LAST FULL MEASURE

Battles of the American Civil War

SERIES RULES

May 25, 2023

Contents

Introduction

The Last Full Measure series, recreates battles of the American Civil War at a brigade level. These rules apply to all games in the series except where over-ridden by the game's specific rules..

The Playing Pieces

Generally the counters represent infantry and cavalry regiments; artillery batteries; and commanders on the army, corps, division, and brigade levels. Some counters are back-printed. Most commanders have replacement commanders on their back sides. Brigade commanders have *shattered* markers on their back sides. Artillery have *unlimbered* and *limbered* sides. Cavalry has *mounted* and *dismounted* sides. The D markers are color-coded so you can tell which side's troops are disorganized. Breastworks have a building and built side.

The command structure of both armies is noted on the units in a top-down manner; US corps are typically denoted by Roman numerals; I V IX, etc, CS corps by the corp commanders initial or a Roman numeral. Next is the division; typically a number for Union units, the division commander's initial for the Confederates. Then is the brigade; a number for the Union, the brigade commander's initial for the Confederates. Finally the regimental designation; usually a number and a state abbreviation like **5 WV** or **4 NC**.

Where a unit falls in the command structure is important for determining command and maintaining brigade integrity.

Scale

Each infantry and cavalry Strength Point (SP) represents 100 men. Each artillery SP represents 2 guns. Unless stated otherwise, each hex is 250 yards across, flat-to-flat.

Playing pieces reference chart:

back	front		front	back
AotP replacement 3	AotP Meade ★★★ 4	Army Commander	ANV Lee 6	ANV replacement 4
III replacement ★★★ 3	III Sickles ★★★ 4	Corps Commander — Command Value	II Ewell ★★★ 3	II replacement ★★★ 3
AoP V/1 replacement ★★ 3	AoP V/1 Morell ★★ 3	Division Commander — corps/division/brigade regiment	III/P Pender 5	III/P replacement 3
XX/1/2 SHATTERED Carlin	XX/1/2 Carlin	Brigade Commander — shattered brigade, unit ID	AoT/L/H Law	AoT/L/H SHATTERED Law
	AoP III/2/1 2 NH 6 4	Infantry Regiment — strength points cohesion	II/E Gordon 38 GA 3 4	
C/2/3 1 ME *3 3	C/2/3 1 ME *4 3	Cavalry Regiment mounted dismounted — strength points cohesion breech-loaders	C/L 9 VA 5 3	C/R 9 VA 4 2
I Wainwright 1 3 2 ME,B	I Wainwright 2 3 2 ME,B	Artillery unlimbered limbered	I Dearing 2 3 Fauquier	I Dearing 1 3 Fauquier
D	D	Disorganization Markers	D	D
CS	US	Turn Marker Breastworks	breastworks	BUILD
	DAY	Day Marker Numbers	5	6
Attempt to burn bridge	BRIDGE BURNED	Detached regiment marker / Burned Bridge Marker	DETACHED	DETACHED

