

THE GAME TURN

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INITIATIVE: Roll 2D6, Excellent C in C = +1, Poor C in C = -1, Drunkard C in C = -2, Confederate C in C Eastern Theatre 1861-63 = +1

DIVISION CHANGE OF ORDERS		BRIGADE CHANGE OF ORDERS	
Roll 2D6		Roll 2D6 Confederate & Union = 6 or more	
Excellent C in C = +1, Poor C in C = -1		Outstanding/Excellent C in C = +1, Poor C in C = -1, Drunkard C in C = -2	
Current Order	Die roll required	Situation	Modifier
Attack	10	Divisional General outside 30cms or commanding a brigade	-2
Defend	9	Divisional General outside 30cms and commanding a brigade	-3
Reserve or Re-deploy	7	Divisional General in base to base contact with brigade general	+2
		<i>Optional: Recipient of Order in Dense Woods or Similar</i>	-2
Modifiers		CHANGE OF ORDER BY BRIGADE GENERAL'S INITIATIVE	
C in C or Corps General in Base to Base		Roll 2D6 Confederate & Union = 8 or more	
Contact with Divisional General	+2	Confederate changing to assault order = +1	
		Unmodified 2 or 3 = Loss of Nerve/Panic	
		Outstanding/Excellent = +1, Poor = -1, Drunkard = -2.	

MOVEMENT TABLE (see ADDENDUM SHEET for terrain effects)

UNIT	MOVEMENT	CHARGE	EVADE	RETREAT & ROUT
INFANTRY#	Line	14cm	18cm	20cm
	EXTENDED LINE	14cm	18cm	20cm
	Column	18cm	20cm	20cm
	SKIRMISH	18cm	20cm	20cm
CAVALRY		24cm	34cm	34cm
LIMBERED ARTILLERY		20 cm	20 cm	20 cm
20 pdr+ LIMBERED ARTILLERY		12 cm	12 cm	12 cm
PROLONGED ARTILLERY		6cms*	N/A	.
GENERALS		30 cm	.	.

FORMATION CHANGES

	Column	Line	Extended Line	Skirmish	DEPLOY RECALL BRIGADE SKIRMISHERS; (If Skirm. Regt. Or 1/2 Regt.)	
Column	1/2	1	1	1	Infantry or Cavalry Step Back	1/2 (1)
Line/Extended Line	1	1/2	1/2	1	Occupy or Leave a built up area or works	10cm
Skirmish	1	1	1	1	Limber or Unlimber Battery (If 20pdr+)	1
Unformed & Faltering	1	1	1	1	About Face or Reform a Battery	1/2 (1)
Mount/Dismount	1	1	1	1	Gone to Ground – Get up! Regulars & above = 7+, Green/Militia = 6+, (Page 25)	No Cost.

SKIRMISH FIRING (See page 36), (45° arc)

RECALL SKIRMISHERS TABLE (see page 36)

All Sharpshooters roll 2D6 per 3 Figures	Grade	Score Required	Modifiers
1st rate Skirmishers roll 2D6 per 4 figs.	Crack & Elite	6	Only Half Regt. Deployed +2
2nd rate Skirmishers roll 2D6 per 5 figs.	Veteran	7	Over 40cm (24") from enemy +3
If 2 or more figs left roll 1D6	Regular	8	In Dense Woods, etc. -2
Rolled 6's = 1 casualty (or risk to General if Sharpshooters)	Green/Militia	10	
Ignore Range/Target Formation. 1/2 casualties vs. Cover, etc.			

INFANTRY FIRING RANGES

ARTILLERY RANGES

Artillery Type	Effective	Long	Canister	Shot-Effective	Shot - Long
Smoothbore musket	0 -10cm	11 – 20cm	6 pdr smoothbore	0 – 35cm	36 – 75cm
Rifled Musket	0 – 14cm	15 – 28cm	12 pdr smoothbore	0 – 40cm	41 – 80cm
Carbines	0 -10cm	11 – 24cm	Mixed Artillery	0 – 45cm	46 – 90cm
Repeaters	0 -10cm	11 – 24cm	Rifled artillery	0 – 50cm	51 – 100cm
Snipers	Max Range	35cm	20pdr artillery	0 – 50cm	51 – 100cm

