COMMAND

Chattanooga
Death Knell of the Confederacy

If you're new to wargaming, read this first.

Don't try to memorize these rules! They are written to simulate the realities of military command as much as possible. As you play, you'll find it has a real-world kind of rhythm. After a few turns, that rhythm will become second-nature, and you won't need to refer to the rules as often. You can learn this game on your own, even if you are new to the hobby, but it will be easier and faster if an experienced gamer teaches you.

Read through the rules before you try to play. Look up specific rules when you need to and make notes at places that give you trouble. The first time through, skip the rules marked Ω; these are advanced rules adding depth to the game, but also adding complexity. If you don't understand a rule, play it according to your best understanding at the time. After you gain experience, the purpose and meaning of the rule will become clear.

Each rule is numbered to make it easier to find. The number to the left of the decimal indicates the major rules section; the number to the right indicates the specific rule within a section. For example, section 5.0 deals generally with the combat units, while rule 5.5 explains how a unit checks its morale.

Most of all, remember — the main reason to play this game is to have fun.

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Credits

1.0. Introduction

1.1 Historical Background

The loss of Chattanooga, a vital railroad junction, to William Rosecrans' Union *Army of the Cumberland* in August 1863 set off alarm bells throughout the Confederacy. Reinforcements poured into North Georgia, to include Longstreet's veteran corps from Lee's *Army of Northern Virginia*. Thus strengthened, Braxton Bragg's *Army of Tennessee* turned on Rosecrans and defeated him in the sanguinary Battle of Chickamauga, 19-20 September 1863. The Union army, defeated and dispirited, fell back to Chattanooga to await its fate.

Fortunately for the Union war effort, Bragg was slow to follow up his one clear-cut battlefield success of the war. By the time the Confederates reached Chattanooga, the Federals were dug in. Eschewing an assault, Bragg decided to starve them out.

He nearly succeeded, but his siege was too passive — the Confederate leadership spent its energies in internecine squabbles — and by late October the Union army in Chattanooga was being supplied and reinforced. More importantly, Rosecrans had been replaced by George Thomas, while overall US operations were being directed by Ulysses S. Grant.

Now clearly on the defensive, Bragg worsened his position by detaching four of his ten divisions to conduct a subsidiary operation near Knoxville. Two of the divisions were recalled for the final battles, but the Confederates had forsaken golden opportunities and fought at a considerable disadvantage.

1.2 Course of the Battle & Game

The main scenario of *Chattanooga* (see section 3.2) represents the battles fought on 23-25 November 1863. Historically, the Union armies attacked primarily and steadily on the flanks, but the issue was decided by an all-out assault up Missionary Ridge at the Confederate center. The Union player has the advantage of numbers, but time, terrain and weather favor the Confederates. Only a concerted and sustained Union offensive will gain victory.

There are also two short scenarios in the game. *Wauhatchie* (see 3.3) covers the fighting to open a supply line for the *Army of the Cumberland*. *Press Forward as Rapidly as Possible* (3.4) is a hypothetical scenario covering the possibility of a more vigorous pursuit of Rosecrans after Chattanooga. It is a high-risk gamble for the Confederates; a victory will destroy the *Army of the Cumberland* and reverse the course of the war, while a failure will terminate Bragg's offensive and speed the end of the war.

1.3 Game Scale

Each hexagon on the map represents 250 yards from side to side. The combat units represent infantry and cavalry regiments (or battalions) of 100 to 400 men, or artillery batteries of 4-6 guns. Game turns are approximately two hours during the day, 12 hours at night. Each couplet represents approximately 20 minutes.

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2.0 Components

2.1 Components List

The components are these rules, two 22x34" maps, one card and 698 die-cut counters (the other two counters are errata, see page 19). The mapsheet contains the turn record (day, turn and couplet) tracks, terrain effects chart (TEC), Combat Results Table (CRT) with army morale track, Bombardment Table, Forced March Table, reserve boxes (6 per player), and each player's unit status box (USB).

2.2 The Die

Players must provide at least one ten-sided die. When reading the die, always read "0" as zero, not ten. If no ten-sided die is available, use two six-sided dice and table to the right.

	First Die Roll					
	1	2	3	4	5	6
1	0	0	0	1	1	1
2	2	2	2	3	3	3
3	4	4	4	5	5	5
4	6	6	6	7	7	7
5	8	8	8	9	9	9
6	— roll the second die again—					

(left column label: **Second Die Roll**)

2.3 The Map & Terrain Types

The map represents the militarily significant terrain around Chattanooga as it existed in 1863. The hexagonal grid is printed on the maps to regulate the placement and movement of units. The terrain has been altered to fit within this grid, but the relationships between the types of terrain are such the players will face the same time-space problems faced by their historical counterparts. Each hex has a four-digit number in it; the first two digits indicate the column (the columns run east-west), the last two the row within that column. For example, Brown's Ferry is in hex 1431.

The two maps join along their long sides; the hex grid is continuous between the two maps, and the course of the Tennessee River should make the direction of joining obvious. There is a slight overlap between the two. We suggest taping them with printer's tape while playing.

There are seven kinds of in-hex terrain: Clear, Woods, Swamp, Ravine, Hillside, Town. Each hex has only one of these types, but for æsthetic reasons some have been mixed with Clear terrain; if Clear terrain exists in a hex with any other terrain type, treat it as the other type. Roads may exist in combination with any other kind of terrain.

There are four kinds of hexside terrain: Stream, Bridge, Slope and Blocked. Streams prevent movement and combat across that hexside unless crossed by a bridge; units may bombard across streams. Slopes affect movement, combat and bombardment across the hexside. Blocked hexsides prohibit all activities across the hexside.

The elevation levels may coexist with any and all other terrain types. Elevation primarily affects line of sight.

The Terrain Effects Chart contains a summary of all the terrain types and their effects on play.
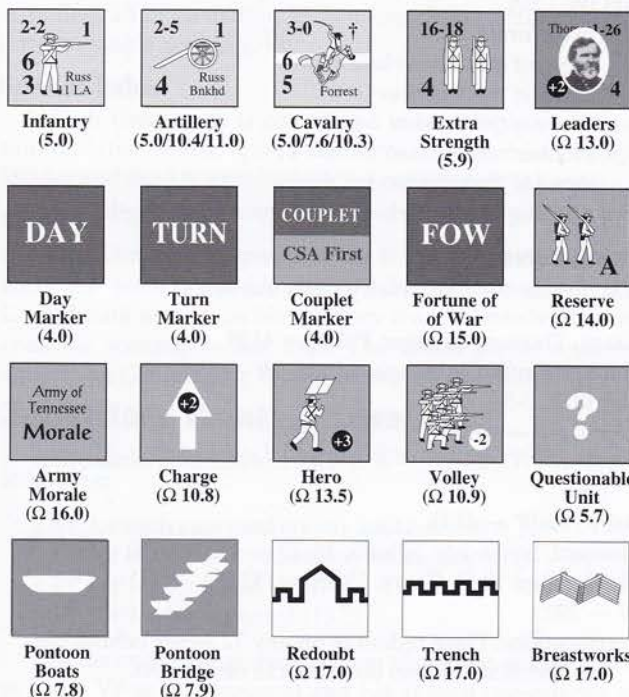
2.4 The Counters

The counter types in the game are listed below. Carefully punch them out after reading the rules. Trimming the dog-ears off the corners with a fingernail clipper will facilitate handling and appearance.

Most of the counters represent the combat units that took part in the battle. A unit's type is determined by the figure or icon on it; there are several different figures for some types; this has no effect on play. The remaining counters represent leaders or are used to mark the status of the combat units or hexes.

The rules section listed with each counter contains the details for using that counter; those marked with the "Ω" symbol are used only with optional rules.

Union combat counters are printed on a light blue background, Confederate combat counters on light gray. Non-combat counters are printed on darker blue and gray. The remaining counters are printed in neutral colors.

Infantry (5.0)	Artillery (5.0/10.4/11.0)
Cavalry (5.0/7.6/10.3)	Extra Strength (5.9)
Leaders (Ω 13.0)	
Day Marker (4.0)	Turn Marker (4.0)
Couplet Marker (4.0)	Fortune of of War (Ω 15.0)
Reserve (Ω 14.0)	
Army Morale (Ω 16.0)	Charge (Ω 10.8)
Hero (Ω 13.5)	Volley (Ω 10.9)
Questionable Unit (Ω 5.7)	
Pontoon Boats (Ω 7.8)	Pontoon Bridge (Ω 7.9)
Redoubt (Ω 17.0)	Trench (Ω 17.0)
Breastworks (Ω 17.0)	

Errata Note. The Confederate leader BRJnsn should have a command span of 19-21, not 3-4 as printed. The Confederate leader Walker should have a command span of 22-24, not 3-4 as printed. We'll print replacement counters in the next available issue.

3.0 Set Up & Victory

3.1 Scenarios

The set up and victory conditions for each scenario are listed below. For a complete list of units, the orders of battle are listed on the card.

Individual leaders are listed by name, formations are listed by number. In most cases, units are given a four-digit set up hex. Unless specified otherwise, that formation must set up in or within two hexes of that hex.

Reinforcements enter the map after the game begins. Their time of entry is noted by day and turn: for example, 23/T6 means Turn six (Night) of 23 November. See section 9.0 for details on entering the map.

3.2 Death Knell of the Confederacy

Grant's combined Union armies were to begin their concerted assault on 21 November, but Sherman was delayed by bad roads. Finally on 23 November, Grant, fearful Bragg will retreat, had Thomas open the assault to pin Bragg's center while Sherman and Hooker hurried to attack his flanks. The resulting battle, the climax of the exhausting campaign, broke the siege and cleared Tennessee once and for all.

Set Up
Start: 23/T3
End: 25/T5
First P{layer: USA
ΩFOW: CSA
ΩArmy Morale
  Army of the Cumberland = -1
  Army of the Tennessee = 0
  Army of the Potomac = 0
  Hooker morale (see 13.6) = +1
  Army of Tennessee = -1
Extra Strength: all markers at full printed strength

Union Forces
(Do not use the five cavalry units marked †)

Grant, Thomas, Granger, Palmer - 4128
Hooker, Cruft, Osterhaus, 1,2, 28, 29 — 1341
Sheridan, 3-5 — 4133
Wood, 6-8 — 4128
Johnson, 9-11, 26, 38 — Anywhere inside US Fortification Line
Baird, 15-17 — 4135
Howard, Steinwehr, Schurz, 18-22 — 4121 (w/4)
Hooker (see 13.6), Geary, 23-25 — 1354
27 — 2923
Fortifications: Place redoubts on any 12 hexes behind the US Fortification line, breastworks on the rest.

Reinforcements (may cross Tennessee anywhere)
Sherman, ML Smith, Ewing, JE Smith, 30-37 — 23/T5
Davis, 12-14 — 23/T6

Confederate Forces
(Do not use Longstreet, McLaws, Jenkins, BR Johnson, 1-9, 19-20, Forrest, and the five artillery units marked †)

Bragg, Hardee, Breckenridge — Any Missionary Ridge hilltop hex
11 — 3245
12 — 2445
13 — 2347
Anderson, 15-18 — Any Missionary Ridge hilltop hex between 5524 and 5536 inclusive. Place six trench counters, each manned by at least one infantry unit, on clear hexes adjacent to a hillside hex within that area.
Walker, 22-24 — Any Missionary Ridge hilltop hex north of 5523 inclusive. Place four trench counters, each manned by at least one infantry unit, on clear hexes adjacent to a hillside hex within that area.
Stewart, 26-29 — In or south of the xx42 hexrow between Missionary Ridge and Chattanooga Creek.

Bate, 31, 32 — Any Missionary Ridge hilltop hex south of 5537 inclusive. Place three trench counters, each manned by at least one infantry unit, on clear hexes adjacent to a hillside hex within that area.
Stevenson, 33, 35, 36 — 2653 (w/4)
34 — 3741

Reinforcements (all arrive at hex 6004)
Cheatham — 23/T6
14 — 24/T1
21 and artillery for 19-21 — 23/T6
Cleburne, 25 — 23/T6
30 — 23/T6

Special Rules
At the beginning of any Turn (not couplet), the Confederate player (only) may declare the bridge between hexes 4245 and 4345 to be wrecked. Only one infantry (only) unit may cross the bridge per couplet until the bridge is repaired; the one unit crossing the bridge must start adjacent to the bridge, and expends all its movement points to make the crossing. At the beginning of any Turn (not couplet) other than a Night turn in which a Union unit is in either hex, roll one die. On a roll of "0-2" the bridge is repaired and may be used normally thereafter.

Victory
If any Confederate unit is still on the map at the end of the scenario, the Confederate player wins. The Union player wins by clearing the map prior to the last turn. The Union player wins a decisive victory if he clears the map prior to 25 November. The Confederate player wins a decisive victory if any Confederate unit enters hex 2923 at any time.

Optional Reinforcements
The historical battle represents just about the worst performance the Confederates could have turned in. Bragg had three more divisions (Longstreet, McLaws, Jenkins, BR Johnson and formations 1-9 and 19-20) available had he chosen to call for them. The Confederate player may, at his option, decide to do so. These units become available 24/T2 at hex 6004. If he chooses to bring them on, the Union player wins the game by clearing every Lookout Mountain hilltop, high ground and hillside hex. The Confederate player wins by occupying both hexes of Orchard Knob (4128-4129) or by having at least one unit inside the US Fortification line at the end of the scenario. If both players meet their requirements, the game is a draw. The Confederate player may bring on one or more "dummy" reserve counters on 24/T2 to deceive the Union player.

3.3 Wauhatchie
The seizure of Brown's Ferry by Thomas and the subsequent link-up with Hooker's detachment from Bridgeport opened the "Cracker Line." Bragg reacted quickly, ordering Longstreet to drive off the Union forces and reestablish the siege. Longstreet opted for a night attack on 28-29 October by his whole corps.

Set Up
Start 23 (really the 28th)/T5
End 24 (the 29th)/T1

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First Player: CSA

ΩFOW: CSA

ΩArmy Morale
> *Army of the Cumberland* = -1
> *Army of the Potomac* = 0
> *Army of Tennessee* = -1

Extra Strength: all markers at full printed strength

Union Forces

Geary, 23-25 — 1354

Hooker, Howard, Steinwehr, Schurz, 7, 15, 18-22 — 1341 (w/3)

Confederate Forces

Longstreet, McLaws, Jenkins, 1-9 — anywhere east of Lookout Creek

Victory:

The Confederates win if any Confederate unit is in hex 1356 (mislabeled on the map as 1346) or 1341 at the end of the scenario. The Union player wins if any Union unit is east of Lookout Creek at the end of the scenario. Any other result is a draw (the historical outcome).

Special Rules

Union formations 7 & 15 may never move farther than 5 hexes from Brown's Ferry, even to advance after combat.

3.4 Press Forward as Rapidly as Possible

Prodded by Forrest, Bragg commits the army to an immediate and full-strength pursuit of the beaten Federals after Chickmauga. The COnfederates, as disorganized, bloodied and exhausted as their beaten foe, straggle into the Chattanooga Valley. There they find a thin line under George Thomas trying to buy time for the rest of the army to sort itself out. This is a winner take all contest; if the Confederates win, the Army of the Cumberland will effectively cease to exist. If they fail to destroy Rosecrans' army, the extra effort will lead to the crumbling of Bragg's army — there will be no siege of Chattanooga.