Sequence of Play

Each turn begins with one side going first as stated in scenario rules. One player/side follows the sequence below first, and then the other player/side follows it, completing one game turn.
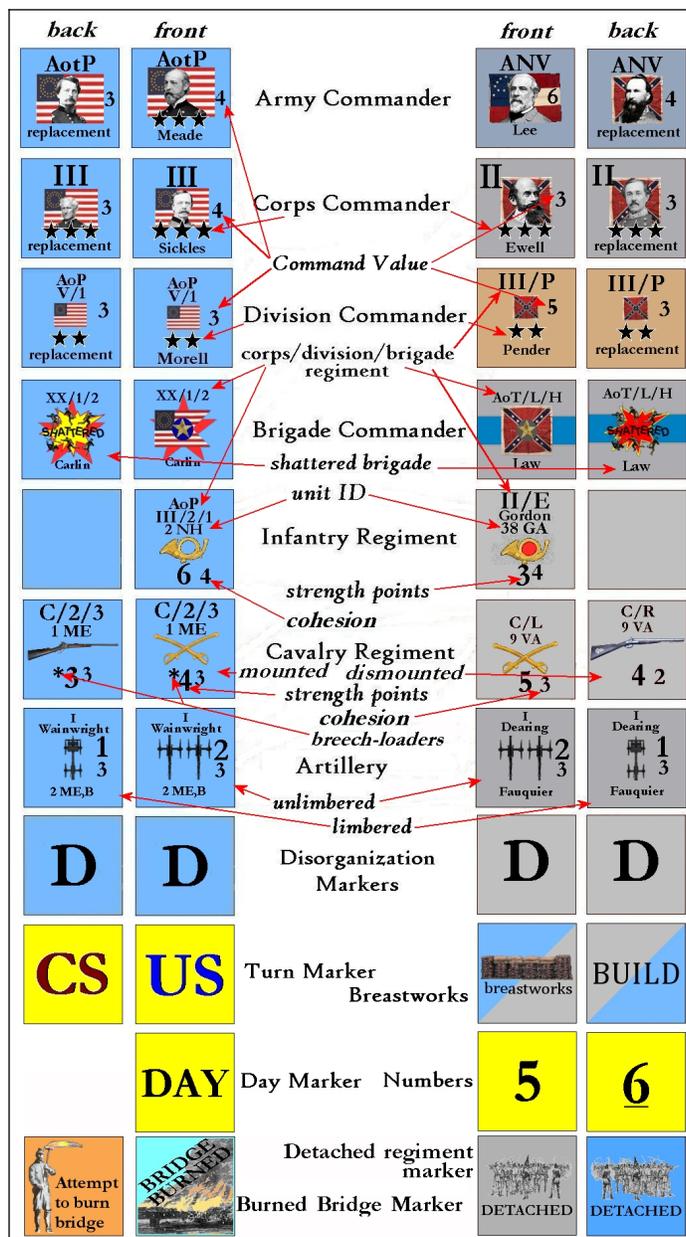
1. **Initiative Phase:** Each player rolls one die and adds to it their current army commander's command-value (CV). The player with the higher total has the initiative and is the phasing-player. In the case of ties, the commander with the higher CV wins; otherwise, roll again until the tie is broken.

2. **Command Determination Phase:** The phasing player determines if units are in command according to the Command rules. A unit in, or out of command remains that way though-out the turn.

3. **Construction phase:** The phasing player flips all *build* markers to their *breastworks* side on units that are not in a Zone of Influence (ZOI). New *build* markers may be placed on units that are not in a ZOI. Place blank Burned-Bridge markers or roll for, and if successful, flip existing markers to their Burned-Bridge side.

4. **Artillery Phase:** Both players' unlimbered artillery units that are not in a ZOC may fire at targets from 2 to 8 hexes away, using the Artillery Table. The phasing player fires all his artillery first. All artillery fire effects are immediate regardless of whether the target had had a chance to fire or not. Only the phasing player may choose to limber an artillery unit that did not fire at this time.

5. **Movement phase:** The phasing player may move all, some, or none of his units, up to their maximum movement allowance. Cavalry may mount or dismount. Mounted cavalry may conduct charges. Artillery may unlimber at the end of their moves. Unlimbered artillery may not move. Reinforcements that are scheduled to enter on this turn are brought on the map at their prescribed location and may move. Brigade commanders that do not move and intend to recover eliminated regiments should be marked with a *Recover* marker now.

6. **Combat phase:** Units in the ZOC of enemy units must attack those units. The phasing player conducts attacks until no units are in a ZOC.

7. **Reorganization phase:** Both players determine if brigades are shattered due to losses suffered during the turn's combat. The phasing player rolls to determine if D markers on his units are removed—army, corps and division commanders may apply their command value to these rolls.
   Brigade commanders may attempt to recover eliminated regiments from their brigades. Shattered brigades that have recovered more than half of their strength to the map can be un-shattered by flipping the brigade commander.

Second Players Turn

The other player now becomes the phasing player and executes phases 2 through 7 as the first player did.

8. If the turn just completed is the last daytime turn, total the Victory Points and check for victory per the Victory Conditions for the scenario; otherwise…

9. Advance the turn marker to the next turn. If the next turn is the first daytime turn of a day, advance the day marker as well. Then resume play with the Initiative rolls of the next turn, and so on until the game is concluded.

Night turns are conducted differently; there are no artillery or combat phases at night; there are no ZOI; and movement is restricted to roads. See the rules for Night turns for more details.

1. Movement

1. Generally as a unit moves from one hex to another it expends a movement point for each hex it enters. Certain hexes and hex-sides cost extra movement points to enter or traverse, and some terrain may reduce or negate the cost for the terrain in a hex or hexside. See the Terrain Effect Chart (TEC) for specifics.