INFANTRY UNIT IS:	MODIFIERS	ARTILLERY UNIT IS:	MODIFIERS	TARGET IS:	MODIFIER
Crack or Elite	+1	Elite	+1	Enfladed	+2
Veteran/Line/Green	0	Green/Militia	-1	Massed	+1
Militia	-2	20pdr Rifled firing shot/shell	+1	In Column	+1
In Extended Line	-1	6pdr firing canister	+4	Extended Line	-1
Unformed	-2	12pdr S/B firing canister	+5	Deployed Artillery	-3
"Pour it On" *	x½ / x2	Mixed Battery firing canister	+4	Skirmishers	-4
		Rifled Battery firing canister - if 20 pdr	+4 +5	In Light Cover or has Gone to Ground	-1 (+ Fire-pits)
Fired Last Turn		Battery moved or unlimbered	-2	In Cover	-2
Gone to Ground		Unformed Battery	-2	In Works	-4 (-3 if rifled Arty)
Low on Ammo		Low on Ammo	½ casualties	At Long Range	½ casualties

* = Breech/Repeater only, x ½ / x2 No. of Figs firing.

MUSKETRY CASUALTIES											
Modified Die Score											
Number of Figures Firing (30 ° arc)	0	1 - 2	3 - 4	5 - 6	7 - 8	9 - 10	11 - 12	13 - 14	15 - 16	17 - 18	
9 or Less	-	-	-	½	1	1	2	2	3	3	
10 - 15	-	-	½	1	2	3	3	4	4	5	
16 - 21	-	½	1	2	3	3	4	4	5	5	
22 - 27	½	1	2	3	3	4	4	5	5	6	
28 - 34	½	1	2	3	4	4	5	5	6	6	
35 +	1	2	3	4	4	5	5	6	6	7	

ARTILLERY CASUALTIES TABLE											
Modified Die Score											
Gun Models Firing	0	1 - 2	3 - 4	5 - 6	7 - 8	9 - 10	11 - 12	13 - 14	15 - 16	17 - 18	
1	-	-	-	½	½	1	1	2	3	4 ½	
2	-	-	½	½	1	1 ½	2	3 ½	5	6 ½	
3	-	-	½	1	1 ½	2	3	4 ½	6	7 ½	

MELEE MODIFIERS					
Troop Types		Formation & Grading		Situation	
Infantry	+2	Charging or Pursuing	+2	If Unformed or Faltering	-2
Artillery	0	Following up in Melee	+2	If Recoiled in Melee	-2
Foot Vs. Cavalry (1)	½	Infantry in Extended Line	-1	If Retreating (7)	-6
Cavalry	+2	Infantry in Column (3)	+1	Attacked in Flank or Rear	-4
Cavalry + Shotguns, etc (2)	+1	Infantry with Smoothbores (4)	+1	50% or More Casualties	-4
Crack or Elite	x½ / x2	Infantry with Breechloaders (5)	x ½	In Cover or Uphill (8)	+1
Veteran/Regular/Green	0	Infantry with Repeaters (5)	x 2	In Works (9)	+2/+3
Militia	-1	Brigade Attack Column	-	Outnumber Enemy:-	-
C in C/Brigadier attached	+1	Each Supporting Line (6)	+1	For every 50%. (Max +6)	+1

1 = Foot count half their numbers vs. cav. Unless in difficult terrain
 2 = Only Applies in the first melee turn.
 3 = N/A in Buildings/Cover or vs. buildings/cover
 4 = Buck & ball, etc.
 5 = x ½ or x 2 number of figures in unit. N/A if already Low On Ammo
 Any double rolled = Low On Ammo.

6 = Each support must be within 15cm & behind lead unit & in same brigade.
 7 = Includes unformed modifier
 8 = Only applicable if enemy are o/s cover, etc.
 9 = Apply appropriate works modifier.

MELEE RESULTS TABLE			
Score	Result	Winning Cavalry Reaction	Winning Infantry Reaction
8 or more	Loser Routs	Cavalry takes Pursuit Test	Infantry take Pursuit Test
7 - 3	Loser Retreats	Cavalry takes Pursuit Test	Infantry take Pursuit Test
2 - 1	Loser recoils 10cm Infantry & Artillery Retreat If recoiled by Cavalry	Cavalry Follow Up If Losers Recoil. Cavalry takes Pursuit Test if Losers Retreat	Infantry take may follow up or stand. Retreating units continue to Retreat
0	Draw: Continue to Melee next turn *		

* Exception: Cavalry must retire to their Own Lines to reform if they draw against infantry.