Set Up

Start: T2 (no day marker is required)

End: T5

First Player: CSA

ΩFOW: CSA

ΩArmy Morale
> *Army of the Cumberland* = -2, Panic
> *Army of Tennessee* = +1

Extra Strength: none available

Union Forces

Wilder's Brigade (the five cavalry units with a "†" symbol for a formation) — in any hex of the 46xx, 47xx or 48xx hex columns.

Put all remaining units with the gold band in a cup or other opaque container. Without looking at them, pull out 10 units. Place them and Thomas in any of the same hexes. These units may be stacked.

Reinforcements: At the start of each couplet, roll one die and subtract two from the roll. The result is the number of new units to be drawn from the cup. Place the units on any unoccupied Chattanooga town hex, unstacked. If no empty hex is available, the unit may not be placed, return it to the cup.

Confederate Forces

Use only the units with a gold band a white band containing a smaller gold one. Place Longstreet, units 1-9, the Forrest Cavalry unit and one of the 1-9 artillery units on any Missionary Ridge hilltop hex. Place the following units in a cup or other opaque container: Cleburne, the four remaining artillery units, and 1 unit each from formations 11, 13-20, 22-24, 26-31. At the beginning of each couplet, pull one counter out of the cup; that formation is now released and may enter the map anywhere along the eastern map edge. If Cleburne is pulled, all of formation 25 is released. The artillery units enter as single counters.

Special Rules

Each Union unit is considered to be a separate formation (in other words, ignore the formation numbers), except Wilder and the US units, which are considered "A" units.

Victory

The Confederate player wins if any Confederate unit ends the scenario inside the US Fortification Line. The Confederate wins a decisive victory if any Confederate unit ends the scenario in hex 2923. The Union player wins by avoiding a Confederate victory. There are no draws.

3.5 Victory Points & Levels

In each scenario, each player gains victory points for the following:

> 2 VP for each captured enemy unit (see 5.6 & 5.8)
> 1 VP for each destroyed enemy cadre (see 5.11)
> 1 VP per leader killed (13.4)
> 2 VP per leader captured (13.2)

At the end of the scenario, if one player has at least twice as many VP as his opponent and has at least one-quarter as many VP as the enemy had infantry units in play, shift the level of victory in favor of that player. For example, a draw becomes a victory, a regular victory becomes decisive.

> **Design Note.** The "level" of victory is more for bragging rights than anything else, since it is necessarily a subjective concept. A Confederate victory anywhere in this campaign could have led to the destruction of the Army of the Cumberland, which would have decisively reversed the course of the entire war, or could simply have delayed the Union advance the following year. A Union victory greater than the one actually achieved might have led to a more vigorous pursuit of Bragg after the battle, leading to the disintegration of his army and a much more rapid capture of Atlanta.

4.0 Sequence of Play

4.1 Turn Structure

The game consists of one or more days, each of up to six game turns (1=Early Morning, 2=Late Morning, 3=Early Afternoon, 4=Late Afternoon, 5=Evening, and 6=Night). Each

Game Turn has an administrative phase plus a variable number of couplets, each of which is also divided into phases.

Each action taken by a player must be taken in the appropriate phase. Once a player finishes a phase, he may not go back to perform a forgotten action or re-do a poor one unless his opponent permits it. The sequence is listed below and again in expanded form on the card; beginners ignore all actions marked Ω.

> **I. Player Couplets (any number)**
> A. First Player Movement Phase
> B. First Player Combat Phase
> C. Second Player Movement Phase
> D. Second Player Combat Phase
> E. End of Couplet
> **II. Mutual Administrative Phase**

4.2 Time Markers

Advance the Couplet marker at the end of each couplet, and flip it to indicate the first player in the next couplet (to be determined per 4.3 below). Once the marker reaches the "4+" box, it remains there until the turn ends, but any number of additional couplets may be played that turn. Advance the turn marker after the end of each turn. After each Turn 6, move the turn marker back to "1" and advance the day marker.

4.3 First Player Determination

The Union player is the first player at the start of each scenario. At the end of every couplet, roll one die and compare it to the span in the appropriate box of the couplet track. If the roll falls within the span for "Same," the first player remains the same; proceed to the next couplet. If it falls within the span for "Change," change, the old second player has the option of either becoming the first player or ending the turn. If he elects to continue, flip the couplet marker over and proceed to the next couplet. If the turn ends, proceed to the administrative phase.

5.0 Units

5.1 Unit Data

The unit pictured below shows the information on each combat unit counter. The unit pictured is Confederate infantry. All combat units have the same data, but Union data is presented in mirror image and artillery has no intensity rating.

Combat Strength The unit's fire- and combat power (see 10.2)	**Range** The distance the unit can project its firepower (11.0)

Formation
The unit's parent organization, affecting stacking (8.3) and combat (10.6). Most artillery has a span, and belongs to each of the formations in that span. Treat "A" or "†" as belonging to any/all formations of that army.