2. The movement points available to each unit varies by type:

3. Units may move *through* friendly units at no cost in movement points and in excess of stacking limits.

4. Artillery must be on its limbered side to move. It may be flipped to its unlimbered side at the end of its movement.

5. Cavalry may change its mode between mounted and dismounted during the movement phase. It may:
   - Mount or dismount, then move, or…
   - Move, then mount or dismount. It may not both mount and dismount in the same movement phase. When it moves it does so at the rate of its current mode.

2. Road Movement

1. There are 3 types of "road;" Pikes, Roads, and Trails.

2. Units utilize road movement by moving along the road, from one hex to another by way of a hexside crossed by that road. **Units may use the rate of that road type so long as the unit is not in, nor enters a ZOI**. A unit may combine different road types and non-road movement and it may enter a ZOI during its move, but it cannot use road movement rates in any hex that is within a ZOI. **A unit that used any road movement rate at all may *not* enter a ZOC**.
   Roads may negate the effects of other terrain in the hex, even if not using the road movement rate. This is not considered using road movement in the case of entering a ZOC or cavalry charges. See the TEC for specific cases.

3. Cavalry Charges

1. During movement, **Mounted** cavalry may move adjacent to and **Charge** an enemy occupied hex. Dismounted cavalry may not charge. Charging cavalry cannot use *road movement* at all during this turn. Cavalry that has charged may not enter a ZOC and attack in that turn's combat phase and should be marked with a **Charged** marker.

2. Cavalry does not need to be in command to charge, this is an exception to the command rules.

3. Charging cavalry must have enough MP remaining to enter the enemy occupied hex normally. If it does not, it may not charge. The cost to enter the hex is the hex's normal full cost in MP including any hexside crossing costs. There is no additional cost to Charge.

4. The charging cavalry stack must have begun the movement phase already stacked together and cannot pick up or drop off regiments during its move.

5. If the charge causes the target to vacate the hex, all the charging cavalry **must** enter the vacated hex expending the required movement points to do so. If, at this point, the stack has movement points remaining, it may continue its movement, and even charge another hex, so long as it has the movement points to do so.

6. If the charge requires the target to retreat, they must retreat even if they are in NR terrain such as town or woods hexes.

7. To resolve a cavalry charge, compare the highest cohesion rating among the charging stack to the highest rating in the target hex. The difference determines the column used on the table. Where the attacker has better cohesion, the difference is positive, where defender has better cohesion, the difference is negative.

8. If the cavalry is required to retreat, it may not move any further that movement phase even if they have remaining MP.

9. The die roll is modified by the factors below. All modifiers are cumulative.
   a. Target is disorganized.......................................-1
   b. Target is shattered...-2
   c. Charging cavalry is disorganized.................+1
   d. Across a Steep Slope hexside......................+1
   e. Into a Breastwork.......................................+1
   f. Across a stonewall hexside...........................+1
   g. Across a creek hexside..................................+1
   h. Into a town or woods hex............................+1

10. At the end of its move, any stack of cavalry that conducted a charge, regardless of the outcome, is marked with a *Charged* marker. The Charged marker is a form of Disorganization specific to Cavalry.

4. Stacking

1. Up to **16 SP** of the **same brigade**, infantry, or cavalry, may occupy a single hex. Only **8 SP** of infantry or cavalry in a hex may participate in combat; attack or defense, but everything stacked in a hex is affected by any combat results against the hex.

2. Up to **10 SP** of Artillery can occupy a hex **in addition** to the infantry or cavalry in the hex. If the artillery unit is naturally more than 10 SP by itself, it may occupy the hex, but no additional artillery may be in the hex with it. Artillery may stack together regardless of the formation they belong to; corps, division, etc. Limbered and unlimbered artillery may be in the same stack.
   Note that limbered and unlimbered artillery have different strengths. Artillery cannot unlimber if the unlimbered strength would exceed the stacking limit in that hex.

3. All cavalry in a stack must be either all mounted or all dismounted. A stack cannot be mixed mounted and dismounted.

4. Infantry or Cavalry regiments stacked in a hex together are treated as a single unit for combat. Units stacked with other units cannot attack or defend individually. All stacked regiments must attack the same target hex(s) and all defend as a single unit. Combat effects may affect regiments individually, such as cohesion checks or eliminations, whereby regiments act as step-losses for their brigades.

