.) Roads crossing creek hexsides are not considered bridges, dams, ferries, or fords.

10.1 Pontoon Bridges

In the *GCACW* Standard Rules, bridges built during the game are known as "pontoon" bridges to differentiate them from "permanent" bridges which are printed on the map. Also, in all *GCACW* games except *SLB* (see below), a player must make a die roll if he wishes to build a bridge, rather than building it automatically.

Note: In *SLB*, all original bridge building rules (see *SLB* 10.0) are in effect, including major river bridges. These rules are unmodified by the *GCACW* Standard Rules.

BUILDING PONTOON BRIDGES

Eligible infantry units may attempt to build pontoon bridges.

Note: In some *GCACW* games, units had formerly been prohibited from building bridges over major rivers, but this is now permissible in the Standard Rules. Also, in the Standard Rules, bridges may always be built at fords.

An infantry unit is eligible to build a pontoon bridge only if it meets all of the following conditions in Step 1 of the Recovery Phase:

- It is at Fatigue Level 0.
- It has a Combat value of 5 or more.

Exception: In *SIV*, it must have a Combat value of 3 or more.

- It occupies a hex containing at least one unbridged/undammed major or minor river hexside.

Exception: Confederate units may only attempt to build a bridge over a major river in *OTR* and *GTC*. Union units may attempt to build a bridge over a major river in all *GCACW* games *except SIV*.

- It must not have entrenched or repaired a bridge or ferry in the same Recovery Phase.
- If the bridge is to be built over a minor river, the player must have an unused minor river Bridge marker.

Exception: In *SJW*, *HCR*, *RTG*, and *SIV*, the number of minor river Bridge markers in the game is not a limit. Players may build as many minor river bridges as they wish.

- If the bridge is to be built over a major river, the player must have an unused major river Bridge marker.

In *OTR* and *GTC*, the Union and Confederate players are limited to *eight* and *four* minor river Bridge markers, respectively. In games in which either or both players may build major river bridges, they are limited to *one* major river Bridge marker each.

Note: In *SLB*, the original bridge rules limit the Union player to *two* major river Bridge markers, and these *SLB* limits remain in effect.

If a game limits the number of Bridge markers that may be employed, and all the Bridge markers of that type are in use, a player may not build a pontoon bridge of that type until one or more markers become available for use again due to dismantling or destruction (see 10.2).

Note: In *SJW*, *HCR*, and *RTG*, Union Bridge markers are not differentiated between “major” and “minor” river bridges. In those three games, players may either use a major river Bridge marker from another game, or they may designate *one* marker as a “major” river bridge.

PONTOON BRIDGE RESTRICTIONS

- Cavalry/artillery units and leaders may not build bridges.
- Bridges may not be built across creek hexsides.
- A bridge may not be built between two hexes if one of the hexes contains an enemy unit (or units) with a combined Combat value of 5 or more. It may be built into a hex if the enemy unit(s) in that hex have a combined Combat value of 4 or less.

Exception: In *SIV*, a bridge may not be built between two hexes if one of the hexes contains an enemy unit (or units) with a combined Combat value of 3 or more. It may be built into a hex if the enemy unit(s) in that hex have a combined Combat value of 2 or less.

- An eligible unit may attempt to build a maximum of one bridge per Recovery Phase, although it may attempt to build more than one bridge per game—even in the same hex.
- A maximum of one infantry unit per hex may make a bridge-building attempt in Step 1 of each Recovery Phase.
- A maximum of one bridge (of any kind) may be situated on each hexside at any time.
- Units may not build bridges in rain turns.

PONTOON BRIDGE CONSTRUCTION

For each eligible unit attempting to build a bridge in Step 1 of the Recovery Phase, the owning player follows this procedure:

Exception: In *SLB*, bridges are not built according to this procedure. The original *SLB* bridge rules are in effect.

1. He specifies the hexside over which the bridge will be built.
2. He rolls a die, modifying this roll if necessary (see below).

- *5 or Less:* If the modified roll is *5 or less*, the bridge is successfully built. Place an appropriate Bridge marker (minor or major) belonging to the building player directly on the hexside, with one

end of the bridge symbol pointing to the unit’s hex and the other end pointing to the hex directly across the river.