Intensity Rating
The unit's willingness to enter combat (see 10.2)

```
2-2     1
 7    Ker
 5    2 SC
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Morale Rating
The unit's ability to withstand battlefield events (see 5.5 and 10.10)

ID
The unit name and brigade commander (if any). These have no effect on play.

5.2 Unit Status

A unit's status indicates the current state of its cohesion. In normal status the unit is face up. A disrupted unit is flipped so its reverse side is showing (5.3). Units may also be marked with Questionable (Ω5.7), Charge (Ω10.8), Volley (Ω10.9) and Hero (Ω13.5) markers, the effects of which are described in the noted sections.

Units may be involuntarily removed from the map into the owning player's Unit Status Box (USB). The USB has three columns: one for units routed (5.6), one for units eliminated (5.8), and one for units both routed and eliminated. It is possible units on the USB may return to the map.

Units captured (5.6 & 5.8) or destroyed (5.11) are out of the game for good and count for VP (3.4).

5.3 Disruption & Recovery

Disruption represents loss of a unit's cohesion, and is used as a catch-all for the effects of combat, fatigue, running out of ammunition, loss of leaders, etc. When a unit becomes disrupted, flip it to its reverse side. It operates normally, but will be at a disadvantage in combat due to its lower rating.

A disrupted unit automatically recovers during the administrative phase of each game turn if it is not in an enemy zone of control. It may also recover during any movement phase if it is not in an EZOC, does not move or fire, and passes a morale check (see 5.5 & 7.1).

5.4 Line of Communication

A Line of Communication (LOC) is the route by which a unit receives orders, supplies, etc., and sends back messages, wounded men, etc. Union units trace a LOC to hexes 1056, 1356, 1431, 2923 or any bridged Tennessee River hex (see 7.9); Confederate units to any road hex leading off the east map edge. An LOC may be of any length, but may not go off the map and may not pass through an enemy-occupied hex, but may pass through an enemy zone of control (see 6.0).

5.5 Morale Checks

A unit may be required to make a morale check for a variety of reasons. To make the check, roll one die and compare it to the unit's morale rating. If the result is greater than the rating, the unit fails; if the die roll is equal to or less than the rating, the unit passes. The effect of pass/failure vary depending on the reason for the check. The die roll can be modified by terrain (see the TEC) and/or leaders (see 13.0), but a unit always passes on a roll of "0" and always fails on a roll of "9" regardless of modification.

5.6 Rout & Rally

Rout is the shattering of a unit to such an extent it is no longer an effective combat force. If a unit routs and it can trace an LOC, place it in the Routed portion of the USB; if the rout die roll result is more than four greater than the unit's current morale rating, place it in the Shattered portion of the USB. If it cannot trace an LOC, it is captured — hand it over to the opposing player — and counts for VP (see 3.5).

In the administrative phase of each game turn, place all units in the Ready area of the USB back on the map, in normal status, per rule 9.1; if units cannot be placed, they remain in the Ready area. After ready units are placed back

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on the map, move all units in the Routed portion of the USB into the Ready area.

Next, make a morale check for each unit in the Shattered area; if it passes, place it in the Routed area. If it fails, it remains in the Shattered area.

Ω 5.7 Questionable Units

When a unit returns to the map from the Ready area of the USB, place a Questionable marker on it. The first time the unit engages in combat, make a morale check for it. If it fails the check, it routs.

5.8 Elimination

A unit eliminated in combat (see 5.8 & 10.10) has taken enough casualties in its front ranks to become momentarily ineffective (it disappears in game terms). If an eliminated unit can trace an LOC, place it in the Eliminated portion of the USB. If it cannot trace an LOC, it is captured. If the units is also routed or shattered, place it in the center (Routed & Eliminated) column of the USB.

5.9 Extra Strength

Extra Strength (ES) represents the men behind that front line; each ES point contains enough men to reform the unit into an effective force. Each ES marker can provide ES for all units within its span.

An eliminated unit may be returned to the map at the beginning of any subsequent friendly movement phase. Expend one ES point from the appropriate marker, move the marker down one box on the ES track, and return the unit to the map per rule 9.1. If the unit was also routed, it may receive ES only while in the Ready area of the center track of the USB.

A player may use any number of ES points in a single phase. A given unit may be rebuilt any number of times per game, as long as ES is available. A unit with an asterisk next to its range rating may not be replaced with extra strength.

> **Span**
> All non-asterisked units in these formations (inclusive) may receive ES from this counter. "AA" means all artillery units.

> 19-21
>
> 5

> **Extra Strength**
> The number of ES available at the start of the game. If greater than 10, flip it to the "+10;" when it gets to the "0" box on the ES track, flip it to its front side and put it in the "10" box.

Ω 5.10 On-Map Replacement

As an alternative to going to the USB, a unit may receive extra strength while on the map at the instant it is eliminated (if it is not also routed). Make a morale check for the unit. If it passes, it may absorb the ES immediately and remain on the map in the same hex it occupied when eliminated. It need not be able to trace an LOC. The only penalty for failing the check is that it must go to the USB.

5.11 Cadres

During the administrative phase of any game turn, each player may attempt to replace an eliminated unit. On a roll of 0-3 (0-1 for an asterisked unit), the unit is recreated. On a die roll of "9" the unit is destroyed; it is out of the game and counts for VP (the loss of the cadre means the unit is effectively out of the war for good).

6.0 Zones of Control

6.1 ZOCs Generally

The six hexes surrounding a unit constitute its Zone of Control (ZOC). The ZOC represents the unit's ability fire and attack into the hex, and the doctrinal and maneuver limitations of these experienced, but still amateur armies.

All combat units exert a ZOC; leaders, and other markers do not. Multiple and opposing ZOCs may coexist in a single hex simultaneously, have no cumulative effect, and have no effect on one another.

6.2 Terrain Effects on ZOCs

ZOCs do not extend into heavy woods, thicket, stream/thicket, morass, or enemy entry hexes. They do not extend across deep water hexsides or up steep slopes, but do extend down them. See the TEC.

6.3 ZOC Effects on Movement

Make a rout check for a unit any time it attempts to leave an EZOC (whether it started its move there or moved into the EZOC during its move). Make one check per EZOC exited. If a stack leaves an EZOC, make a rout check for each unit in the stack.

If a unit fails the check, it is disrupted and must stop in the first hex entered after leaving the EZOC; if it passes, it may continue moving. A unit may leave any number of EZOCs, making a rout checks for each one. If the exiting unit is already disrupted when it fails the rout check, it routs.

An artillery unit may not be voluntarily moved into any EZOC, but may remain in one indefinitely.

A moving cavalry unit may not stop in an infantry EZOC unless it charges the infantry. Once in an infantry EZOC, it may remain there indefinitely.

Leaders may not enter an EZOC unless accompanied by an infantry/cavalry unit.

6.4 ZOC Effects on Retreat

Make a morale check for a retreating unit entering an EZOC. If it passes, continue the retreat. If it fails, it is captured.

6.5 ZOC Effects on Combat

A unit projecting a ZOC onto an enemy unit must be attacked in the enemy combat phase. If it is not, it may be marked with a charge (Ω 10.8) or volley (Ω 10.9) marker.

6.6 ZOC Effects on Bombardment

A non-artillery unit in an EZOC may not bombard (unless the firing unit has a volley marker). Artillery in an EZOC may bombard.

7.0 Movement

7.1 Movement Generally

A player may move all, some or none of his units in each of his movement phases from hex to adjacent hex, in any direction or combination of directions. The movement of a unit must be completed before that of another is started.
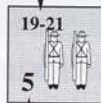
Each combat unit has a movement allowance (MA) of four movement points (MPs). The MA is not printed on the units. MPs may not be accumulated from turn to turn, nor loaned from one unit to another. Units which do move are not required to expend all their MPs.

A unit may not move into enemy-occupied hexes, or off the map (but see 9.2), or into the other player's entry hexes.

A unit expending 1 or 2 MP and which will attack an enemy unit in the ensuing combat phase may be marked with a charge marker (Ω 10.8). A unit not moving and not in an EZOC may be marked with a volley marker (Ω 10.9) markers. Any unit not moving and not in an EZOC make attempt to recover from disruption (5.3).

7.2 Terrain Effects on Movement

A unit generally expends 1 MP per hex entered. Some in-hex terrain costs a moving unit 2 MP, while some hexside terrain costs one extra MP (+1) to cross in addition to the MP cost of the hex being entered; in those cases, a unit pays the full MP cost to cross the hexside/enter the hex, but may ignore the additional cost(s) if the move would cost the unit more MP than it has remaining (in other words, the unit can enter one last hex as long as it has at least 1 MP remaining; the extra costs apply only when move *beyond* that hex during a move). Other terrain types require a unit to stop moving ("S") as soon as it enters the hex, or in the case of steep slopes, as soon as the hexside has been crossed. Movement effects apply to each unit entering the hex at the moment of entry; some terrain affects the various combat unit types differently. The Terrain Effects Chart (TEC) contains a summary of all terrain effects.

7.3 Roads

When moving along a road, the road negates other terrain in the hex for movement purposes. To use a road, a unit must move from one road hex to another through a hexside traversed by the road. A unit may enter and exit roads any number of times during a single movement phase.

Ω 7.4 Road Bonus

Reserve markers (see Ω 14.0) may move faster along a road. For each MP expended, the reserve may move three road hexes. The reserve must start its move on a road hex and may enter only road hexes by crossing road hexsides. It may combine road and non-road movement in the same phase, but do not conserve fractions of MP expended. It may not use the road bonus to move into a hex where it would have to deploy (14.5).

Ω 7.5 Forced March

During movement, the moving player may attempt to force march a unit to gain extra MP for it. Roll one die and compare it to the appropriate morale column on the Force March table on the map. The unit may get from 0 to 4 extra MP, and may be disrupted. If an already disrupted unit is disrupted again, place a Questionable marker on it. The unit need not expend all the extra MP it gains.

7.6 Cavalry Movement

A cavalry unit may double its MA if it is undisrupted and does not start in or enter an EZOC during the move.

Ω 7.7 Leader Movement

Commanders (not heroes) traveling without a unit treat all hexes as road hexes, may use the road bonus, and may move up to 12 MP (see Ω 13.2).

> Beginners' Note. If you don't use 7.8 & 7.9, your reinforcements may enter the map at any LOC source hex.

Ω 7.8 Pontoon Boats

The pontoon boat counters represent pontoons used as assault boats. Each boat can carry a single infantry (only) regiment. Place the regiment and boat together in a riverside hex. The unit may attack into an occupied hex; if it fails to enter the hex that couplet, it is eliminated. Each pontoon boat can land a single infantry (only) regiment each couplet.

7.9 Pontoon Bridges

Pontoon bridges represent the use of pontoons to bridge the Tennessee. To place a bridge, a Union unit must be in a riverside hex at the start of any Turn (not couplet). Place the bridge counter in the hex with a building marker (the back of any works marker). If at the end of the turn the unit and marker are still in the hex, remove the "Building" marker. Union units awaiting entry onto the map may now enter via the bridge. Units crossing the bridge do so one at a time, so each unit arriving has one less MP than the previous unit.

8.0 Stacking

8.1 Stacking Generally

Up to three combat units may stack in one hex at the end of a movement phase; leaders, heroes and all markers do not count toward stacking limits. A reserve counts as one unit, regardless how many units it contains (14.0).

Players may examine enemy stacks — the top unit does not hide those underneath. Stacking does not affect movement — any number of units may pass through a hex in a movement phase. The stacking order is important for combat (see 10.6), and generally may be rearranged only during the owning player's movement phase. A player is free to change the stacking order within a hex during his movement phase, even if the stack does not move or is in an EZOC.

8.2 Moving Stacks

Once it starts moving, a stack must remain stacked throughout the movement phase. If any unit in the stack is forced to stop by terrain, the entire stack must stop. A unit may leave a stack only at the beginning of its movement.

8.3 Creating Stacks

Some stacks may be created freely, others will require a die roll to see if the stack can be formed.

To create a stack freely, one unit must not move for a couplet. Other units, up to the stacking limit and in the same formation, may move into the stationary unit's hex.

If the non-moving unit is in an EZOC, and/or if the unit entering the hex is in another formation (see 5.1), and/or none of the units was stationary, make a morale check for the involved unit with the lowest morale each time a unit attempts to join the stack. If it passes, the moving unit may

join the stack; if it fails, it must end its move and may not join the stack (if it would end the move on another stack it was moving through, retrace its stapes one hex at a time until it reaches an empty hex or returns to its starting hex). A unit attempting to enter a stack counts against the stacking limit for that hex.