5. At the end of the phasing player's movement phase, any of his stacks that are in violation of stacking limits must eliminate SPs in excess of the limits.

5. Zones of Control

1. Combat units have a Zone of Control (ZOC) consisting of the 6 hexes surrounding it and the hex it occupies. When referring to a ZOC in these rules, the reference normally means an **enemy** ZOC.

2. A unit that enters a ZOC must stop moving, and may move no further. (exception; cavalry charges)

3. The non-phasing player may retreat cavalry, and any units so designated in that battle's rules, before combat is resolved, but they are Disorganized if they enter another hex in a ZOC.

4. Any time unit that starts its turn in a ZOC moves into another hex in a ZOC of the same or another enemy unit, it must stop and may move no further. It becomes Disorganized, this applies to Cavalry or special units that retreated before combat into another ZOC.

5. Any unit that has used the road movement rate during any part of its move may not enter a ZOC including charging cavalry.

6. A unit that is not in command may not enter a ZOC except for Cavalry Charges.

7. Cavalry that charged and happens to still be in a ZOC at the start of the combat phase must retreat before combat, even if the enemy hex contains mounted cavalry, it may not attack.

6. Zones of Influence

1. Combat units exert a ZOI out to a range of 3 hexes and artillery exerts a ZOI out to 5 hexes. The ZOI does not affect hexes that are not in the unit's LOS, a unit cannot "influence" what it cannot see. A ZOI can be blocked by terrain such as town hexes, woods, and higher intervening elevation. Units, friendly or enemy, do not block a ZOI.
The ZOI effects enemy road movement, reorganization, recovery, and construction.
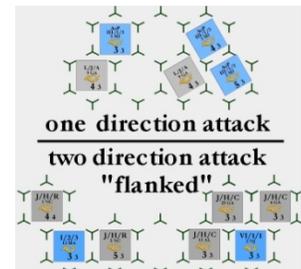
7. Ranged Artillery Fire

1. Any artillery that is unlimbered and is not in a ZOC may bombard enemy units up to 8 hexes away. Artillery in up to two adjacent hexes may combine fire at the same target hex, so long as the range is 2 hexes or greater from both firing hexes. All artillery stacked in a hex must fire at the same target, but not all artillery must fire (a unit might opt to limber, instead).

2. Artillery that was forced to retreat automatically limbers, and therefore cannot bombard regardless of whether it's had a chance to fire yet.

3. Artillery can be stacked with infantry or cavalry and still bombard, so long as it's not in a ZOC or limbered.

4. Only artillery that has a Line of Sight (LOS) to the target hex according to the LOS rule, can fire at the target hex.

5. Artillery fire is resolved on the Artillery Table on the player-aid card. Artillery uses it's normal SP at 2 to 4 hexes range, and half its SP at 5 to 8 hexes range.

6. Artillery in a ZOC cannot bombard, but must use its strength against adjacent enemy units using the standard CRT. It adds its printed strength to the units it is stacked with when in a ZOC, even above the 8 SP limit for infantry and cavalry.

7. The results on the artillery table are the number of **cohesion checks** ONE unit in the target hex, chosen by the firing player, must undergo.

8. The unit's owner rolls for the unit the number of times shown. A failed check results first in D. A second failed check causes the unit to retreat. A third failed check results in elimination (rout). If a unit is already D, it retreats instead. The next failed check would eliminate it.
Complete all cohesion checks for one unit before resolving the next units.
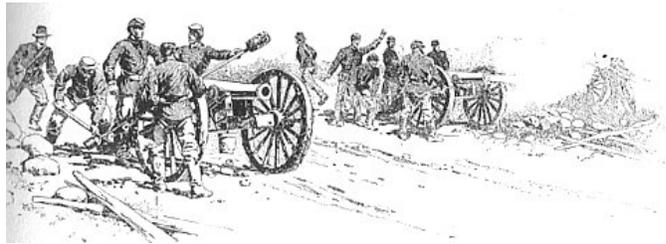
8. Combat