- *6 or More:* If the modified roll is *6 or more*, the bridge is *not* built. No action is taken. Another attempt to build a bridge across that hexside may not be made until the following turn.

Construction Die Roll Modifiers: A player’s pontoon bridge construction die roll is modified if any of the following conditions are in effect (modifiers are cumulative):

–3: If the Confederate player attempts to build a major river bridge within 10 hexes of the Confederate Capitol (*OTR* N0627/*GTC* S3626).

+1: If the river being bridged is currently unfordable (see 12.0).

+1: If the bridge is being built between hexes *OTR* S3409 and *OTR* S3509 (Barrett’s Ferry).

+2: If the river being bridged is a major river.

+1: If there is no ford or ferry (or destroyed permanent bridge or ferry) across the the hexside being bridged—but there is a road, pike, trail, or RR in both of the hexes to be connected.

+2: If there is a road, pike, trail, or RR in only one of the two hexes to be connected.

+3: If there is no road, pike, trail, or RR in either of the two hexes to be connected.

Note: If a pontoon bridge is successfully built, it is considered to have a road (not pike) running across it as long as both hexes connected by the bridge have roads, pikes, trails, or RR in them. Otherwise the bridge is not considered to be traversed by a road.

Chatham Bridge in *SJW/SLB*: In *SJW*, Chatham Bridge (S4328-S4427) is considered a Union pontoon bridge, even though it is printed on the map. It is subject to all *GCACW* Standard Rules applying to dismantling and destruction (see 10.2), and it may be rebuilt if it is destroyed or dismantled. The original *SJW* rules applying to Chatham Bridge (see *SJW* 19.0) are superseded by the *GCACW* Standard Rules. Chatham Bridge *does not* count against the Union player’s limit of one major river bridge in *SJW*. In *SLB*, Chatham Bridge is considered destroyed at the start of the game.

Confederate Pontoon Bridge in *RTG*: In the *RTG* Advanced Game, Confederate Pontoon Bridge rules (see *RTG* 23.0) remain in full effect.

10.2 Destroying Bridges and Ferries

In the *GCACW* Standard Rules, rules for bridge/ferry destruction and dismantling supercede the pertinent rules sections in all *GCACW* games, including the *SIV* Advanced Game (see *SIV*, 23.1). (The following rules are identical to the *OTR* model.) In all games, permanent bridges, pontoon bridges, and ferries may be destroyed, although permanent bridges/ferries are more difficult to destroy than pontoon bridges.

DESTROYING PONTOON BRIDGES

When a player builds a pontoon bridge, he “owns” it. Enemy units may not cross that bridge in a march, retreat, or advance after combat; nor may they attack across it. The bridge remains on the map until an enemy unit with a Combat value of 5 or more (or, in *SIV*, 3 or more) *ends* a march, retreat, or advance after combat in one of the two hexes connected by the bridge. At that time the Bridge marker is immediately removed. ZOC extend across undestroyed bridges normally.

DISMANTLING

If at any time during a march, an active unit occupies one of the two hexes connected by a friendly pontoon bridge, the active player may “dismantle” that bridge. If so, the Bridge marker is removed. This does not cost any MP, and the active unit may continue its march afterwards.

DESTROYING PERMANENT BRIDGES AND FERRIES

If an infantry unit with a Combat value of 5 or more (or, in *SIV*, 3 or more) *ends* a march in either of the two hexes con-

ned by a permanent bridge, or if an infantry or cavalry unit of *any* Combat value ends a march in either of the two hexes connected by a ferry, the active player may attempt to destroy that bridge/ferry. A unit may make a maximum of one attempt to destroy bridges/ferries per turn. However, a player may make more than one attempt to destroy the same bridge/ferry in a turn, as long as the attempts are made by different units.

Exceptions: If an enemy unit occupies one of the two hexes connected by a bridge/ferry, the active player may not attempt to destroy it. Also, if one of the two hexes connected by a bridge/ferry is an enemy ZOC—including restricted ZOC—and that ZOC is not occupied by a friendly unit, the active player may not attempt to destroy it. Finally, some permanent bridges are indestructible (see below).

Dams and Fords: Dams and fords may not be destroyed.