Units with a formation of "A" may be treated as belonging to any formation in the army.

Reinforcements (9.3) entering the map, or units deploying from a Reserve, may be stacked in any combination; treat them as unmoved and belonging to a single formation.

8.4 Stacking and Combat

Only the top infantry/cavalry unit may attack out of a hex, bombard out of a hex, be attacked in regular combat, or be bombarded by enemy infantry/cavalry. Any other infantry/cavalry in the hex may not take part in or be affected by combat.

All artillery units in a hex may participate in defending the hex, and all artillery may always bombard out of a hex. All units in a hex may be bombarded by enemy artillery.

9.0 Entering & Leaving the Map

9.1 Unit Reentry

A unit may reenter the game from the Ready area of the USB during any friendly movement phase (5.6 & 5.8). Reentry constitutes its movement for that phase, but the unit may attack if it is possible for it to do so. The placement hex must not be in an EZOC and must be either:

1) stacked with or adjacent to an undisrupted unit of the same formation; or

2) adjacent to/stacked with any leader whose command span includes the unit; or

3) adjacent to any friendly LOC hex (see 5.4).

If no hex is available, the unit remains in the Ready area. It may remain there indefinitely.

Ω 9.2 Crossing the Tennessee

Only Union units may cross the Tennessee. Crossing may be made between hex 2923, 1431 or any hex containing a pontoon bridge. Units may move between hexes by exiting at one, spending one complete Game Turn (not couplet) off-map, then entering at another hex in the first couplet of the next turn.

9.3 Reinforcements

Reinforcements are units entering the game after it is underway. The setup schedule indicates the turn and hex of entry. Reinforcements may enter at any time during the owning player's movement phase and operate normally in all ways. They may be stacked without regard to formation. They may be in a reserve marker and it may use the road bonus on the turn of entry.

All reinforcements entering a hex in the same couplet enter as a column; the first pays 1 MP, the second 2 MP, and so on. Units unable to enter in a given couplet wait until the next.

10.0 Combat

10.1 Combat Generally

During each player's combat phase, his units may attack any adjacent enemy unit. Artillery and some infantry units have the ability to attack non–adjacent enemy units (see Bombardment, 11.0). If a defending unit projects an EZOC onto one of the attacker's units and is not attacked (bombardment does not count), the defending player may place a volley or prepared charge marker (his choice) on the unit.

Each combat is a single unit attacking a single unit. Attacking units from more than one hex may attack a single defending hex in the same combat phase, but each attack is resolved separately. A unit may attack once per combat phase (but see 10.14). A single defending unit/hex may be attacked any number of times per combat phase.

Only the top infantry/cavalry unit may defend a hex in a single combat, but all artillery in a hex may participate (see 10.4). One one unit one each side can be affected by a single combat result.

The active player may conduct his attacks in any order he chooses, but all attacks against a single hex must be resolved before any attack against another hex is begun. He need not declare all his attacks beforehand.

10.2 Combat Procedure

Follow these steps for each combat:

1) The combat intensity rating is the sum of the following (intensity greater than 9 = 9, intensity less than 3 = 3):

   the attacking unit's intensity rating
   ± any terrain effects.
   Ω + any attached hero's rating
   Ω + plus any attached leader's combat rating
   Ω + 2 if the attack is coordinated (10.6)
   Ω + 2 for if the unit is charging (10.8)
   Ω ± the current Army Morale

2) Roll the die. Modify it by the following (a modified roll less than 0 = 0, a modified roll greater than 9 = 9):

   + the attacker's combat strength
   ± any terrain effects
   - the defender's combat strength
   - the combat strength of any artillery unit(s) in the defender's hex
   Ω -2 if the defender has a the volley marker (10.9).

3) Cross-index the row corresponding to the modified die roll with the column corresponding to the intensity rating to get the result. Apply the results (10.10).

Ω 10.3 Cavalry

When not using this rule, ignore the parentheses on cavalry intensity ratings. When using this rule, all cavalry attacks are conducted on the "3" column, regardless of any intensity modifiers, unless the cavalry is marked with a charge marker. A cavalry unit may charge only out of and into clear hexes, and may not charge across slopes. When

charging infantry, subtract the infantry's range from the combat die roll.

10.4 Artillery

Artillery fights like infantry with the following exceptions:

- Artillery may never attack or support an attack in regular combat; it must bombard; it may defend and support a defense.
- Supporting artillery is not affected by the combat result.
- If artillery is forced to retreat, make a morale check for it; if it fails, it is captured. If it is routed in a combat, it is automatically captured.

10.5 Terrain Effects

Some types of terrain affect the intensity level of the combat. In the case of in–hex terrain, the combat is affected if *either or both* the attacker or the defender is in that type of terrain. In the case of slopes, the combat is affected only if the attacker is attacking across the steep slope hexside. Combat is not allowed across deep water hexsides (but bombardment is not affected).

Ω 10.6 Attack Coordination

When more than one unit is attacking a single defending hex, there is a chance the two attacks will be coordinated, meaning subsequent attacks occur so quickly the defender's cannot recover from the minor disruption of the first. For any unit attacking after a unit from the same formation (see 5.1 and 13.3), the defender may not change the stacking order of his defending units and the intensity of the attack is increased by two. If the attacking unit is following the attack of a unit from a different formation, the defender may alter his stacking and the intensity is calculated normally.

Ω 10.7 Flank Attack

A defending unit is flanked if it is surrounded by enemy units during the enemy combat phase (whether they are attacking that hex or not, but do not consider retreating enemy units for this purpose) and/or the ZOCs of units attacking it (unless those ZOC hexes are occupied by other friendly units) and/or impassable hexes/hexsides. Make a morale check for the flanked unit; if it fails, it routs; treat it as a rout combat result for purposes of advance and continuation (10.12-10.14).

Ω 10.8 Charge Markers

A charge marker may be placed on any unit moving 1 or 2 MP(only) and launching an attack the same couplet (see 7.1), or if it is not attacked while in an EZOC during an enemy combat phase (10.1). Remove all charge markers from all attacking units at the end of the attacker's combat phase.

Ω10.9 Volley Markers

A unit or stack may be marked with a volley marker in any movement phase in which it does not move and is not in an EZOC (see 7.1), or if it exerts a ZOC but is not attacked during the enemy combat phase (see 10.1). The marker remains on the unit/stack until one of the following occurs:

- The *turn* (not couplet) ends;
- Any unit in the hex moves (other than changing stacking order);
- Any other unit moves into or through the hex
- Any unit in the hex is affected by enemy bombardment
- any unit in the hex conducts a bombardment
- at the end of a combat phase in which the unit/stack is attacked, regardless of the combat result.

A unit cannot have both a volley and a charge marker, just one or the other.

> **Design Note.** Charge and volley represent pre-combat preparations. Such preparations were fragile, as they required careful placement of each company, deployment of skirmishers, coordination with other units, absence of smoke from previous combats (to give a clear field of fire), and appealing to the men for a supreme effort. In theory, all attacks should be charges (to close the range and increase the intensity) and all defenses featured volleys. In practice most combat degenerated into desultory firefights.

10.10 Combat Results

All results for a combat must be applied before beginning the resolution of the next. Generally, combat results affect only the involved units, not units stacked with them (but see below). The results are:

A = the result affects the attacking unit
D = the result affects the defending unit
B = Both units are affected
r = the affected unit is disrupted. If the unit is already disrupted, it must retreat (see 10.11).
r# = same as "r" but the unit is disrupted only if the opposing unit's morale rating is greater than or equal to the affected unit's morale rating plus the #. *For example, if the Confederate 13 TN attacks the Union 15 IA and gets a Dr1 result, the 15 IA is disrupted because the Confederate morale of "4" is greater than the Union "2" plus the "1" modifier.*
R = affected unit is disrupted and must retreat. If already disrupted, make a rout check first; if it fails, it routs, if it passes it just retreats.
R# = same as "R" but the unit is affected only if the opposing unit's morale rating is greater than or equal to the affected unit's morale rating plus the #.
m = make a morale check for the affected unit. If it fails, it routs. If it passes, there is no effect.
x = the affected unit is eliminated (see 5.8).

Some boxes on the CRT have a second result in parentheses. If the primary (non-parenthesized) result does not result in the affected unit being disrupted or routed, apply the secondary result. In the case of results calling for a unit to be eliminated *and* checked for disruption or rout, if the unit does not remain on the map per rule 5.10, apply the disruption/morale check to the next unit in the stack. This is the only way to affect a unit stacked with the unit fighting.

Death Knell of the Confederacy

10.11 Retreats

A retreating unit must move out of its hex into an adjacent hex not occupied by an enemy unit. A retreat may end only in an unoccupied hex not in an EZOC. A unit forced to retreat off the map is automatically routed.

If the hex is in an EZOC with no friendly unit, make a rout check for the retreating unit. If it fails, it is captured; if it passes, retreat another hex.

If the hex contains another friendly unit (with or without an EZOC), there is no effect on the retreating unit but it must retreat another hex.

Design Note. The real importance of retreating is not in clearing a hex (which won't happen if the defender is stacked), but in breaking up stacks. Since the retreating unit must end its retreat unstacked, it will be that much less effective in combat until it is able to rejoin a stack.

10.12 Advances

If the defender retreats or is routed (but not if it was eliminated without also retreating or routing), or is eliminated and would have had to retreat or rout had it survived, and the defender's hex is empty after combat, the attacking unit must advance into the hex (it is not optional). If the attacking unit is part of a stack, the entire stack must advance, but artillery must be left behind.

Ω 10.13 Supporting Advances

When a unit advances after combat, any other attacking unit/stack adjacent to the defender's hex and not attacking that same couplet, may also advance one hex — move one hex into any unoccupied hex. Artillery may not take part in a supporting advance.

Ω 10.14 Continuation

Continuation allows a single attacking unit to attack more than once in a single combat.

If the defender in a combat routs or retreats *and* another defending unit still occupies the hex *and* the successful attacking unit has a charge marker, the attacker may attack the same hex again. If the attacker is stacked, it's place may be taken by another unit from the stack.

If a unit advances after combat (not a supporting advance) and is marked with a charge marker, it may attack another enemy hex. Make a morale check for the unit; if it fails, it is disrupted (if already disrupted, make a rout check; if it fails that, it routs). If it passes, it may stay where it is or move one hex, then it must attack an enemy hex. If stacked with another unit, it's place may be taken by another unit from the stack (make the morale check for that unit).

Design Note. The continuation rules and the application of secondary combat results to other units in a stack make for more continuation attacks than in either previous game in the series. In a sense, this rule has now reached its logical conclusion in that units in a stack are being treated as one large multi-step unit rather than several independent units. Players of *Fateful Lightning* and *Hell Before Night* should feel free to incorporate this modification.

11.0 Bombardment

11.1 Bombardment Generally

Regular combat represents the mutual engagement of enemy units. Bombardment represents unilateral combat in which only one side gets to fire as a result of positional advantage (represented by a volley markers and/or a lack of EZOC) or by firing at a non–adjacent enemy unit.

A unit may either attack or bombard; it may not do both in a single couplet. Bombardment does not count as an attack against an enemy unit per 10.1 All bombardments are a single unit firing at a single unit (not stack). Any number of units may fire at a single target unit, but all bombardments against a single target must be announced prior to resolving the first one against that target; once committed, the firing unit's bombardment must be resolved, even if it can do no additional damage to the target unit.

All artillery units in a single hex may conduct bombardment, may bombard any unit in the target hex, and may bombard in conjunction with a regular combat attack against the same hex. Only the top infantry/cavalry unit may fire from a hex, infantry/cavalry may only fire at the top unit in the target hex, and may not fire in conjunction with regular combat against the same hex.

11.2 Bombardment Procedure

1) For each target unit, select the firing unit(s). Each firing unit must meet the following qualifications:

   a) It may not be in an EZOC unless it has a volley marker on it or is an artillery unit. If it is in an EZOC and may still bombard, it must attack a target exerting an EZOC on it (if more than one, the firing player has his choice);