MELEE CASUALTIES			
Winning Cavalry v Retreating or Routing Foot (Includes first round Foot Broke)	1 per 1	Losing or Drawing Cavalry v All	1 per 8
Winning Cavalry v Cavalry (N/A to Recoil)	1 per 4	Winning Infantry or Artillery v All (N/A to Recoil. Foot count half number v Cavalry)	1 per 4
Winning Cavalry v Recoiled Cavalry	1 per 6	Winning Infantry or Artillery v Recoiled Infantry or Cavalry	1 per 6
		Losing or Drawing Infantry or Artillery v All (Foot count half their number v Cavalry)	1 per 12

PURSUIT MODIFIERS

C in C/Brigadier within 15cm (12")	+1
Crack or Elite	+1
Veteran or Regular	0
Green or Militia	-1
Confederate Inf. 1861-63 & all Cavalry	-1

PURSUIT TEST RESULTS – TAKE AFTER MELEE

10 or more	Superb Discipline! Remain Formed & Act as Desired. If Pursued last turn or are unformed then act as in 9 below.
9	Unformed! Unit may either stand & reform or retire and reform.
8 – 7	Halt! – Tuckered Out! Unformed. Infantry Halt/Retire. Cavalry Retire to Own Lines
6 or less	Pursue! Unit unformed & pursues unit just defeated. If not possible, Cav. carry out an Uncontrolled Charge towards nearest enemy unit within 45° arc. If Infantry or no targets available for cavalry then act as in 8 – 7.

UNIT MORALE TEST

Excellent C in C or Brigadier attached	+2	Infantry or Artillery Charged by Infantry in Line/Extended Line	-1
C in C or Brigadier within 15cm (12") (1)	+1	Infantry or Artillery Charged by Infantry in Column (if in works)	-2 (-1)
Elite & Veteran (Crack Infantry = +2)	+1	Infantry or Artillery Charged by Cavalry	-1
Green & Militia	-1	Unit is Charged in Flank or Rear	-4
In Cover, Hasty works or Uphill (2)	+1	Unit is Charged and in Extended Line or Faltering, Unformed or Retreating.	-1
Defending Works	+2	Unit is Faltering, Unformed or Retreating.	-1
For Each 10% Casualties lost (if Confederate Inf. -3 Max)(3)	-1	Unit is Routing Federals or Routing Confederate Cav./Arty.	-1
Testing to Charge Flank, Rear, Unformed or Skirmishers (4)	+1	Unit is Routing Confederate Infantry	-2
Cavalry testing to charge Formed Infantry or Artillery	-1	Each enemy unit Retreating or Routing within 15cm	+1
Each Casualty Suffered in Charge (Max -2 if Green/Militia in Col.) (5)	-1	Each friendly unit Retreating or Routing within 15cm	-1
In Brigade Attack Column – each supporting line	+1		

1 = N/A if Drunkard

2 = +1 for each category that applies. No unit may claim cover benefit if enemy units are within the same cover. This modifier is not applicable to light cover.

3 = Confederate infantry ignores any 10% casualties above 30%. (see notes.)

4 = N/A if skirmishers

5 = Green & Militia units deployed in battalion column or brigade column will suffer a maximum modifier of -2 regardless of the number of casualties suffered. This helps to reflect the keen and somewhat reckless enthusiasm of unseasoned units, especially when deployed in the more cohesive column formation.
6 = Supports must be formed & within 15cm

UNIT MORALE TEST RESULTS

Modified Dice Score	To Charge	Being Charged	Other	Rally from Retreat	Rally form Rout
7 +	Charge!	Counter Charge/Stand	ObeY Orders	Rally	Rally
6	Halt & Volley	Falter	ObeY Orders	Rally	Rally
5	Go to Ground**	Falter & Recoil 10 cm	Go to Ground/* ObeY Orders	Rally	Rally
4 – 3	Falter	Retreat	Falter	Fail	Disperse
2 – 0	Retreat	Retreat	Retreat	Rout	Disperse
- 1 or less	Rout	Rout	Rout	Disperse	Disperse

* If infantry under fire – Go to Ground, all other situations – obey orders

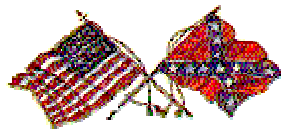
** If infantry under fire – Go to Ground, all others – Falter

BRIGADE MORALE TEST

C in C or Brigade General Commanding (N/A if Drunkard)	+1	(lightly wounded Generals do not command)
Crack & Elite Brigade	+1	(Over 50% of troop type required)
Green & Militia Brigade	-1	(Over 50% of troop type required)
Enemy Retreating or Routing within 15cm	+1	
Over 50% of the Brigade units are in works or woods	+1	(Includes entrenchments & hasty works)
25% of the Brigade units are Retreating, Routing or Dispersed	-1	
50% of the Brigade units are Retreating, Routing or Dispersed	-2	
Over 50% of the Brigade units are Retreating, Routing or Dispersed	-3	
Brigade has previously Broken	-2	

BRIGADE MORALE TEST RESULTS

6 or more	The Brigade Stands. No adverse effects
5 – 1	The Brigade Breaks & Retires 30cm. Units are Unformed, Retreating or Routing units Disperse
0 or Less	"I have no Brigade, Sir" The Brigade is removed from play. N/A to Crack or Elite Brigades. Use 5 – 1 above.