Permanent Bridge/Ferry Destruction Procedure: To attempt to destroy a permanent bridge or ferry, a player rolls a die. (This roll may be modified; see below.)

- **Bridge:** If the modified roll is 2 or less, a permanent bridge is “destroyed.” If the modified roll is 3 or more, the attempt to destroy the permanent bridge has failed.
- **Ferry:** If the modified roll is 1 or less, a ferry is “destroyed.” If the modified roll is 2 or more, the attempt to destroy the ferry fails.

If a permanent bridge/ferry is destroyed, place a “Destroyed” marker directly on the hexside. If a destroy attempt fails, the player may attempt to destroy the bridge/ferry again, as many times as he wishes, as long as a given unit makes no more than *one* attempt per turn.

Note: *SJW, HCR, RTG, and SLB* do not have Destroyed markers. Players may use Destroyed markers from other games, if available, or they may make their own markers.

Destruction Die Roll Modifiers: If a player attempts to destroy a permanent bridge or ferry, his die roll is modified if any of the following conditions are in effect (modifiers are cumulative):

- 2: If the Confederate player is attempting to destroy a ferry.
- 1: If neither hex connected by the bridge/ferry is an enemy ZOC hex (including restricted ZOC).
- 1: If the active unit attempting the destruction spent its entire march in the hex connected by the bridge or ferry, and the unit neither moved nor attacked during its march.
- +2: If the active player is attempting to destroy the C&O Canal Aqueduct (*HCR W4126*). Recall that in the *GCACW* Standard Rules, this aqueduct is considered a bridge, not a ford.

Indestructible Bridges: The following permanent bridges may not be destroyed:

- Chain Bridge (*SJW N5809; HCR E0932*)
- Aqueduct Bridge (*HCR E1233*)
- Patterson Viaduct (*HCR E2712*)
- Thomas Viaduct (*HCR E2914*)
- Frederick Junction RR Bridge (*HCR W4317; RTG S2428*)
- Long Bridge (Alexandria map extension)
- Hunting Creek Bridge (Alexandria map extension)

C&O Canal Aqueduct: In the *HCR* Advanced Game, rules for the destruction of the C&O Canal Aqueduct (see *HCR 22.0*) are superceded by the *GCACW* Standard Rules for permanent bridge destruction.

DESTROYED PERMANENT BRIDGE/FERRY EFFECTS

If a permanent bridge or a ferry over a minor river is destroyed, a ford is considered to cross the hexside formerly occupied by the bridge/ferry. (ZOC do not extend across destroyed bridge/ferry hexsides in rain turns.) If a permanent bridge or ferry over a major river is destroyed, no ford is considered to exist at that location.

Exception: If Snicker’s Ferry or Berry’s Ferry, both on the Shenandoah River, are destroyed, a ford is considered to exist across that hexside.

10.3 Repairing Permanent Bridges and Ferries

The following *GCACW* Standard Rules for permanent bridge and ferry repair (identical to those in *OTR*) apply to all *GCACW* games.

Note: These rules supercede the pertinent repair rules in *SIV* (see *SIV 23.2*). In *SIV*, both Union and Confederate units may attempt to repair bridges and ferries according to the *GCACW* Standard Rules procedure.

An infantry unit is eligible to repair a permanent bridge/ferry only if it meets all of the following conditions in Step 1 of the Recovery Phase:

- It is at Fatigue Level 0.
- It has a Combat value of 5 or more.

Exception: In *SIV*, it must have a Combat value of 2 or more.

- It occupies a hex containing at least one destroyed permanent bridge or ferry hexside.
- It must not have entrenched or built a pontoon bridge in the same Recovery Phase.
- In *SIV*, the Union player may only attempt to repair a bridge or ferry if at least one of the hexes connected by the bridge is situated in a county that is currently controlled by the Union player (see *SIV, 22.1*).

REPAIR RESTRICTIONS

- Cavalry/artillery units and leaders may not repair bridges or ferries.
- A permanent bridge or ferry may not be repaired if one of the hexes connected by the bridge/ferry contains an enemy unit or units with a combined Combat value of 5 or more (or, in *SIV*, 2 or more). It may be repaired if the enemy unit(s) in the connecting hex have a combined Combat value of 4 or less (or, in *SIV*, a Combat value of 1).
- Each player may make a maximum of one repair attempt per Recovery Phase.
- Units may not repair in rain turns.