1. A unit that is in a ZOC **must** initiate combat against one or more of the units it is adjacent to.
2. All enemy units in a friendly ZOC **must** be attacked.
3. Of the units stacked together in a hex, a maximum of **8** infantry or cavalry SP can be used to attack or defend, plus up to 10 SP of artillery in the hex; but all units in a hex must abide by combat results even if their SPs weren't counted in the combat.
4. A stack is considered a single unit in that it cannot split its attack or defense against multiple hexes. Combat must be determined as if there were single units in each hex and all enemy units in a friendly ZOC must be attacked.
5. Friendly units in an enemy ZOC are not required to attack as long as all enemy units in a friendly ZOC are attacked.
   a. Example: Friendly units in hexes A and B both have enemy hex C in their ZOC. The Phasing player opts to only attack with the units in hex B. Hex A is not required to attack so long as C *is* attacked by someone.
6. If a phasing player's units find themselves in a ZOC, such as when a defender advances after combat, even if they are not in command or have used road movement, they may attack and even advance after combat. The enemy unit, by advancing and putting the friendly unit in its ZOC has effectively put that unit in command for this combat phase.
7. Units do not have a *facing*, but units attacked from 3 or more hexes, or from two hexes that are not adjacent, are said to be *flanked* and receive a negative DRM.
8. Determine the odds on the **Odds Determination Table** and roll one 6-sided die on the **Combat Results Table** (CRT) for that combat. Apply the results of the CRT as explained on the player aid card.
9. **Combat Die Roll Modifiers**
   The DRM table on the player-aid card presents all DRMs available to the attacker and defender. The final die result is always the cumulative total of both attacker's and defender's DRMs.

   Example: A stack of regiments defending in breastworks are attacked by two stacks of units separated by one hex (flanking attack), they are on a higher elevation, but one stack is disorganized, and they have a commander with a command value of 5 stacked with them. The total DRMs are -1 for a flanking attack, -1 for elevation favorable to the attacker, -1 for the commander, +1 for disorganization, and +1 for breastworks. The total result is -1-1-1+1+1 or a -1 net DRM for this combat.

10. **Elimination Priority**
    a. When a stack is required to take losses, because of CRT or Cavalry Charge results; the loss must first be a unit with a Cohesion Rating (CR) the same as was used in the combat. In an EXC, the defender chooses whatever unit in the stack with the requisite CR to lose, the attacker must loose units whose strength points at least match those lost by the defender, and the first unit must have a CR matching

what was used in the combat. If additional units must be taken to at least match the defender's losses, their CR may be different.

b. Any stack that suffers an adverse combat result (elimination or retreat) by artillery fire, cavalry charge, or regular combat; must roll for each commander in the hex above 1 star, to determine if any become casualties. On a roll of 1, the commander is considered a casualty and is flipped to its replacement side. Replacement commanders cannot be eliminated. A leader eliminated may change who is considered the "army commander" for the purpose of initiative determination.

9. Retreats

Any unit that leaves a ZOC is considered to be retreating. Retreating units may retreat either one or two hexes at the owning player's discretion.

1. Retreat Restrictions
All retreats must conform to the following restrictions:

a. The first retreat hex should be directly opposite and away from an enemy unit's hex. If there is more than one enemy hex, the owning player may choose the retreat hex as long as it is opposite *one* of the enemy hexes.

b. A unit may never retreat into a hex in a ZOC if another retreat option is available, even if that contradicts a. above.

c. If a unit must retreat into a ZOC, it must end its retreat at that hex and can retreat no further. It gets a D marker regardless of whether the retreat was voluntary or involuntary.

d. A unit that occupies defensive terrain such as woods, sunken road, breastworks, as noted **NR** on the TEC, is not required to retreat as a combat result, but may retreat at the owning player's discretion, unless it was charged by cavalry in which case it must retreat.

e. A unit may retreat off the map. If it does, it may return to the map on the next turn as reinforcement at a hex within five hexes of the exit hex, and not in a ZOC. Their return to the map is delayed by one turn for every five hexes distance from the exit hex.

f. Units which retreat onto friendly units may ignore stacking restrictions. If the stack is attacked in the next round of combat, any strength above 8 is not counted in the defense, but they are subject to the combat result with the other units in the hex. The owning player must make the stack conform to stacking restrictions in his next movement phase or eliminate units in excess of the stacking limits.

g. Shattered units forced to retreat into a town or woods hex are eliminated.

h. The second retreat hex, if taken, must attempt to move the unit closer to its brigade commander or adjacent to a friendly unit of the same brigade.

i. Artillery forced to retreat automatically limbers first.