% Casualties Lost							
Original Unit Size	10 % #	20 %	30 %	40 %	50 % *	60 %	70 %
12	2 #	3	4	5	6 *	8	9
14	2 #	3	5	6	7 *	9	10
16	2 #	4	5	7	8 *	10	12
18	2 #	4	6	8	9 *	11	13
20	2 #	4	6	8	10 *	12	14
22	3 #	5	7	9	11 *	14	16
24	3 #	5	8	10	12 *	15	17
26	3 #	6	8	11	13 *	16	19
28	3 #	6	9	12	14 *	17	20
30	3 #	6	9	12	15 *	18	21
32	4 #	7	10	13	16 *	20	23

MORALE EXPLANATIONS (See page 44)

MORALE RESULT	DESCRIPTION
DISPERSE	The unit disintegrates and is removed from play, make a brigade morale check
HALT & VOLLEY	Units must halt in their current position for the rest of the turn and volley. They remain formed but may not manoeuvre.
FALTER & RECOIL	As falter but the unit immediately retires, facing the enemy, 10cm directly away from the enemy or back towards their own lines (or towards cover if infantry threatened by cavalry). They will interpenetrate and unform other friendly units they encounter. After the recoil the unit may halt and reform or retire further if the player wishes.
FALTER	Units halt and become UNFORMED. May fire if charged. May not move or counter-charge. Unit will rally and reform after spending one movement turn having not moved or fired in that game turn. Unit may not change formation whilst reforming
OBEY ORDERS/STAND	Unit may act as desired
RALLY	Units rally and halt unformed. They may reform in the next movement phase. Units retreat facing the enemy and move directly away from the enemy or back towards their own lines. They will interpenetrate and unform other friendly troops [NOT SQUARES] during the first half of the initial retreat move; from then on they avoid other troops. Units maintain their original formation for the first half of the retreat move, they then form a "column of mob"
RETREAT	Units defending a BUA must retreat clear of the BUA in the first complete retreat move, taking additional movement as required to clear the BUA. Units retreating are UNFORMED; they may not fire but will fight back in melee. If retreating units win a melee they automatically rally, but do not pursue or follow up. Artillery forced to retreat or rout as a result of melee or enemy charge must consult the Emergency Limbering of Artillery table (consult page 44)
ROUT	Units behave as if in retreat except they have their backs to the enemy and do not fight back in melee. Only ONE attempt can be made to rally routing troops, failure and the unit disperses
UNFORMED	Unit has lost cohesion and order Unit may not declare charges/counter-charges. Unit can only fire at targets that are charging/firing at them. May move at column move rate. Units unformed as the result of melee must reform in original formation. Units unformed due to Pursuing or retiring or rallying from retreat/rout or Brigade retirement can reform in any facing or formation.
GO TO GROUND	The men have gone to ground. Place a gone to ground marker next to the unit. Firing is at half effect whilst hugging the dirt. All firing against units that have gone to ground suffer a -1 modifier. In the next or subsequent turns the Brigadier or C in C within 15cm may attempt to get the men back up. Roll 2D6 – Regulars and above require 7 or more. Green and Militia require 6 or more. See page 25

RISK TO GENERAL (See page 47)

DICE ROLL	RESULT
2 #	"Get back boys" Shot down whilst urging his men to Retreat! Disgraced and removed from play.
3 - 4	"They couldn't hit an elephant at this dist...." General shot down by sniper and removed from play.
5	Staff Officer shot! General loses faith and indulges in whiskey. Removed from play for one complete turn while he sobers up.
6 - 8	Lightly wounded. Removed from play until beginning of next command phase.
9 - 10	Bullet strikes Bible! After sucking lemon carries on as normal
11 - 12	"There he stands like a stonewall"! General doesn't even flinch. The General's heroic action and lack of defamatory language so impress the troops it enables him to immediately recover any one unit from Gone to Ground/Falter? Unformed if within 15cm (12")

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