REPAIR PROCEDURE

If an eligible unit attempts to repair a permanent bridge/ferry in the Recovery Phase, the owning player follows this procedure:

1. He specifies the hexside on which the repair will be attempted.
2. He rolls a die, modifying this roll if necessary (see below).

Permanent Bridge: If the modified roll is 3 or less, the bridge is repaired. Remove the Destroyed marker: the bridge is functional again. If the modified roll is 4 or more, the repair attempt fails.

Ferry: If the modified roll is 5 or less, the ferry is repaired. Remove the Destroyed marker; the ferry is functional again. If the modified roll is 6 or more, the repair attempt fails.

Repair Die Roll Modifiers: A player’s repair die roll is modified if any of the following conditions are in effect (modifiers are cumulative):

- +1: If the river on which a permanent bridge or ferry is situated is currently unfordable (see 12.0).
- +2: If the river on which a permanent bridge or ferry is situated is a major river.

Chatham Bridge in *SLB*: In *SLB*, Chatham Bridge (4328-4427) may not be repaired, although the Union player may build a bridge at that hexside according to normal *SLB* bridge rules (see *SLB 10.0*).

11.0 DEMORALIZATION

A unit is assigned a Demoralize-1 marker (or has an existing Demoralize-1 marker flipped to its Demoralize-2 side) if it suffers an “R” result in combat. A unit is assigned a Demoralize-2 marker if it suffers an “R*” result in combat. Leaders are



never demoralized. Demoralized units may be chosen to perform actions normally, although their attack capabilities are less than normal.

EFFECTS OF DEMORALIZATION –1

A unit with a Demoralize-1 marker is affected as follows:

- Its Combat value when attacking is halved. Round fractions down to a whole number. (**Exception:** A demoralize-1 unit with a Combat value of 1 or 1/2 has a Combat value of 1/2 when attacking.) The unit's Combat value when defending is normal.
- Its Artillery value is 0 in both attack and defense.
- If inactive, it may not contribute in any way to the achievement of a flank attack bonus.
- It may not be selected to participate in a grand assault.

EFFECTS OF DEMORALIZATION –2

A unit with a Demoralize-2 marker is affected as follows:

- Its Combat value when attacking is 1. (**Exception:** A demoralize-2 unit with a Combat value of 1 or 1/2 has a Combat value of 1/2 when attacking.) The unit's Combat value when defending is normal.
- Its Artillery value is 0 in both attack and defense.
- If inactive, it may not contribute in any way to the achievement of a flank attack bonus.
- It may not be selected to participate in a grand assault.
- If a hex being attacked contains any units with Demoralize-2 markers, the defender may have to subtract 1 from his combat die roll (see 7.4).

REMOVAL OF DEMORALIZATION MARKERS

A Demoralized marker remains on top of the unit to which it is assigned wherever that unit moves. However, a unit's Demoralize-1 marker may be removed (or a Demoralize-2 marker flipped to its Demoralize-1 side) during Step 3c of the Recovery Phase if that unit has a Fatigue Level of 0 or 1 (see 8.0).

12.0 RAIN

Rain is a random event in all *GCACW* games. The *GCACW* Standard Rules do not change the fact that rain effects apply only in the Advanced Game in some games (*SIW*, *HCR*, *RTG*, and *SLB*), and in both Basic and Advanced Games in others (*SIV*, *OTR* and *GTC*). Furthermore, the *GCACW* Standard Rules do not modify how players determine whether or not rain occurs. *Each GCACW game uses its original Random Events Table according to that game's specific rules, without modification.* Also, note that in rain turns, units may not perform Entrenching actions, nor may they entrench in the Recovery Phase.

RAIN

The Random Events Table has four possible "Rain" results:

- *Rain (Current)*: Rain rules are in effect throughout the current turn only. Place a Rain marker on the Turn Track in the box corresponding to the current turn.
- *Rain (Current+1)*: Rain rules are in effect throughout the current turn and the following turn. Place Rain markers on the Turn Track in the boxes corresponding to the current and immediately succeeding turns.
- *Rain (Current+2)*: Rain rules are in effect throughout the current turn and the following two turns. Place Rain markers on the Turn Track in the boxes corresponding to the current and immediately succeeding two turns.
- *Rain (Current+3)*: Rain rules are in effect throughout the current turn and the following three turns. Place Rain markers on the Turn Track in the boxes corresponding to the current and immediately succeeding three turns.