10. Advance after Combat

1. Infantry and cavalry may advance into a hex which has been vacated by enemy units if it;
   a. is adjacent to a hex vacated during a voluntary retreat after a round of combat.
   b. is adjacent to a hex vacated as a result of combat *and* it participated in the combat that included the units that vacated the hex.
2. All advances must be made immediately when available.
3. Any number of units may advance that qualify within stacking restrictions. Artillery cannot advance after combat.
4. A unit can advance one hex into the vacated hex *or to an unoccupied hex adjacent to the vacated hex* as long as at least one unit advances into the original vacated hex.

11. Retreat Before Combat

1. Any stack of <u>mounted</u> cavalry and/or horse-artillery, or other units, as designated by the scenario rules, that is attacked by a stack that does <u>not</u> contain <u>mounted</u> cavalry, may opt to retreat 1 or 2 hexes before combat is resolved **without becoming disordered**, unless they retreat into a ZOC. If any mounted cavalry is involved in the attack, the defending units do not have this option.

12. Voluntary Retreat

1. Units are **not** normally disorganized by a voluntary retreat. This is not the same as leaving a ZOC during movement, which *does* disorganize a unit.
2. After all combat is resolved, the phasing player (attacker) may choose to retreat any of his units that remain adjacent to enemy units.
3. After the attacker conducts his retreats, if any, the defender may retreat any of his units that are still adjacent to enemy units. In response to this, the attacker may advance units from <u>one</u> adjacent hex into any hex vacated by the defender that just retreated.
4. Artillery in a ZOC may retreat, but it must limber and may not enter a ZOC unless the hex is occupied by a friendly unit, otherwise the artillery is eliminated.
5. Units that voluntarily retreat are only disorganized if they retreat into a ZOC, except after cavalry charges.

13. Multiple Combat Rounds

1. After all combat has been resolved and any retreats or advances conducted, a round of combat has been completed. If, after a round of combat, there are units still in ZOC, another round of combat is conducted. There is no limit to how many rounds of combat can occur in a combat phase.

14. Disorganization

1. Any regiments or artillery that are forced to retreat from a ZOC by CRT results, fail a cohesion check, have become disorganized and are marked with a **D** marker the color of their side. (The Cavalry *charged* marker is considered the same as a **D** marker).
2. Individual units become disorganized, but cause their entire stack to be disorganized the moment the D marker is received, and one **D** marker marks a stack. If a unit leaves the stack, it, and the stack it left, remain disorganized and each should have a **D** marker.
3. If a disorganized unit joins a stack, all the units of the stack become disorganized. If a unit joins a disorganized stack it becomes disorganized as well. Changing the contents of a stack never *removes* disorganization. A unit that moves *through* a stack does **not** become disorganized or cause the stack to become disorganized.
4. A stack that is disorganized and is forced to retreat looses a unit and the remaining units remain disorganized.
5. During the Reorganization Phase the phasing player rolls one die for each of his stacks with a D marker (or *charged* marker). The marker is removed on a die roll equal or less than the cohesion rating of the **lowest rated unit in the stack**. A commander in range may affect the reorganization die roll (see 19. Commanders) by rolling *his* command value or less. A 1 is added to the roll if there are **no** friendly, *non-disorganized* units adjacent to the checking stack.

15. Shattered Brigades
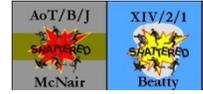
1. Brigades are **shattered** when they have lost half, or more, of their total strength in strength points. Both players determine if brigades are shattered during the Reorganization phase of any turn, and flip the brigade commanders to their shattered side for those that are. This state applies to all the regiments of that brigade regardless of their proximity to their brigade commander or command status.

    Shattered brigade commanders are flipped back to normal during night turns or during any reorganization phase that the brigade has recovered enough eliminated regiments that it has more than half of its strength in SPs back on the map.

2. After a night turn, a brigade can be shattered again if it loses half or more of its **new** total strength. During night turns, players should note the new total strength of shattered brigades whose commanders are being flipped back to their normal sides.

16. Effects of Shatter and Disorganization

Shatter and Disorganization affect combat and road movement.

Disorganization affects all of the units in a stack. Some regiments of a brigade can be disorganized while others are not, but all the units in a stack are disorganized if any of them are disorganized.