   b) It must have a range rating greater than or equal to the distance to the target (don't count the firing unit's hex, do count the target's hex),

   c) It must have a line of sight to the target hex (see 11.3).

2) Determine the appropriate column on the bombardment table. Use the "1" column for non-adjacent bombardments, and the column corresponding to the firing unit's combat strength for adjacent bombardments. Shift one column right if the target unit is cavalry or the firing unit has a volley marker).

3) Roll the die; cross index the roll with the column to determine the result. Apply the result immediately. The results are the same as for regular combat. In the case of retreats, retreat as straight away from the firing unit, but not into an enemy occupied hex.

11.3 Line of Sight

Line of Sight (LOS) determines whether the firing unit can see the target and therefore fire at it. Trace a straight line from the center of the firing unit's hex to the center of the target unit's hex. Terrain shapes do not conform to the hexsides for aesthetic reasons, but when calculating LOS, treat a hex as being completely covered by the terrain type in it. An LOS

may be blocked by certain terrain types in any hex or hexside along the LOS. If the LOS runs along a hexside and either hex adjacent to that hexside is blocked, the LOS is blocked.

A unit ignores woods within two hexes of it; beyond that range, woods block LOS. Heavy woods and morass blocks all LOS into, out of and through the hex; no bombardment is allowed into or out of those terrain types. Steep slopes block all LOS across them. Gentle slopes block only the LOS of units firing across the gentle slope into the hex containing that gentle slope; ignore it for any other LOS. Stream/Thicket hexes block LOS into and out of, but not through, the hex; no bombardment is allowed into or out of Stream/Thicket hexes, but may pass through (over) them.

A high ground or hilltop hex blocks an LOS from any non-hilltop hex to any other non-hilltop hex (yes, high ground blocks the LOS from high ground to high ground, even at only two hexes range). Artillery (only) bombarding from hilltop hexes to any non-hilltop hexes ignore all woods and town hexes, and add one to the die roll (but a natural roll of {0" or "1" still disrupts the firing unit).

Ω 11.4 Stacked Artillery

At the firing player's option, stacked artillery may fire together at a single target hex. If two artillery units fire together, they may fire at two target units in the same target hex; fire twice (once at each target unit) on the column corresponding to the combined strength of the firing units. If three artillery units are firing together, combine the strength of all three and fire up to three times at a single target hex. Each unit in the target hex may be bombarded only once by each firing stack. An "Ar" result affects only one firing unit.

12.0 Darkness

12.1 Darkness Generally

During the early morning evening and night turns, movement, combat, bombardment and morale are affected by restricted visibility. Unless otherwise changed in this section, all rules remain in effect.

12.2 Early Morning and Evening Effects

During the evening turn, the following changes are made to the rules:

- Add 1 to all morale check die rolls
- Add 3 to all forced march die rolls
- Subtract 1 from all combat intensity
- LOS is limited to 4 hexes

12.3 Night Effects

The following changes are made during night turns:

- Add 2 to all morale check die rolls
- ZOCshave no effect
- Units may move only 1 hex unless on roads, then they move normally
- Subtract 3 from all combat intensity
- Coordination, flank attacks, charges and volley are not allowed
- Ranged fire is not allowed

Ω 13.0 Leaders

13.1 Leaders Generally

Leaders are significant individuals within each army's command structure. Each has the following information on his counter:

Leaders can only affect units in the same or an adjacent hex, or in combat against a single hex.

Span — The units this leader can affect. S=any one stack

Name

Thomas 1-26

+2   4

Command Rating — A general ability rating, used in many of the leader bonuses

Combat Rating — His ability to inspire troops, used in several of the leader bonuses
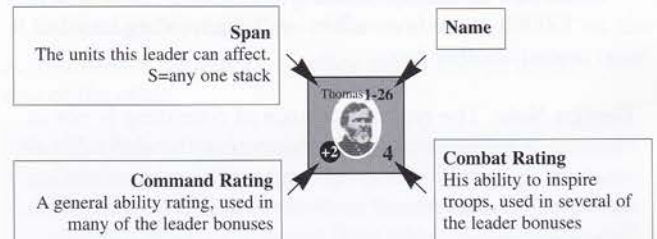
13.2 Leader Movement

Leaders may move either with a unit/stack or by themselves. They may stack freely with any unit(s) and/or any number of other commanders, and need not roll to enter a stack. When moving with a stack, they stay with the stack.

When moving alone, they move up to 12 MP and treat all hexes as roads (see 7.7). They may not move into an EZOC except when accompanied by a friendly unit. If a leader is alone in an EZOC at any time (during friendly or enemy movement or combat), immediately move him to the nearest friendly unit. If he cannot move to a friendly unit without moving through an enemy unit or EZOC (he may move onto a friendly unit in an EZOC), he is captured.

13.3 Leader Bonuses

Each leader may apply any one (and only one) of the following bonuses each couplet. He may apply the bonus only to units within his command span.

Creating Reserves — the leader may not move. Roll one die; if it is less than or equal to his command rating, a reserve is created in his hex. All units within his command span may, but are not required, to enter the reserve (see 14.0).

Stacking — the leader may not move. Any unit in his command span is considered to be in a single formation for stacking purposes. The units may enter a stack in or adjacent to the leader's hex regardless of EZOCs or whether one unit is stationary.

Recovery — the leader must start the move stacked with a disrupted unit and must not be in an EZOC. The unit automatically recovers to normal status, but neither it nor the commander may move; it may the unit attack in the following combat phase.

Rally — the leader may not move or be in an EZOC. He may be stacked with one or two units, at least one of which is in his span. Pick any one unit one routed unit from a formation within his command span. Make a morale check for the unit and subtract the leader's combat rating; if the unit passes the check, it rallies; place in the hex with the leader

without a Questionable marker. If the unit was routed and eliminated, expend an ES immediately to bring it on the map, or move it into the Ready area. The unit may not move, attack or bombard in that couplet.

Combat Coordination — the leader must start the move stacked with a unit within his span taking part in a combat. If all other units taking part in the same combat are within his command span, treat them all as though they belonged to the same formation. The leader may be killed in the combat. Only one leader may affect a single combat.

Attack — the leader must start the move stacked with a unit within his span taking part in a combat. Add his combat rating to the combat intensity. The leader may be killed in the combat. Only one leader may affect a single combat, but any number may attack a single hex in the course of a combat phase.

Defense — the leader must be stacked with a unit within his span being attacked. Add his combat rating to the unit's morale for all purposes. The leader may be killed in the combat. Only one leader may affect a single unit.

Create a Hero — the commander must be stacked with a unit within his command span (other unit(s) may be in the hex). Roll one die; if the result is less than or equal to the commander's command rating, he instantly creates one hero for that unit (see 13.5).

Create Extra Strength — during any friendly movement phase, not an administrative phase, subtract the leader's combat rating from the cadre die roll for one unit within his span in either the Eliminated section of the USB or the Ready area of the Eliminated & Routed section of the USB. If successful, the unit must be stacked with the commander (stacking restrictions apply). The unit is still destroyed if the actual die roll is "9."

13.4 Killing Leaders

A leader is hit on a combat result die roll of "5" in any combat in which he participated (combat coordination, attack or defense). He may also be hit by a Fortune of War (see 15.0). If hit, make an Army Morale check (16.0).

During the next administrative phase, roll one die for the leader. On a roll of 0-4 he is unhurt; return him to the map on any unit within his span. On a roll of 5 or more he is out of the game and counts for VP (3.5).

13.5 Heroes

Heroes are men — either individuals or small groups — who led by example. Place all the hero counters in a cup at the beginning of the game. Each time a leader creates a hero (see above), pull one hero counter out of the cup and flip it to the appropriate side. Place it on the unit for which it was created.

The hero is now part of the unit and stays with it at all times; it may not be moved to another unit. If the unit is eliminated or routed, the hero is returned to the cup. All heroes are removed during each administrative phase.

While with the unit, the hero's rating is added to the unit's combat intensity for all attacks, and is added to the unit's morale rating for all purposes.

13.6 Hooker

Joe Hooker, discredited by his failure at Chancellorsville but still having powerful political allies, had been given command of the army of the Potomac detachment as a means of rehabilitating his reputation. However, part of the detachment was sent to guard the raillines through southern Tennessee, while the remainder was attached to the *Army of the Cumberland*, leaving Hooker with no command. For the final offensive, he was given command of three divisions (by happenstance, one from each of the three armies present).

At the Union player's option, Hooker may be given an independent command in the main scenario (3.2). If not, his counter is not used. If he is given a command, any units of any Union formation(s) in the game are considered to be under Hooker's command if they are south of the xx39 hexrow (inclusive) or west of Lookout Creek. To be assigned to Hooker, move the unit into any hex of his command area. Once assigned to Hooker, the unit must remain in his command area for the rest of the game (even if Hooker is killed). Once assigned, ignore the unit's original army assignment for army morale purposes; it uses Hooker's morale rating.

Ω 14.0 Reserves

14.1 Reserves Generally

Reserves represent units with no specific mission, being held in readiness for contingencies. They move faster than regular units, but take more time to commit to combat.

14.2 Reserve Markers

One side of the reserve markers has a letter designation corresponding to one of the reserve boxes on the map. Keep the reserve marker in the box unless it is in play. The side without the letter is used for hidden movement (14.7). Unless the reserve is hidden, the opposing player is free to examine the units in the reserve box.

14.3 Creating Reserves

Reserves can be created during any movement phase by any unit in any hex at least three hexes away from the nearest enemy unit. Roll one die; on a roll of "0," the reserve is created. Place the marker, letter up, on the unit. All units in or within one hex of the creating unit's hex, and in the same formation as the creating unit, may be placed in the corresponding reserve box. None of the units may move that couplet; disrupted units remain disrupted (they undisrupt at the same time as all other units). An unsuccessful creation attempt counts as movement for all the involved units.

Reserves may also be created during any administrative phase. Use the above procedure, but subtract 2 from the die roll. During any night turn administrative phase, the reserve is created automatically (no die roll needed).

Reinforcements may always enter in Reserve (no creation roll is needed and they may move in the couplet of creation); any and all reinforcements entering in a single turn at the same entry hex may be in a single marker.

14.4 Moving & Stacking Reserves

A reserve uses the same terrain effects as artillery on the TEC. It may use the road bonus. It may not move within three hexes of an enemy unit. It counts as one unit for stacking purposes, regardless of the number of units in it.

14.5 Deploying Reserves

Some or all of the units in a reserve marker may be deployed from it during any couplet in which the marker is not moved. Deployment counts as movement for both the marker and the deployed unit(s). If all units are deployed, remove the marker.

Deploy the units in or adjacent to the marker's hex. Treat all units from the marker as a single formation for stacking purposes at the time of deployment. If the presence of other friendly units causes any of the deployment hexes to be overstacked, the excess units may be deployed two hexes from the reserve, but never in an EZOC.

A reserve must be removed and its units deployed the instant an enemy unit moves within three hexes of it. If any enemy unit moves adjacent to the deployed unit during that same enemy movement phase, make a morale check for the deployed unit. If it fails, it routs.

14.6 Bombarding a Reserve

Enemy units with an LOS to a reserve marker can bombard any unit in that reserve. The bombardment is made against the marker's hex. Units in reserve may not bombard.

14.7 Hidden Movement & Dummies

Both sides may flip reserve markers to obscure units and intentions. At any time the reserve marker cannot be observed by any enemy unit (when no enemy unit has an LOS of 10 or fewer hexes to the reserve), it may be flipped. It may move in the turn it flips. Any disrupted units in it recover automatically as soon as the reserve flips. As soon as it can be observed again, flip it back to its numeral side. Hidden reserves must deploy in the same way and under the same circumstances as other reserves.

Any time a reserve marker is flipped to its hidden side, one or two other reserve markers (with no units in their boxes) may be placed on it. Dummies move like any other reserve marker, and must be flipped over when observed.

15.0 Fortunes of War

The fortunes of war are random events inserted into the normal game sequence. Players have more information than their historical counterparts, can predict many events, and can prevent certain events from happening simply by not doing them. The fortunes of war (FOW) reflect events beyond the control of the player.

When conducting an FOW, the normal turn sequence is interrupted for the duration of the fortune. Each FOW thus constitutes a sort of mini–phase within a phase. It does not matter which player is active at the time, and there may be any number of fortunes during a given combat phase.