Note: If a multiple turn Rain result occurs when there are already one or more Rain markers on the Turn Track, additional markers are placed on the track only if the new Rain result extends the rain time period into turns which did not previously possess a Rain marker. For example, if a "Rain (Current +2)" result occurs on Turn 6, Rain markers are placed in the Turns 6, 7, and 8 boxes on the Turn Track. If on Turn 7 a "Rain (Current +1)" result occurs, no additional Rain markers are placed on the track because the new result does not extend the rain period. However, if on Turn 7 a "Rain (Current +2)" result had oc-

curred, a Rain marker should be added to the Turn 9 box due to the extension of the rain period.

RAIN EFFECTS

Provisional Swamps: Provisional swamp hexes function as full swamp hexes in rain turns. If a Rain event occurs while a unit is in a provisional swamp hex with no road, pike, or RR, the unit gains one Fatigue Level and its Strength marker is disorganized. (If it is already disorganized, it is not further affected.) It also must be immediately moved into an adjacent, non-enemy occupied hex. This special movement does not require activation and does not expend MP. It may not be into an enemy ZOC unless there are no non-enemy ZOC present. It also may not be into another swamp hex or across a major/minor river hexside without a bridge or ferry. If no legal hex is available to move into, the unit is eliminated, and VP are awarded for its loss.

Zones of Control: ZOC do not extend across ford or destroyed bridge/ferry hexsides in rain turns. They also do not extend across creek hexsides untraversed by roads, pikes, RR or trail (unless at least one of the two hexes joined by that creek hexside is a city hex).

Attacks: The attacker subtracts 1 from all combat die rolls in rain turns. Attacks cannot be made across ford or destroyed bridge/ferry hexsides in rain turns. Attacks cannot be made across creek hexsides in rain turns unless the hexside is crossed by a road, pike, trails, or RR (or at least one of the two hexes joined by the creek hexside is a city hex). In an attack across a permissible creek hexside in a rain turn, the defender gains a +2 combat die roll modifier (instead of the normal +1).

Movement: If a unit enters a hex across a road or RR hexside in a rain turn, it expends 2 (not 1) MP. A unit entering a hex across a pike hexside expends 1 1/2 (not 1) MP in a rain turn. If a unit enters a mountain hex through a hexside crossed by a trail in a rain turn, it expends 3 MP instead of 2; if a unit enters a non-mountain hex through a hexside crossed by a trail in a rain turn, it expends 2 MP instead of 1. In rain turns, the cost to enter all types of major terrain without benefit of roads, pikes, trails, or RR is increased (see Terrain Chart).

Rivers and Creeks: In rain turns, units may cross minor and major rivers only at bridge, dam, and ferry hexsides—never at fords or destroyed bridges/ferries. Units may cross creeks only across road, pike, RR or trail hexsides in rain turns. **Exception:** Units may always cross a creek hexside if at least one of the two hexes joined by that hexside is a city hex.

Bridges: Units may not build or repair bridges in rain turns.

Entrenching: Units may not entrench in rain turns.

†RIVER FORDABILITY

In rain turns, units may not use fords to cross major or minor river hexsides. Furthermore, Rain results on the Random Events Table may cause fords to be unusable for an extended period of time after rain turns. Each time a Rain result occurs, the players must place a "Major Rivers Unfordable" and a "Minor Rivers Unfordable" marker on the Turn Track. (If they are already on the Track, they must be advanced a variable number of boxes.)

Note: If the game being played does not have either or both of these markers, players may use OTR or GTC markers, or they may make their own.

The placement and movement of these two markers on the Turn Track is governed by the type of Rain result that has occurred and the game being played. When a Rain result occurs in any game, consult the chart below to get a Rain Number for minor rivers.

MINOR RIVER RAIN NUMBER TABLE

Rain Event	OTR	SIV	All Others
Rain (Current)	1	0	0
Rain (Current +1)	2	1	1
Rain (Current +2)	4	3	2
Rain (Current +3)	6	n/a	n/a

Place the Minor Rivers Unfordable marker on the Turn Track a number of boxes ahead of the current turn equal to the Minor River Rain Number. If the Minor Rivers Unfordable marker is already on the Turn Track, advance it by a number of turns equal to the Rain Number. Do not place the Minor Rivers Unfordable marker on the Track if the Rain Number is 0.

Next, consult the chart below to get a Rain Number for major rivers.

MAJOR RIVER RAIN NUMBER TABLE

Rain Event	OTR	SIV	All Others
Rain (Current)	1	1	1
Rain (Current +1)	3	3	2
Rain (Current +2)	6	5	3
Rain (Current +3)	9	n/a	n/a

Place the Major Rivers Unfordable marker on the Turn Track a number of boxes ahead of the current turn equal to the Major River Rain Number. If the Major Rivers Unfordable marker is already on the Turn Track, advance it by a number of turns equal to the Rain Number.

Note: In the original *RTG* rules, rain affected major river fordability only on the Potomac River (see *RTG* 14.0). In the *GCACW* Standard Rules, *all* major rivers are affected by rain in *RTG*.

Unfordability Effects

If the Major Rivers Unfordable marker is on the Turn Track, units may not move, retreat, or advance across major rivers at fords in the current turn and all succeeding turns up to and including the box occupied by the marker. If the Minor Rivers Unfordable marker is on the Turn Track, units may not move, retreat, or advance across minor rivers at fords or destroyed bridges/ferries in the current turn and all succeeding turns up to and including the box occupied by the marker. If a unit uses a ferry to move across a minor river that is currently unfordable, that unit must pay the normal ferry movement point penalty (Manpower value divided by 3, see Section 6.2). Remove a marker from the Turn Track at the end of the turn corresponding to the box it occupies on the Track.

SETUP CONVERSIONS

The Standard Basic Game Rules use a new fatigue and recovery system that was introduced for the fourth game in the series, *Stonewall in the Valley*. Accordingly, the scenario setups for the first three games in the series (*SJW*, *HCR*, and *RTG*) should be modified when units start those scenarios at a status other than Fatigue Level 0. The table below shows the how to convert the set up fatigue levels.

SJW, HCR, RTG

Published Status	Standard Basic Game Rules Status
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Fatigue Level 0	Fatigue Level 0 (normal)
-----------------	--------------------------

Fatigue Level 1	Fatigue Level 0 (exhausted)
-----------------	-----------------------------

Fatigue Level 2	Fatigue Level 1 (exhausted)
-----------------	-----------------------------

Units that were disorganized in previous setups remain disorganized.

Exception: In *RTG* Scenario 1 (*First Day at Gettysburg*), Reynolds wing marched at dawn of July 1, just before the scenario starts. In this scenario, start all Union units from I Corps and XI Corps at Fatigue Level 1 (normal side), not at Fatigue Level 0 (exhausted) as specified above.

For those interested in how the conversion of setups was determined, the system is straightforward. Take the fatigue level in the setup for these three games and add two fatigue levels. The resulting fatigue level is the unit's status at the end of the previous turn (before recovery). Then apply the new recovery rules to determine the Standard Basic Game status.

BALANCING SCENARIOS

The first four games in the series have been released for over five years and have been used repeatedly in *GCACW* tournament play. The constant scrutiny they have received in this tournament setting has provided detailed information on the play balance of these scenarios—far more information in fact than could be obtained prior to their publication. We have therefore created a list of suggested VP adjustments to scenarios from these games so that they balance properly between the Union and Confederate players. These suggested adjustments are itemized below. Note that some scenarios have not been used in tournament play; if you do not see a scenario listed, it is because we do not currently have a suggestion for balancing it. (It does not necessarily mean that the scenario is perfectly even.) All adjustments shown are VP that should be added to the Union Player's VP score to achieve the proper balance.