FOWs are generated by a "0" die roll on the CRT. After applying the combat results for that combat, but before undertaking any advance or continuation, the player hold-ing the FOW marker may conduct an FOW. When the FOW is complete, hand the marker to the other player, return to the paused combat and continue with the normal sequence.

Each FOW consists of any one of the following actions. Each may be picked any number of times per game.

Kill An Enemy Leader. Pick any enemy leader who can be fired on by a friendly combat unit. Roll one die. On a roll of "8" or "9," the commander is hit (see 13.4).

Move An Enemy Unit. Pick any one enemy unit (including a Reserve). Roll one die. If the result is 5 or more, the unit may be moved. All normal movement, stacking, combat, etc. restrictions apply.

Sharpshooter. Make a bombardment on the "1" column of the bombardment table against any enemy unit to which an LOS can be traced from a friendly infantry unit.

Free Move. Move any one friendly unit/stack. That unit/stack gets an immediate extra movement phase. Normal movement rules apply.

Free Recovery. Make a morale check for any one friendly unit — regardless of presence of EZOCs or absence of leaders. If the unit passes the morale check, it is immediately undisrupted. Add the combat rating of any eligible leader in the hex to the unit's morale.

Counterattack. Any one friendly stack not in an EZOC may immediately move up to 2 MP and launch an attack (mark it with a charge marker). It is eligible for continuation normally, but ignore any FOWs generated as a result of its combat(s).

Ω 16.0 Army Morale

16.1 Determining Army Morale

Army morale represents the overall cohesion of an army, the morale of its commander and chief subordinates, and the general feeling among the soldiery of how the battle is going.

At the start of the game, place each morale marker in the appropriate box of the Army morale track. Every time any unit makes an advance after combat (see 10.12; not a supporting advance per 10.13), each player rolls one die. For the army gaining the hex, a roll of "0" or "1" increases its morale by one — move the marker one box higher on the track. For the army losing the hex, a roll of "0" or "1" decreases its morale by one — move the marker one box lower on the track.

Every time a leader is hit, roll the die; on a roll of "0" or "1," the army's morale is reduced by one.

Morale can never be reduced below "-3" or raised above "+3."

During the administrative phase of each game turn, roll one die for each army on the map. On a roll of "0-3" the army's morale is unaffected. On a roll of "4-7" the morale marker is moved one box closer to the "0" box, but never off the "0," box in either direction. On a roll of "8-9" the morale marker is moved two boxes closer to the "0" box, but never off the "0" box in either direction.

Death Knell of the Confederacy

Design Note. In other words, during a bad turn an army's morale will deteriorate and lead to a more rapid loss of units and ground. Success will make subsequent success more likely. But the effects of both disasters and successes are fleeting; the admin phase roll represents the "normalizing" influence of time.

16.2 Effects of Army Morale

During every combat, add or subtract the appropriate army morale number to/from the intensity of every attack made by a unit in that army. This intensity modifier does not affect the morale or rout rating of any unit, or the defensive power of any unit.

If an army's morale marker is in the -2 or -3 box of the morale track, there is also an effect on morale checks. Add the number noted in the box to all morale check die rolls made for a unit in that army. The unit still passes the die roll on a roll of "0" despite of this or any other modification.

16.3 Panic

The Union *Army of the Cumberland* (all scenarios) and Confederate *Army of Tennessee* (main scenario, 3.2 only) are susceptible to panic. Once the morale of the army reaches the -3 box, any subsequent reduction of morale induces panic — flip the marker over to show the panic side. Once the army panics, it can never recover, even if its army morale improves from "-3."

For an army in panic, treat any Dr result in combat or bombardment as a DR result, and make a morale check for any unit receiving a DR result in combat or bombardment; if it fails, it routs, if it passes, process the result normally (which may require another morale check).

Ω 17.0 Works

17.1 Works In General

Works are various forms of construction undertaken by troops in the field to improve defensive positions. There are three kinds of works in the game: Breastworks, Trenches, and Redoubts. Only one kind of works may exist in a single hex.

17.2 Building Works

Any undisrupted infantry (only) unit may construct a breastwork in any hex on the map. Place the "Building" side of a breastworks marker on an infantry unit during the administrative phase of any game turn. The unit must remain stationary for the entire following game turn; if it moves or is attacked (bombardment or long-range infantry fire do not count) in any couplet of that game turn, remove the marker. If the building marker is not removed, flip it over at the end of the next administrative phase.

Trenches may also be built in any hex on the map. The process is the same as breastworks, but it takes three undisrupted infantry units two game turns to complete. When starting, place two markers on the hex; remove one after the first turn, and flip the second after the second turn. Redoubts are built the same way, but take three game turns.

Works remain in place for the remainder of the game unless destroyed. Works may be used by either side and may be left vacant. They affect combat through all six hexsides.

Any work may be destroyed by a single infantry unit in the hex for a full game turn (reversing the breastwork construction process). The counter limit in the game is not a design limit; players are free to construct more.

17.3 Breastwork Effects

Infantry may not fire into breastworks, but artillery may bombard. Add one to the combat strength and one to the morale rating of a unit defending the hex; make no modifications to units attacking out of the hex.

17.4 Trench Effects

Trenches may only be attacked by infantry marked with a charge marker - no other form of attack or bombardment has any effect. Add two to the combat strength and one to the morale of units defending (not attacking from) the hex. EZOCs do not extend into trenches; infantry in trenches may bombard adjacent enemy units even if not marked with a volley marker. Artillery may not fight, offensively, defensively, or by bombardment, from a trench hex.

17.5 Redoubt Effects

Redoubts are the same as trenches with two exceptions: 1) the +1 morale bonus also applies to units attacking from the redoubt, and 2) artillery may fight, offensively, defensively, or by bombardment, from a redoubt. ✪

COMMANDER'S CALL
by Ty Bomba

For those who missed it the last time, I repeat the following section from last issue. Please use the ballot enclosed in this issue to vote. Thanks.

This Year's Charlies

Yes, once again it's a new year and therefore time to start thinking about your voting for the 1996 Charles S. Roberts Awards (to be given out at Origins '97). The nine games we published during 1996, broken out into their CSR categories, are as follows:

Pre-World War II
Mukden
The Great War in the Near East
Hoorah! The Battle of Pittsburgh
Buena Vista

World War II
SS Panzer: Bloodbath at Kursk
The Moscow Option: Guderian's Gambit
Strike North: World War II in Scandinavia
Wave of Terror: The Battle of the Bulge

Post World War II
Moscow Burning: The Next Russian Civil War

For the Best Historical Article award, I'd like to draw your attention to the three highest scoring articles (in terms of your feedback votes) we published in 1996:

- SS Panzer: Bloodbath at Kursk, by Stephen K. Rothwell, in issue no. 38 (scored 7.63)
- A Fleet Squandered: Hitler's Surface Ships, by Tom Dworschak, in issue no. 40 (scored 7.57)
- The Great War in the Near East, by Ted S. Raicer, in issue no. 38 (scored 7.44)

Last year you were also kind and thoughtful enough to vote us the winner of the Best Wargame Graphics award. I believe our "look" this past year has been even stronger than the year before, so I sincerely ask for your votes there again. (And, of course, we continue to ask for your support for us in the Best Professional Wargame Magazine category.)

In closing this section, I'll also point out that: 1) neither Chris Perello nor I have yet been awarded the James F. Dunnigan Award for Design Elegance and Playability (ahem); and 2) Ted Raicer is not yet in the Hall of Fame (where I believe he legitimately should be for having single-handedly revolutionized WWI gaming).

The Game Schedule

L. Dean Webb, the originally feedbacked designer for *Blood on the Snow: The Battle of Cherkassy Pocket*, has recently changed day jobs. The move has left him with no time to do game design, so we've turned over that project to John Desch, who'll now finish it up as a two-map mini-monster using the *Wave of Terror* system. Look for it here some time in '98. Otherwise, the schedule remains unchanged since last time.

Feedback Consolidated

We've taken the decision to consolidate all feedback into the hobby edition. That is, from now on, only you wargamers will get to send in your votes for both the games and the main magazine. We've gone this way for several reasons.

First, though some of you hobby elitists might not want to believe it, there never was a significant difference between your ratings for the magazine articles and those received from the non-wargamers/general readers. Thus, by making this consolidation, we can keep the same ratings system and save ourselves some postage costs.

Second, Greg Oehler, our advertising/mass-market specialist guy, has become convinced "all the little numbers" on the feedback card and editorial page of the main magazine are "off putting" to many a potential impulse buyer. So the editorial has also disappeared from the magazine, which also works fine to give us another page in there for article space. Forward.

Feedback From No. 41

There were just two winners from among the new game proposal blurbs in issue 41: McGrath and Smith's *Invasion: Pearl Harbor*, which pulled a 6.27, and my own *Hedgerow Hell: The Normandy Breakout*, which got 6.41 (and more on that below). The also-rans were: *Borodino 1941 -* 6.18; *The Balkans, 1940-41* - 5.59; *The Russo-Finnish War, November 1939-March 1940* - 5.50; *The Third World War in Poland* - 4.81; *New Orleans, 1862* - 6.00; and *Pharaohs & Kings: Ancient Empires at War* - 4.95.

Your second thoughts on *Hoorah!* came in as follows (first survey results/second survey results): overall - 6.63/6.54; map - 6.17/6.08; counters - 7.19/6.39; rules clarity & completeness - 6.69/6.70. You estimated its complexity at 4.77, after having played it to completion 1.70 times, taking 3.93 hours to do so each time. Sixteen percent would offer no opinion on playbalance, which left eight and 38 percent to claim the CSA/British side is heavily and slightly favored to win, respectively. Seventeen percent say the game's an even match. Only four percent said the Union is slightly favored, but 17 percent said that's the heavily favored side. Eighty-seven percent said, yes, Hoorah! was a good choice for inclusion in the magazine; 13 percent disagreed.

Comment: those are some of the strangest playbalance numbers we've ever had come in. My feeling is the game's highly variable reinforcement arrival rules make for highly variable game tempos and outcomes.

Your second thoughts on the other game in issue no. 39, *Strike North*, were as

Issue Game Schedule	
Issue	**Game Title(s)**
1997	
44*	Second Front Now & The Alamo
45*	Sea Lion & The Battle of Yarmuk
46†	End of Empire
47*	Attila: Scourge o' God & Perfidious Albion
1998	
48†	Tomorrow the World, 2nd Ed.
49†	The Great Rebellion
50*	Meuse-Argonne & Iron Dream
51*	Armies of the Czar & Waterloo/Laon
52**	Battle of the Marne & ?

Notes
* = Two-game issues
† = Mini-Monster issue
? = second game to be determined

follows: overall - 7.00/6.86; map - 6.22/6.15; counters - 6.48/6.58; rules clarity & completeness - 6.53/6.57. Amazingly, the estimated complexity for both the 1940 and 1043 scenarios came in at a perfectly round 5.00 (!).

You played the 1940 scenarios an 2.29 times, and the 1943 scenarios 2.00 times, taking 3.29 hours for each 1940 scenario and 3.17 for each 1943 scenario.

Twenty-three percent would offer no opinion on playbalance for 1940 Scenario I. That left 16 percent claiming the Germans were heavily favored, and 30 percent claiming they were slightly favored. Sixteen percent said the scenario was an even-up contest, which left seven and eight percent, respectively, to claim the Allies were slightly and heavily favored to win. The numbers for 1940 Scenario II were: 17/6/29/30/10/8. The numbers for 1943 Scenario I were: 30/10/14/32/8/6. For 1943 Scenario II: 15/7/16/33/20/8. For 1943 Scenario III: 37/18/9/22/7/7.

Eighty-two percent thought *Strike North* a good game for inclusion in the magazine; 18 percent disagreed.

You rated the contents of hobby edition no. 41 this way: *Wave of Terror* game overall - 7.28; map - 7.41; counters - 6.55; rules clarity & completeness - 6.82; Commander's Call - 6.37; Chrisfire - 6.10; hobby edition no. 41 overall - 6.73. Thirty-six percent thought hobby edition 41 superior to 40; 16 percent claimed the opposite, leaving 44 percent who thought the two were of about equal worth, and 4 percent who would express no opinion.

The rating for the contents of no. 41's magazine, from highest to lowest, are:

Kampfgruppe Peiper - 7.30
The Battle of the Bulge - 7.08
The Seminole Wars - 7.00
Issue 41 Magazine overall - 6.90
Operation Baseplate - 6.59
The Battle of Grunwald - 6.55
Short Rounds - 6.39
I Remember - 6.00
Cover Art - 5.91
Jackie Fisher - 5.84
The Falchion - 5.00
Books & Video - 4.42
Art of War - 4.19

Forty-two percent thought the magazine portion of issue no. 41 was better than that of issue 40; eleven percent maintained the opposite was true; 30 percent said the two issue were of about equal worth, and 17 percent would express no opinion.

Origins '97

Change of plans: Chris Perello, Larry Hoffman and Ted Raicer will be attending Origins '97 for us. Check your convention pamphlet for the time and place of the Command Readers Seminar.