STONEWALL JACKSON'S WAY

1. Cedar Mountain: +7 ***
2. Lee vs. Pope: +45
3. Stuart's Raid: balanced
4. Jackson's March: +2 ***
5. From the Rappahannock to Bull Run: +30

HERE COME THE REBELS

1. South Mountain: balanced
2. Harper's Ferry - Crampton's Gap: +8 ***
3. McClellan's Opportunity: +2
4. The Baltimore Raid: balanced
5. The Battle for Washington: +15

ROADS TO GETTYSBURG

1. First Day at Gettysburg: +2
3. Meade Moves North: +3 ***

STONEWALL IN THE VALLEY

2. McDowell: +6

*** Scenarios marked with asterisks assume that players are using the modified versions of these scenarios that are published on the *GCACW* web site (<http://www.gcacw.com>)

Entrenchment Table						
Year		1862	1863		1864	
Entrenching Phase		Recovery	Action	Recovery	Action	Recovery
Current Level of Entrenchment	Combat Multiplier*	Resulting Level of Entrenchment				
None		Breastwork - Build	Breastwork - Build	Breastwork - Complete	Abatis	Breastwork - Complete
Abatis	1.5	N/A	N/A	N/A	Breastwork - Build	Fort Build - 1
Breastwork Build	1.5 (1864 only)	Breastwork - Complete	Breastwork - Complete	Breastwork - Complete	Breastwork - Complete	Fort Build - 2
Breastwork - Complete	2	Fort Build	Fort Build	Fort Build	Fort Build - 1	Fort - Complete
Fort Build	2	Fort - Complete	Fort - Complete	Fort - Complete	N/A	N/A
Fort Build - 1	2	N/A	N/A	N/A	Fort Build - 2	Fort - Complete
Fort Build - 2	2.5	N/A	N/A	N/A	Fort - Complete	Fort - Complete

* Once units reach Fort-Complete, their combat multiplier is 3 in all games.

RECOVERY PHASE SUMMARY

- Units at Fatigue Level 0** may entrench, build bridges, or repair bridges and ferries. (They may only perform one of these activities per phase.)
- Units at Fatigue Level 0, 1, or 2** may forage in the Advanced game.
- Units at Fatigue Level 0 or 1** may be affected as follows (also see 8.0):
 - Units at Fatigue Level 0 or 1** with *disorganized* Strength markers have these markers flipped to their *organized* sides. **Exception:** In the Advanced Game, out of supply units with disorganized Strength markers are unaffected; their markers remain disorganized (see 29.4).
 - Units at Fatigue Level 0 or 1** which are on their *exhausted* sides are flipped to their *normal* sides.
 - Units at Fatigue Level 0 or 1** with Demoralize-1 markers have those markers removed. Units at Fatigue Level 0 or 1 with Demoralize-2 markers have these markers flipped to their Demoralize-1 sides.
- Units at Fatigue Level 3 or 4** are flipped to their exhausted sides. If they are already exhausted there is no further effect.
- Units at Fatigue Level 1 or more** lose 3 Fatigue Levels (to a minimum of 0).
- Out of supply units** with organized Strength markers in the Advanced Game have these markers flipped to their disorganized sides (see 29.4).

Woods Hexside (Restricted ZOC) Summary of Effects

- MOVEMENT:** Restricted ZOC do not restrict movement in any way (Section 6.2). A unit can move through a restricted ZOC without having to stop and can leave a restricted ZOC without having to pay a +1 movement penalty.
- ATTACKS:** Units may only attack across a woods hexside in certain conditions. Refer to Section 7.0, Combat, Attack Restrictions.
- FLANK ATTACKS:** Restricted ZOC count as covered hexes when computing the basic flank bonus. However, the final flank bonus is reduced by one for each hex covered by a restricted ZOC. Refer to Section 7.4, Flank Attacks.
- RETREAT AND ROUT:** Restricted ZOC affect retreats and routs just like normal ZOC.
- COMMAND RADIUS:** Restricted ZOC block an enemy leader's command radius just like normal ZOC.

MINOR RIVER RAIN NUMBER TABLE

Rain Event	OTR	SIV	All Others
Rain (Current)	1	0	0
Rain (Current +1)	2	1	1
Rain (Current +2)	4	3	2
Rain (Current +3)	6	n/a	n/a

MAJOR RIVER RAIN NUMBER TABLE

Rain Event	OTR	SIV	All Others
Rain (Current)	1	1	1
Rain (Current +1)	3	3	2
Rain (Current +2)	6	5	3
Rain (Current +3)	9	n/a	n/a

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