Issue 43's Feedback Loop

Please use the combined newsstand/hobby edition feedback card bound into the magazine to vote on the following new game proposals and survey questions. Vote by placing one whole number (only!) on the corresponding spaces on the postcard. If it's a rating question, "0" means "Don't publish this game under any circumstances;" or "This article was so uninteresting I didn't even read it!" From there, each higher number indicates a slightly more favorable opinion, until you get to "9," which means: "This game idea is top-notch; please publish this game as soon as possible!" Or: "This article couldn't have been any better!" In yes/no questions, "1" means "yes," and "2" means "no," and "0" means "no opinion," or "not applicable."

Next issue we'll present the feedback results from issue no. 42. To be counted in the voting on this issue, your card must reach us by 15 July.

1. Hedgerow Hell (Designer Second Thoughts Proposal Blurb). Though you were kind enough to give my original proposal from issue no. 41 a thumb's up, I'd like to ask you to reconsider. That is, once I'd seen enough of your votes come in to realize the game was a go, I pulled out my copy of Avalon Hill's The Longest Day (since its map and mine are to be of about the same scale), and made some playtest counters. The "trouble" is, though the Wave of Terror system works well in the new environment, the historical situation is not nearly as much fun for both players. Unlike the Bulge game, in which both players get to attack over the course of the game, in Normandy the German is almost always on the defense. There's nothing wrong with that in principle, but in practice in this large, long game we found it got boring. My proposed solution is to keep the WoT system, but change the game from a two-map mini-monster covering the entire Anglo-American front to a one-mapper covering just the American sector of the Cobra offensive. Once the American breaks out and gets the required units off the south end of the map, the German begins rolling for the arrival of his "Fuhrer Mandated Counterattack" reinforcements (a reinforced SS Panzer Corps). So, though most of this re-envisioned game still has the German stuck on the defensive, it will be shorter and will climax with him launching a Mortain-type counterattack. So please vote again here. For the magazine by Ty Bomba.

2. The Iron Belt. In Spain in 1937, the second year of the civil war, the northern Basque separatists, after giving up their attempts to recover their ethnic hinterland, turned to building a massive, fortified fieldwork (the "Iron Belt") around their capital, Bilbao. Their intent was to isolate themselves from the raging civil war until both the Nationalists and Republicans had decisively weakened themselves, at which time they would intervene to pick the winner and achieve independence for themselves. But Franco, denied a quick victory at Madrid and unwilling to wage a two front war, decided to wipe out all resistance in the north beginning with the Basques.

The attack needed to be heavy, so a general reserve of artillery was created by stripping guns from other sectors. Elite infantry units, including Moors, Foreign Legion and Navarresse Carlists, along with German and Italian armor, were concentrated while the Kondor Legion began practicing terror bombing from the skies above. The resulting offensive was a three month slugfest, during which the Nationalists maintained a steady advance in the face of heavy counterattacks.

IB will be a two-player operational level simulation of this campaign, with counters representing brigades, battalions and companies. The 34x22" large-hex map will show all 5,000 square kilometers of the province of Biscay. The game system will place emphasis on initiative, command structure (headquarters units), unit proficiency, Popular Front politics, limited intelligence, treason, defeatism, and supply.

The Nationalist player will have to attack as steadily as possible in order to prevent the Basque player from conducting an orderly retreat across his successive defensive positions. If that occurs, the Nationalists will be bled to a standstill before they can achieve victory. Reacting to Nationalist advances and carefully husbanding reserves will at first seem the only response possible by the Basques, but skillful counterattacks will work to keep the political opposition at bay and eventually bring victory. For the magazine, with a complexity of about 4.5, by Pablo Martin.

3. Lightning War '44. This will be a one-and-a-third or one-and-a-quarter map (large-hex) mini-mini-monster covering WW2's western front from D-Day through the first week of April 1945. The map will be about 15-16 miles per hex, and the primary units of maneuver will be divisions, along with independent brigades, regiments and battalions. A full "game turn" will equal two weeks, but I'll utilize the Wave of Terror turn sequence to give the player-turn-couplets what amounts to a weekly tempo (which will also work to do away with the need for "intercept" rules like those I used in my earlier effort in this theater, 1944: Second Front, for 3W some years back). There will be a historical German set-up/Allies-must-land-in-Normandy scenario, along with German free-set up/Allied variable invasion and German historical set up/Allies variable invasion scenarios. I'll again make good use of the "elite unit" concept, but all divisions will have at least two steps in this one. There will be between 400 and 600 counters, depending on whether playtest indicates it's best to go with half-inch or 5/8-inch counters. For the magazine by Ty Bomba.

4. Tonkin. The French-Indochina War began in 1946, and for several years was characterized by lulls in fighting and guerrilla warfare. By 1951, however, the Viet Minh forces had been organized into units as large as regiments and divisions. French outposts along the border with China were overrun, and Ho Chi Minh was ready to launch a final campaign to capture Hanoi and drive them out of the Red River Delta.

Tonkin begins in January 1951. The elusive Viet Minh forces are able to accept combat at times and places of their choosing, while the French Union forces, which begin much stronger and more mobile than the communists, are able to bring greater firepower to bear with armor regiments and air power. The Viet Minh can't win the war without either penetrating the French defenses in the Red River Delta or drawing the French out into the jungles of northern Vietnam. The French, in turn, aren't able to consolidate their hold on the colonial province without leaving the safety of the De Latre Line and taking the war into their enemy's terrain.

The game has two maps, both depicting northern Vietnam and the eastern regions of Laos. The principle map has large hexagons, each covering 20 kilometers. A smaller map shows the same terrain, with each hex on it corresponding to one on the main map, and is used by the Viet Minh player to move his units secretly. Combat is resolved between enemy units occupying the same hexes. The 280 counters represent regiments and battalions, including both Viet Minh regulars and militia, French regulars and Foreign Legionnaires, Algerians, Moroccans, Senegalese and Vietnamese formations. Each turn equals one month.

Tonkin utilizes a unique movement/combat system that simulates the characteristics of combat between a conventional army and guerrilla forces in their home terrain. For the magazine, with a complexity of about 4.5 to 5.0, by Lowell Drake.

5. New York Burning. There is an undercurrent of speculation the United States of America might just be

as artificial a state as was the Soviet Union. Certainly, now that America's cultural homogeneity is increasingly on the wane, less and less — in terms of what have traditionally been understood as the bonds of nationhood — holds the USA together. New York Burning will allow for an exploration of several "Second American Civil War" scenarios set in the near future. The game will use the Moscow Burning system, with one 34x22" large-hex map and 280 half-inch iconic units. For the magazine by Mark "the Dispassionate Canadian" Wegierski.

Second Thoughts — Hobby 41

Please reevaluate the game from hobby edition no. 41.

6. Wave of Terror game overall
7. Map
8. Counters
9. Rules Clarity & Completeness
10. Estimate Wave of Terror's complexity from 1 (simple) to 9 (hyper-complex).
11. How many times have you played Wave of Terror to completion? (0-never; 1-once; 2, 3, etc., 9-nine or more times.)
12. How long does it take to play Wave of Terror to completion? (0-can't say; 1-about one hour; 2-about two hours, etc.)
13. Which side is favored to win Wave of Terror when played by opponents of roughly equal skill levels?
  0 - No opinion, or can't say.
  1 - The Germans are heavily favored.
  2 - The Germans are slightly favored.
  3 - The game is evenly balanced.
  4 - The Allies are slightly favored.
  5 - The Allies are heavily favored.
14. Was Wave of Terror a good choice for the magazine? (1-yes; 2-no)

This Issue's Hobby Edition

Rate the contents of hobby 43.

15. Chattanooga game overall
16. Map
17. Counters
18. Rules Clarity & Completeness
19. Commander's Call
20. Was this hobby edition better than the previous? (0=no opinion, or can't say; 1=yes; 2=no; 3=the two were of about the same value.)

This Issue's Main Magazine

Rate the contents of magazine no. 43.
21. Chattanooga
22. Short Rounds
23. The Battle of the Boyne
24. The Easter Rising
25. I Remember
26. Tecumseh
27. The First Philippine Campaign, 1941-42
28. Cover Art
29. Issue No. 43 Overall
30. Compare this issue's main magazine (no. 43) with the previous issue's main magazine (no. 42). (0=no opinion, or can't say; 1=yes; 2=no; 3=the two were of about the same value.)   ✪

Classified Ads & Conventions

ERRATA

Wave of Terror

3.9 (Correction). Add 3435/3534 to the list of bridges demolished at the start of the game. Also note the reference to bridge "E3818/3911" should be to "E3818/3917." Ignore the reference to "E3433/3539." If a bridge straddles the starting front line, it is considered demolished even if it doesn't appear on the list.

9.17 (Add). Exception: During both player turn couplets of Game Turn 3, the column movement rate for all units of the US *101st Airborne Division* is triple, rather than just double, the normal road rate. This reflects the fact that during their first day in the battle area that division's trucks kept their headlights on while driving in the dark. That was against regulations for movement in a battle zone, but it did allow them to move much faster than otherwise would have been possible.

Map. Ignore (or white-out) the misplaced bridge symbol spanning E1720/1721.

Hell Before Night

Counters. The "AA" extra strength marker is for "All Artillery." The formation span for the Union G1/OH and HM/4US artillery units is 30-31, not 29-31.

Set Up. Sherman sets up with any of his units within 5 hexes of Shiloh Church. Prentiss sets up with any of his units. Each brigade of the 1st and 2nd Union Divisions must have at least one battery set up with them.

8.3. The last word of the first sentence in the second paragraph should be "couplet" rather than "turn."

10.7. Do not count units retreating through a unit's ZOC for purposes of creating a flank attack.

10.8 & 10.9. A unit may never have a charge and a volley marker at the same time.

10.11. A unit forced to retreat off the map is automatically routed.   ✪

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Confederate Army of Tennessee

This is a supplement to Command #43

Army of Tennessee Morale

TURN	DAY	COUPLET CSA First	FOW	Hell Before Night	Wave of Terror

U.S. VP x10

Army of the Cumberland

Grant A +1 3
Thomas 1-26 +2 4
Granger 1-8 +1 3
Cruft 1-2 +1 2
Sheridan 3-5 +2 5
Wood 6-8 +1 3
Hward 18-22 +1 3
Smtt 18-19 +1 2
Schurz 20-22 +1 2
Geary 23-25 +2 3

Sherm 28-37 +1 3
Osterh 28-29 +2 3
ML Smith 30-31 +1 2
Ewing 32-34 +1 2
JE Smith 35-37 +1 2
Palmer 9-17 +1 3
Johnson 9-11 +1 2
Davis 12-14 +1 3
Baird 15-17 +1 3
Hooker * +2 3

Army of the Cumberland	Army of the Tennessee	Army of the Potomac	Hooker
Morale	Morale	Morale	Morale

Army of the
Cumberland
Panic

Brown's Ferry

Extra Strength

0	1	2	3	4	5	6	7	8	9	10

Ready   Ready

F
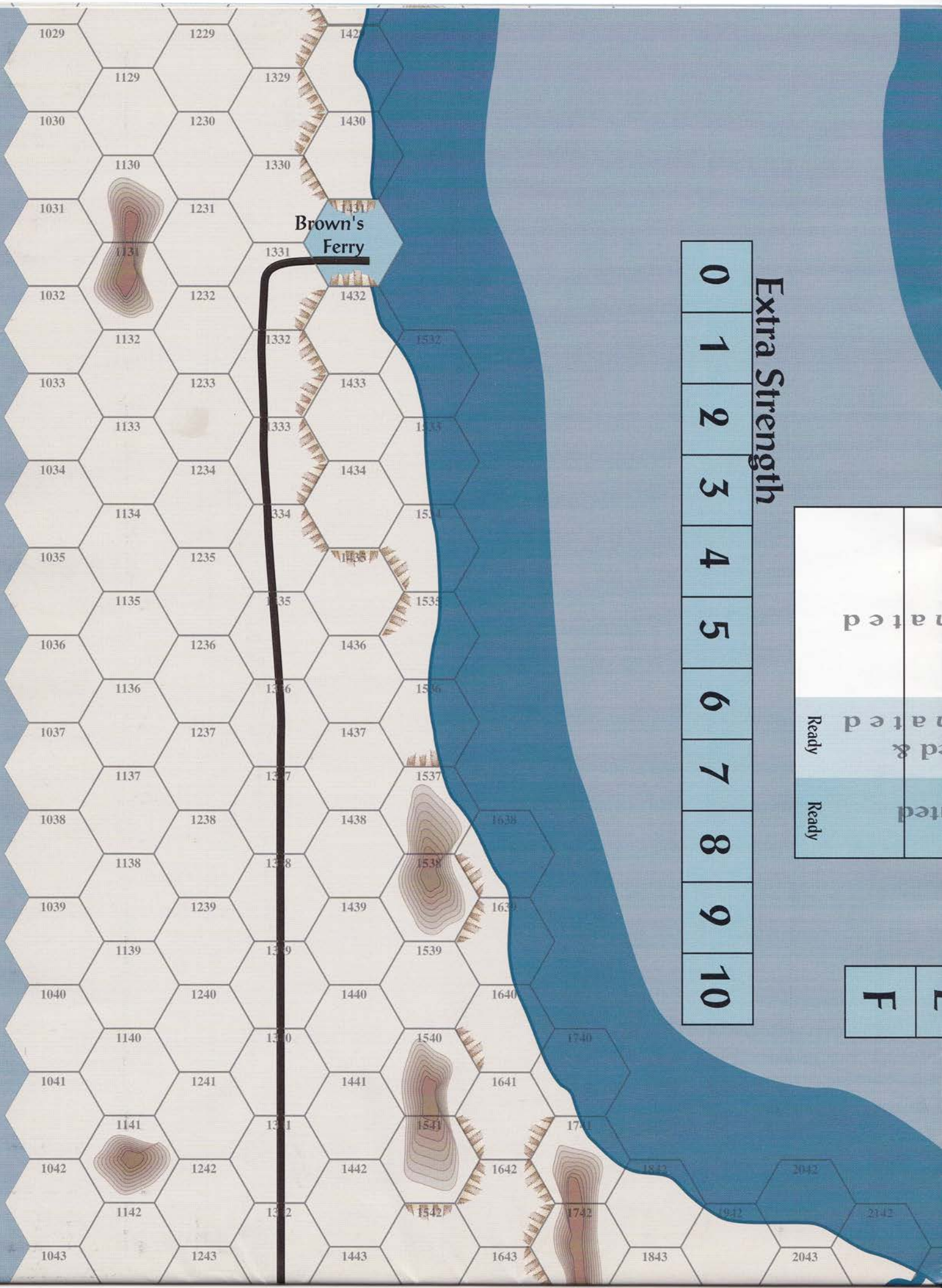
Tennessee River

Chat...

Unit Status Box

	Shattered	Shattered
Eliminated	Routed	Routed
Eliminated		

Reserves

| A | B | C | D | E |

Chattanooga Creek

3643	3843	4043	4243	4443	4643		
3743	3943	4143	4343	4543	4743		
3644	3844	4044	4243	4444	4644		
3744	3944	4144	4344	4544	4744		
3645	3845	4045	4245	4445	4645		
3745	3945	4145	4345	4545	4745		
3646	3846	4046	4246	4446	4646		
3746	3946	4146	4346	4546	4746		
3647	3847	4047	4247	4447	4647		
3747	3947	4147	4347	4547	4747		
3648	3848	4048	4248	4448	4648		
3748	3948	4148	4348	4548	4748		
3649	3849	4049	4249	4449	4649		
3749	3949	4149	4349	4549	4749		
3650	3850	4050	4250	4450	4650		
3750	3950	4150	4350	4550	4750		
3651	3851	4051	4251	4451	4651		
3751	3951	4151	4351	4551	4751		
3652	3852	4052	4252	4452	4652		
3752							
3653							
3753							
3654							
3754							
3655							
3755							
3656							
3756							
3657							

Unit Status Box

	Shattered	Routed	Ready
Shattered			
Routed			Ready
Eliminated			

Reserves

A	B	C
D	E	F

Extra

Map with numbered hexagonal grid. Visible hex numbers include: 5043, 5243, 5443, 5543, 5743, 5843, 6043, 4943, 5143, 5343, 5443, 5543, 5743, 5844, 5943, 5044, 5244, 5444, 5544, 5744, 6044, 4944, 5144, 5344, 5544, 5845, 5944, 5045, 5245, 5445, 5545, 5745, 6045, 4945, 5046, 5246, 5346, 5446, 5546, 5746, 5846, 5946, 4946, 5346, 5047, 5247, 5447, 5547, 5648, 5847, 6047, 4947, 5147, 5247, 5547, 5947, 5048, 5248, 5448, 5648, 5848, 6048, 4948, 5348, 5548, 5748, 5948, 4949, 5049, 5249, 5449, 5649, 5749, 5849, 6049, 5149, 5349, 5549, 5850, 5050, 5250, 5450, 5650, 5750, 5950, 6050, 4950, 5150, 5350, 5550, 5750, 4951, 5051, 5251, 5451, 5651, 5851, 5951, 6051, 4951, 5151, 5351, 5551, 5751, 5052, 5252, 5452, 5652, 5852, 6052

Missionary

Extra Strength

| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |

The Battle of Chattanooga
designer: Chris Perello
map art: Beth Queman
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Terrain Effects Chart

	Terrain Type	Movement Cost I-C-A	Effect on Combat Intensity	Effect on Morale Check	Effect on LOS	Effect on ZOC
Clear	Clear	1-1-1	—	—	—	—
Woods	Woods	1-1-1	—	—	Blocked if more than 2 hexes from firing unit	—
Swamp	Swamp	2-S-S	-3	+2	—	Blocked into/out of
Ravine	Ravine	S-P-P	-2 into/out of	+2	Blocked into/out of	Blocked into/out of
Hillside	Hillside	S-P-P	-2 into/out unless attacking into from hilltop	+1	Blocked to/from adjacent hilltop	Blocked into/out of
Road	Road	Negates OTIH	—	—	—	—
Town	Town	1-1-1	-2 into/out of	+1	Blocked	Blocked into

In-Hex Terrain

Combat Results Table

Die Roll	Intensity						
	3	4	5	6	7	8	9
0	Ar	Ar	AxR	AxR	AxR	AxR	AxR
1	Ar	Ar	Ar	Dm(Axr)	Dm(Axr)	Dm(Axr)	Dm(AxBr)
2	Ar2	Ar1	Ar	Dr2(Ar)	Ar1(BxAr)	Ar1(BxBr)	Dm(AxBr)
3	-	Bx	BxDr	Ar2(Bx)	Ar2(DR)	Ar2(BxBr)	Ar2(AxBr)
4	Bx	Bx	Dr2(Bx)	BxDr	Dr1(BxDr)	BxDR	Ar1(BxArDR)
5	-	Dr	Ar2(BxDr)	Dr2(BxDr)	Dr2(BxDr)	Dr2(BxDR)	Dr2(BxDR)
6	Dr2	Dr2	Dr2	BxDr	Dr2(BxDr)	Dr2(AxDr)	Dr2(AxDR)
7	Dr2	Dr	Dr	Ar2(Dr)	AxDr	Dr1(AxDr)	Dr1(AxDR)
8	Dr	Dr	Dr	DR	Dm(DR)	Dm(DR)	Dm(DR)
9	Dr	Dr	DR	DR	DR	Dm(DR)	Dm(DR)

A=Attacker, D=Defender, B=Both

x=step loss

r=disrupted; if already disrupted retreat

R=disrupted and retreat; if already disrupted, roll for rout

r#/R#=affected only if opposing unit's morale is greater than affected unit's morale +(plus) the #

m=morale check

( )=secondary result, use only if primary result has no effect

FOW ▮ (yellow)
Leader ▮ (orange)

Forced March Table

Die Roll	Current Morale		
	3	4	5
0	4r	4r	4r
1	3	4	4
2	3	3	4
3	2r	3	4
4	2r	3	3

Bombardment Table

Die Roll	# of Bombarding Units		
	1	2	3
0	Ar	Ar	Ar
1	Ar	Ar	Ar
2	-	-	-
3	-	-	Dr
4	-	Dr	Dr

	—	Road	Negates OTIH	—	—	—	—
	⬚	Town	1-1-1	-2 into/out of	+1	Blocked	Blocked into
Hexside Terrain	〜	Stream	P except at bridged hexside	P		—	Blocked
	▥	Bridge	+1-+1-+1	-2	—	—	—
	⛰	Slope	+1-S-S	-2 uphill +1 downhill	—	Blocked into/out of	Blocked uphill
	▱	Blocked Hexside	P	P	—	Blocked	Blocked
Elevations	◎	High Ground	OTIH	—	—	Blocked from non-hilltop to non-hilltop	OTIH
	◓	Hilltop	OTIH	-1 into from lower elevation	—	Blocked from non-hilltop to non-hilltop	OTIH

1 = 1 MP, 2 = 2 MP (but may enter if only 1 MP remaining), +1 = 1 additional MP to cross (but may cross if only 1 MP remaining), S = stop after entering/crossing, P = prohibited from entering/crossing, — = no effect, OTIH = determined by other terrain in hex.

Turn

1	2	3	4	5	6
Early am	Late am	Early pm	Late pm	Evening	Night

Day

23	24	25

Couplet

1	2	3	4
Same 0-8 Change 9	Same 0-7 Change 8 End 9	Same 0-6 Change 7 End 8-9	Same 0-4 Change 5 End 6-9
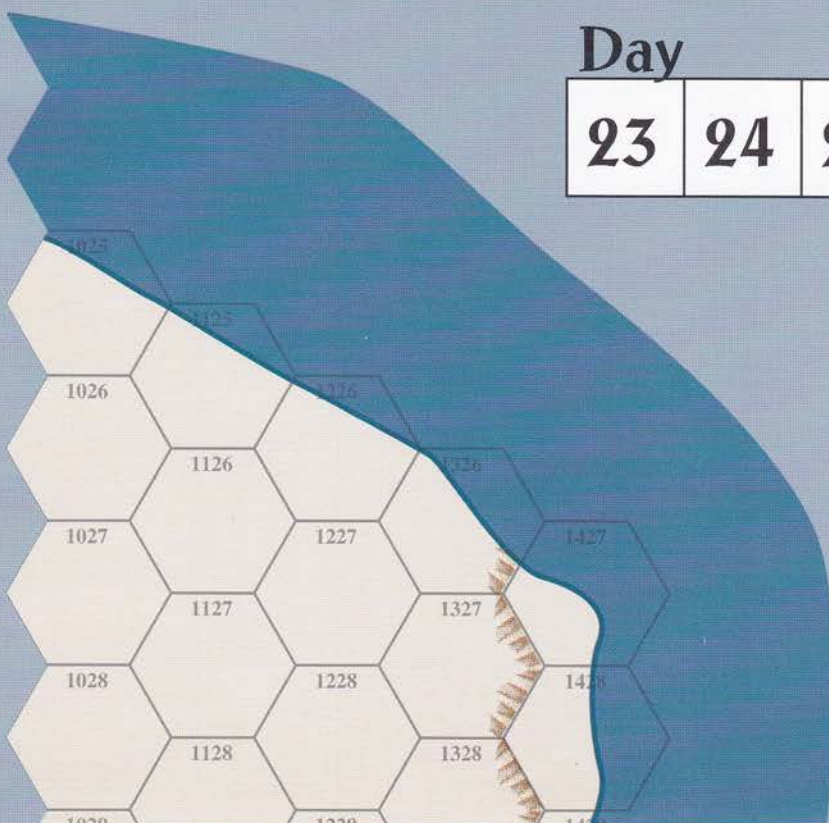
4	2r	3	3
5	2r	3r	3
6	1r	2r	3
7	1r	2r	2r
8	0r	1r	2r
9	0r	0r	1r

Morale < 3, use the "3" column
Morale >5 use the "5" column
# = # of MPs
r = disrupted; if already disrupted,
   mark with a "?" marker

3	-	-	Dr
4	-	Dr	Dr
5	Dr	Dr	DR
6	Dr	DR	DR
7	Dr	DR	Dm
8	Dr	Dm	Dxm
9	Dxm	Dxm	Dxm

250 yards

N

Tennessee River

Chattanooga

Cïtico Creek

Missionary Ridge
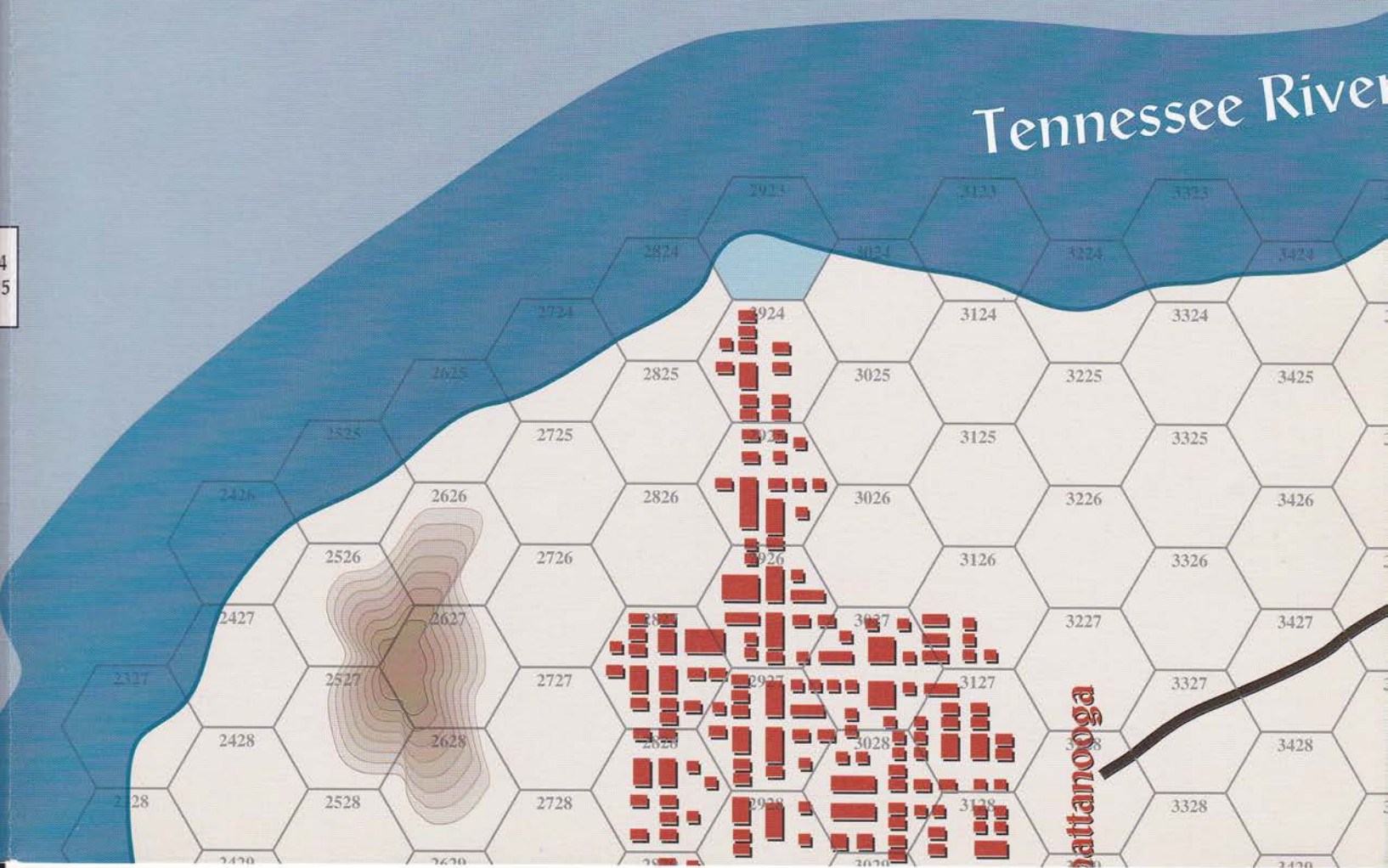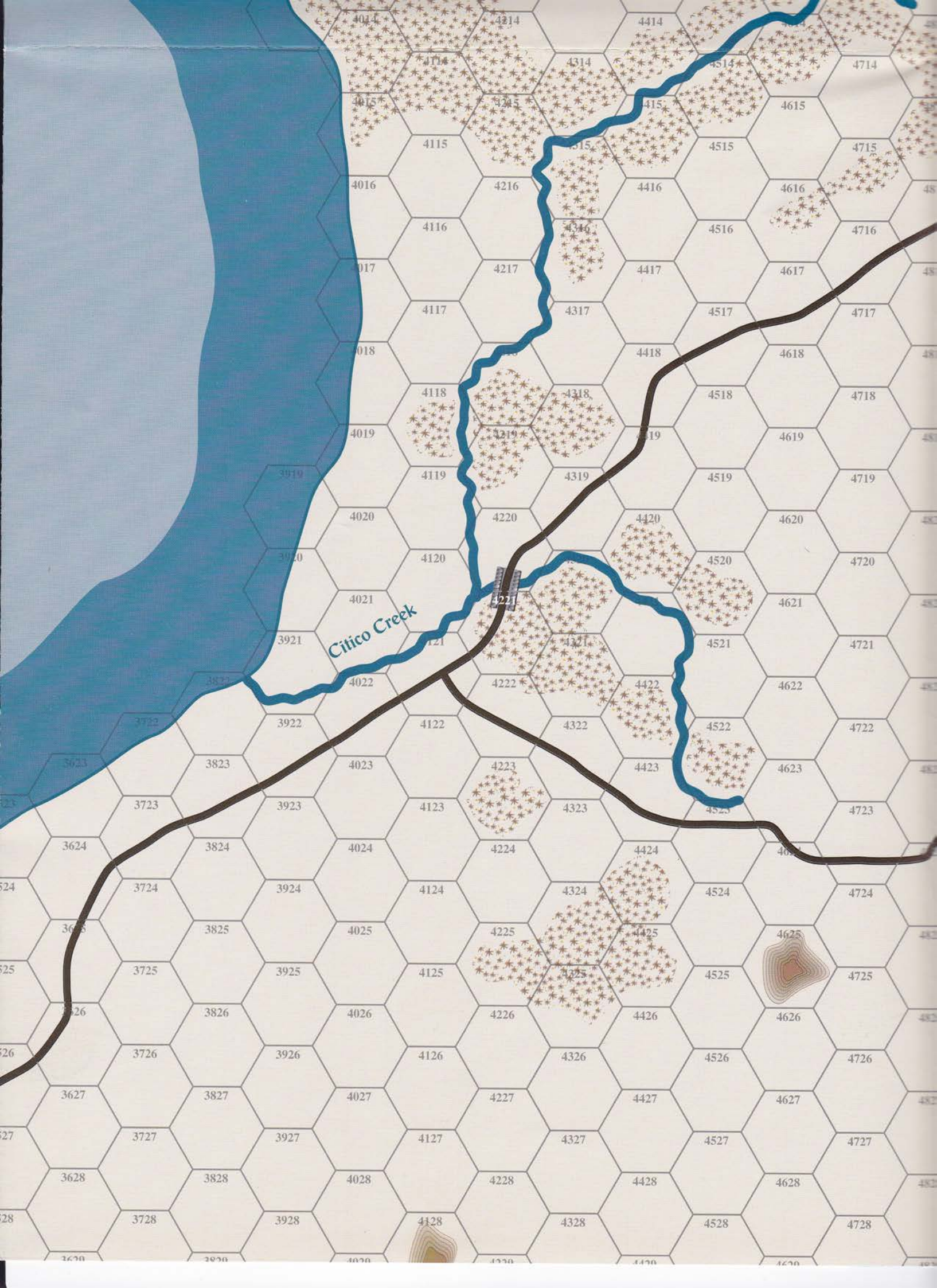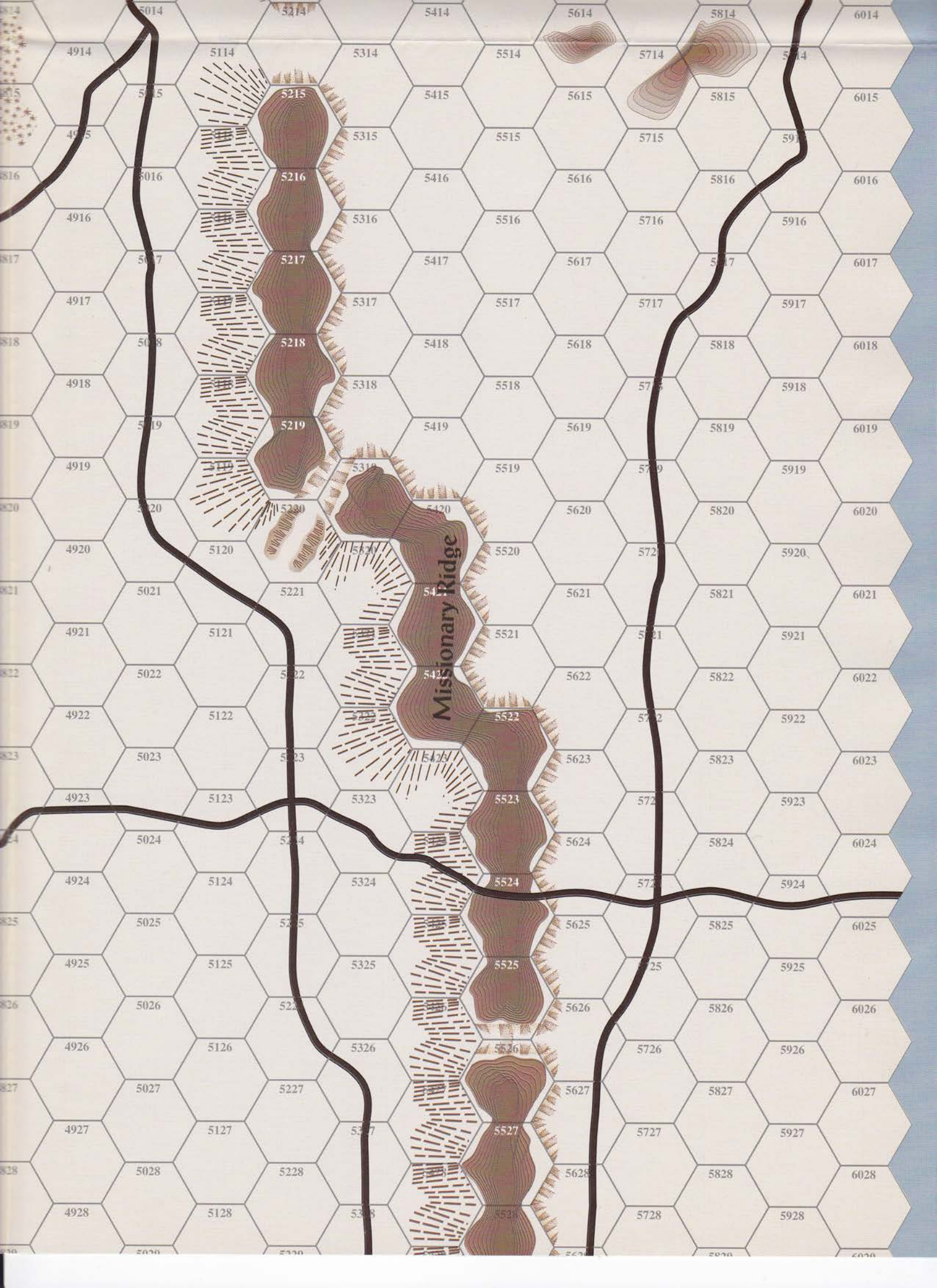
Chattanooga: Death Knell of the Confederacy

Union Armies - *Grant*

Army of the Cumberland - *Thomas*

4th Corps - *Granger*

1st Division - *Cruft*
1-Whitaker: 96 IL, 35 IN, 8 KY, 40 OH, 51 OH, 99 OH
2-Grose: 59 IL, 75 IL, 84 IL, 9 IN, 36 IN, 24 OH

2nd Division - *Sheridan*
3-Sherman: 36 IL, 44 IL, 73 IL, 74 IL, 88 IL, 22 IN, 2 MO, 24 WI
4-Wanger: 100 IL, 15 IN, 40 IN, 51 IN, 57 IN, 58 IN, 26 OH, 97 OH
5-Harker: 22 IL, 27 IL, 42 IL, 51 IL, 79 IL, 3 KY, 64 OH, 65 OH, 125 OH
Artillery - M/1 IL, 10 IN, G/1 MO

3rd Division - *Wood*
6-Willich: 25 IL, 35 IL, 89 IL, 32 IN, 68 IN, 8 KS, 15 OH, 49 OH, 15 WI
7-Hazen: 6 IN, 5 KY, 6 KY, 23 KY, 1 OH, 6 OH, 41 OH, 93 OH, 124 OH
8-Beatty: 79 IN, 86 IN, 9 KY, 17 KY, 13 OH, 19 OH, 59 OH
Artillery - 6 OH, 20 OH, B PA Lt

14th Corps - *Palmer*

1st Division - *Johnson*
9-Carlin: 104 IL, 38 IN, 42 IN 88 IN, 2 OH, 94 OH, 10 WI
10-Staughton: 19 IL, 11 MI, 69 OH, US Regulars (1/15 US, 2/15 US, 1/16 US, 1/18 US, 2/18 US, 1/19 US)
11-Starkweather: 24 IL, 37 IN, 21 OH, 37 OH, 78 PA, 79 PA, 1 WI, 21 WI
Artillery - C/1 IL, A/1 MI

2nd Division - *Davis*
12-Morgan: 10 IL, 16 IL, 20 IL, 21 KY, 10 MI
13-Beatty: 34 IL, 78 IL, 98 OH, 108 OH, 113 OH, 121 OH
14-McCook: 85 IL, 86 IL, 110 IL, 125 IL 52 OH
Artillery - 1/2 IL, 2 MN Lt, 5 WI Lt

3rd Division - *Baird*
15-Turchin: 82 IN, 11 OH, 17 OH, 31 OH, 36 OH, 89 OH, 92 OH
16-Vanderveer: 75 IN, 87 IN, 101 in, 2 MN, 9 OH, 35 OH, 105 OH
17-Phelps: 10 IN, 74 IN, 4 KY, 10 KY, 14 OH, 38 OH
Artillery - 7 IN, 19 IN, I/4 US

Artillery Corps - *Brannan*

1st Division - *Barrett*
26-Cotter: B/1 OH, C/1 OH, E/1 OH, F/1 OH
26-?:G/1 OH, M/1 OH, 18 OH, 20 OH

2nd Division - ?
26-Church: D/1 MI, A/1 TN, 3 WI, 8 WI, 10 WI
26-Sutemeister: 4 IN, 8 IN, 11 IN, 21 IN, C/1 WI Hvy

27-Post of Chattanooga: 44 IN, 15 KY, 9 MI

Cavalry Corps (part)
38-Long: 98 IL Mtd Inf, 17 IN Mtd Inf, 2 KY, 4 MI, 10 OH (1,3,4 Bns)

**Army of the Potomac (part) — *Hooker*
(officially assigned to Army of the Cumberland)**

11th Corps - *Howard*

2nd Division - *Steinwehr*
18-Bushbeck: 33 NJ, 134 NY, 154 NY, 27 PA, 73 PA
19-Smith: 33 MA, 136 NY, 55 OH, 73 OH

3rd Division - *Schurz*
20-Tyndale: 101 IL, 45 NY, 143 NY, 61 OH, 82 OH
21- Krzyzanowski: 58 NY, 119 NY, 141 NY, 26 WI
22-Hecker: 80 IL, 82 IL, 68 NY, 75 PA

Artillery - I/1 NY, 13 NY, K/1 OH

12th Corps (part)

2nd Division - *Geary*
23-Candy: 5 OH, 7 OH, 29 OH, 66 OH, 28 PA, 147 PA
24-Cobham: 29 PA, 109 PA, 111 PA
25-Ireland: 60 NY, 78 NY, 102 NY, 137 NY, 149 NY
Artillery - Reynolds: E/PA Lt, K/5 US

Army of the Tennessee - *Sherman*

15th Corps

1st Division - *Osterhaus*
28-Woods: 13 IL, 3 MO, 12 MO, 17 MO, 27 MO, 29 MO, 31 MO, 32 MO, 76 OH
29-Williamson: 4 IA, 9 IA, 25 IA, 26 IA, 30 IA, 31 IA
Artillery - 1 IA, F/2 MO, 4 OH

2nd Division - *ML Smith*
30-GASmith: 55 IL, 116 IL, 127 IL, 6 MO, 8 MO, 57 OH, 1/13 US
31-Lightburn: 83 IN, 30 OH, 37 OH, 47 OH, 54 OH, 4 WV
Artillery - A/1 IL, B/1 IL, H/1 IL

3rd Division - *Ewing*
32-Loomis: 26 IL, 90 IL, 12 IN, 100 IN
33-Corse: 40 IL, 103 IL, 6 IA, 46 OH
34-Cockerill: 48 IL, 97 IN, 99 IN, 53 OH, 70 OH
Artillery - F/1 IL, D/1 MO

17th Corps

2nd Division - *JE Smith*
35-Alexander: 63 IL, 48 IN, 59 IN, 4 MN, 18 WI
36-Raum: 57 IL, 17 IA, 10 MO, 80 OH
37-Matthies: 93 IL, 5 IA, 10 IA, 26 MO
Artillery - 6 WI, 12 WI

Confederate Army of Tennessee - *Bragg*

Longstreet's Corps

McLaws' Division
1-Kershaw: 2 SC, 3 SC 7 SC, 8 SC, 15 SC, 3 SC Bn
2-Humphreys: 13 MS, 17 MS, 18 MS, 21 MS
3-Wofford: 16 GA, 18 GA, 24 GA, Cobb's Legion, Phillips' Legion
4-Bryan: 10 GA, 50 GA, 51 GA, 53 GA
Artillery (Leyden) - Peoples, Wolihin, York

Jenkins' Division
5-Jenkins: 1 SC, 2 SC Rif, 5 SC, 6 SC, Hampton's Legion
6-Manning: 3 Ark, 1 TX, 4 TX, 5 TX
7-Law: 4 AL, 15 AL, 44 AL, 47 AL, 48 AL
8-Anderson: 7 Ga, 8 GA, 9 GA, 11 GA, 59 GA
9-Benning: 2 GA, 15 GA, 17 GA, 20 GA
Artillery (Alexander) - Fickling, Jordan, Moody, Parker, Taylor, Woolfolk

Hardee's Corps

Cheatham's Division
11-Jackson: 1 GA, 5 GA, 47 GA, 65 GA, 5 MS, 8 MS
12-Moore: 37 AL, 40 AL, 42 AL
13-Walthall: 42+27 MS, 29+30 MS, 34 MS
14-Wright: 8 TN, 16 TN, 28 TN, 38 TN, 51+52 TN, 22 TN Bn
Artillery (Smith) - Fowler, McCants, Scogin, Turner

J P Anderson's Division
15-Anderson: 7 MS, 9 MS, 10 MS, 41 MS, 44 MS
16-Manigault: 24 AL, 28 AL, 34 AL, 10+19 SC
17-Deas: 19 AL, 22 AL, 25 AL, 39 AL, 50 AL
18-Vaughan: 11 TN, 12+47 TN, 13+154 TN, 20 TN
Artillery (Courtney) - Dent, Garrity, Scott, Waters

Bushrod Johnson's Division
19-Johnson: 17+23 TN, 25+44 Tn, 63 TN
20-Gracie: 41 AL, 43 AL, Hilliard's Legion
21-Reynold: 58 NC, 60 NC, 54 VA, 63 VA
Artillery (Williams) - Bullen, Jeffress, Kolb

Walker's Division
22-Maney: 1+27 TN, 4 Provisional TN, 6+9 TN, 41 TN, 50 TN
23-Gist: 46 GA, 8 GA Bn, 16 SC, 24 SC
24-Wilson: 25 GA, 29 GA, 30 GA, 26 GABn,
Artillery (Martin) - Bledsoe, Ferguson, Howell

Breckenridge's Corps

Cleburne's Division
25-Liddell: 2+15 Ar, 5+13 AR, 6+7 AR, 8 AR, 19+24 AR
25-Polk: 1 AR, 3+5 CS, 2 TN, 35+48 TN
25-Smith: Mills (6+10+15 TX Cav-Dismounted),7 TX, Taylor (17+18+24+25 TX Cav-Dismounted)
25-Lowrey: 16 AL, 33 AL, 45 AL, 32+45 MS, 15 MS Bn
Artillery (Hotchkiss) - Key, Douglas, Goldthwaite, Shannon

Stewart's Division
26-Adams: 13+20 LA, 16+25 LA, 19 LA, 4 LA Bn
27-Strahl: 4+5 TN, 19 TN, 24 TN, 31 TN, 33 TN
28-Clayton: 18 AL, 32 AL, 36 AL, 38 AL, 58 AL
29-Stovall: 40 GA, 41 GA, 42 GA, 43 GA, 52 GA
Artillery (Semple) - Anderson, Rivers, Oliver, Stanford

Bate's Division
30-Lewis: 2 KY, 4 KY, 5 KY, 6 KY, 9 KY
31-Bate: 37 GA, 10 TN, 15+37 TN, 20 TN, 30 TN, 1 TN Bn
32-Florida (Finley): 1+3 FL, 4 FL, 6 FL, 7 FL, 1 FL Cav-Dismounted
Artillery (Slocomb) - Gracey, Mebane, Vaught

Stevenson's Division
33-Brown: 3 TN 18+26 TN, 32 TN, 45+23 Bn TN
34-Cumming: 34 GA, 36 GA, 39 GA, 56 GA
35-Pettus: 20 AL, 23 AL, 30 AL, 31 AL, 46 AL
36-Vaughn: 3 Provisional TN, 39 TN, 43 TN, 59 TN
Artillery (Cobb) - Baxter, Carnes, Corput, Rowan

Chattanooga: Death Knell of the Confederacy

Expanded Turn Sequence

I Player Couplets (any number)

A. First Player Movement Phase: The first player conducts the following activities, in any order:

- Use extra strength (Ω 5.8) to bring eliminated units out of the Eliminated area or the Ready portion of the Eliminated & Routed area of the USB and places them on the map (9.1) If the unit had been routed, mark it with a Questionable marker (Ω 5.7). A unit may attempt to create extra strength by rolling for its cadre (0-1 for asterisked unit, 0-3 for others, destroyed on a 9 — see Ω 5.11).

- Bring reinforcements onto the map (9.3). Only Union units may cross the Tennessee (9.2)

- Move units according to the movement rules (6.0–8.0). When stacking, make a morale check for the lowest-morale unit in a stack if the unit joining the stack is from a different formation than any already in the hex, or if the stack is in an EZOC, or if no unit in the stack does not move this phase (Ω 8.3). Make a morale check for every unit leaving an EZOC (6.3). Make a morale check for any unit entering a stack with another formation, in an EZOC, or if no unit in the stack had been stationary. Units may force march (Ω 7.5).

- Create reserves (Ω 14.0) on a roll of "0"; subtract a leader's command rating (Ω 13.3).

- Each leader may do one of the following: 1) subtract command rating from reserve creation, 2) negate morale check requirements for creating stacks, 3) automatically undisrupt one unit, 4) attempt to rally a unit off the USB by subtracting his combat rating from a morale check die roll, 5) coordinate multiple formations in combat, 6) add his combat rating to a combat intensity, 7) add his combat rating to a defending unit's morale, 8) create a hero by rolling against his command rating, or 9) subtract his command rating from a cadre die roll.

B. First Player Combat Phase. The first player conducts the following activities, in any order:

- Conduct combat (10.0 against any adjacent enemy unit(s) in any order. Enemy units projecting an EZOC onto a friendly unit and not attacked may be marked for charge (Ω 10.8) or volley (Ω 10.9). Only one infantry/cavalry unit may attack from a single hex. A single enemy hex may be attacked by any number of friendly units; if the attack is not coordinated (Ω 10.6), the defender may alter his stacking order between attacks. For each attack:

    1) Make a morale check for any Questionable unit (Ω 5.7) or the defender if he is flanked (Ω 10.7).

    2) Calculate the intensity: unit intensity rating ± terrain effects + leader (Ω 13.3) + hero (Ω 13.5) +2 if coordinated (Ω 10.6) +2 if charging (Ω 10.8) ± the army morale (Ω 16.0)

    3) Roll one die, modify the result by the combat strength: attacker's combat strength - defender's combat strength - combat strength of any artillery unit(s) in the defender's hex -2 if the defender has a volley marker (Ω 10.9).

    4) Cross-index the intensity with the modified die roll to get the result. If the defender is forced to retreat (10.11) or is routed (5.6), the attacker may attack another unit in the same hex (Ω 10.14) or advance (Ω 10.12) and attack again. Any unit eliminated may use on-map replacement by extra strength (Ω 5.10). Units adjacent to the retreated defender and not attacking another hex may also advance one hex (Ω 10.13).

    Ω 5) If the unmodified die roll was "0," the player holding the FOW marker conducts a Fortune of War (Ω 15.0): 1) Kill an enemy leader on "8-9," 2) Move an enemy unit on a roll of 5 or more, 3) Sharpshooter: make a bombardment on the "1" column, 4) Move any one friendly unit/stack, 5) Undisrupt a unit if itr passes a morale check, 6) Counterattack: move one unit/stack 1 or 2 MP (mark with a chrage marker) to attack an enemy unit.

- Conduct bombardments (11.0) with any units not engaged in combat. The top infantry/cavalry unit and any/all artillery in each hex may bombard. Two stacked batteries may fire at each of two stacked targets, three stacked batteries at three stacked targets (Ω 11.4).

    1) The bombardning unit may not be in an EZOC uness it is artillery or has a volley marker. It must have enough range to reach the target, and a Line of Sight (11.3). LOS is blocked by any hex or hexside with blocking terrain (see the TEC and 11.3).

    2) Each firing unit has a strength of "1" for ranged fire, and uses its combat strength for adjacent fire.

- At the end of the phase, remove all charge markers (Ω 10.8) on friendly units.

C. Second Player Movement Phase: Same as A, but the second player moves his units

D. Second Player Combat Phase: Same as B, but the second player conducts combat and bombardment

E. End of Couplet

Roll one die to see if the first player remains the same, changes or if the turn ends (see 3.3). If the turn ends, proceed to the Administrative Phase. Otherwise, advance the couplet marker (or leave it in the 4+ box), return to phase IA.

II Mutual Administrative Phase

Both players simultaneously conduct the following activities in any order

- Flip eligible disrupted units to their normal state (5.3)

- Move all units in the Routed area of the Routed or Routed & Eliminated columns of the USB into the appropriate Ready area (5.6). Make a morale check for each shattered unit; if it passes, move it into the Routed area.

- Remove all volley markers (Ω 10.9) and heroes (Ω 13.5)

- Roll for any leaders hit during the turn. On a 0-4 they return to themap; on a 5-9 they are out of the game and count for VP.

- Create reserves (Ω 14.0); subtract 2 from the creation die roll.

- Roll for army morale (Ω 16.0): 0-3 = no effect, 4-7 = ±1, 8-9 = ±2.

Morale Checks

Roll one die; it may be modified by terrain (TEC) or leaders (Ω 13.3). If the modified roll is more than four greater than the unit's current morale, it is shattered. If it is 1-3 greater, it is routed. If it is Less than or equal to, there is no effect.