1. For each attacking **hex** with disorganized units 1 is added to the die roll for combat.
2. For each defending **hex** with disorganized or shattered units 1 is subtracted from the die roll for the combat.
3. Regiments that are shattered or disorganized may use road movement, but each hex cost ½ MP regardless of the road type.
4. A shattered brigade cannot enter a ZOC, and therefore cannot attack, but it defends normally aside from the adverse DRM.
5. Shattered units are already disorganized, so cannot become disorganized.
6. A regiment of a shattered brigade that fails a cohesion check is eliminated.

17. Recovery

During any Reorganization Phase that a **brigade commander** (not his regiments) has not moved, AND is not in a ZOI or a ZOC; he may attempt to recover **one** eliminated regiment of his own brigade. If he rolls equal or less than the *cohesion rating* of the unit he is attempting to recover, the unit will return to play. If the unit fails the roll, it may be attempted again on a later turn. If the unit returns, it is placed in or adjacent to the brigade commander's hex so as not to violate stacking limits and it may not be placed within a ZOI or ZOC.

18. Cohesion Checks

All combat units have a numeric cohesion rating near their strength number. When a cohesion check is called for, roll one die, if the modified die roll is greater than the cohesion rating of the unit, it has failed its cohesion check. A 1 is added to the roll if there are **no** friendly, *non-disorganized* units adjacent to the checking stack.
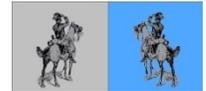
19. Commanders

Army, Corps, and Division commanders have a **Command Value** on their counters. This value is used to determine if that commander's formation or subordinate commanders are in command each turn. This value is also the maximum die roll that will remove a **D** marker during the Reorganization phase, over-riding any DRMs for removing D markers.

Commanders may apply their command value to reorganize any friendly unit they are stacked with or adjacent to. Corps and Division commanders can apply their command value to any friendly units within **4 hexes** of them.

Note: reorganization range is not necessarily the same as command range.
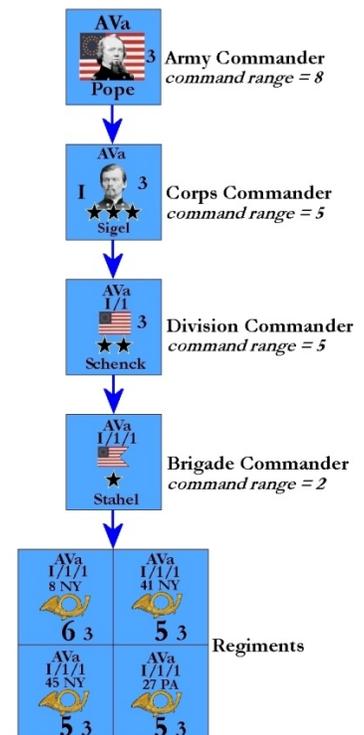
20. Command

1. Aside from cavalry charges, a regiment or artillery unit may only enter a ZOC if it is **in command**.

The armies each have a chain of command starting with the army commander at the top. Directly subordinate to him are corps commanders (with 3 stars on their counters). Subordinate to the corps commanders are division commanders (2 stars) that are part of that corps. Subordinate to the division commanders are the brigade commanders (1 star) of that division. Regiments are subordinate to their brigade commanders. Units are marked, and may have corps badges or color codes, to show where they fall in the command structure.

An army's organization may be different in some games. An army may, for instance, be a single corps where the army commander has division commanders subordinate to him and no corps commanders. The command structure of the armies in that battle will be explained in the specific rules for that battle or scenario.

2. Commanders from the division up have a *Command Value* (CV) printed on their counter. This value may be used to give a DRM in combat, assist in reorganizing disorganized units, and to determine if the commander may place his subordinates in command. No commander may place his subordinates in command unless he is himself in command.

3. Command determination begins with the Army Commander. Unless noted otherwise in the scenario's rules; he may issue commands if a die-roll is equal to or less than his CV. An army commander has a command range of **8** hexes (not movement points) and if he passes his Command Roll, he may place any subordinate commander within that range in command. If he fails his CV roll, all subordinate commanders may only be in command on their own initiative.

4. Corps commanders (3-stars) within the command range of their army commander must roll their CV or less to be in command and may subtract one from that die roll. This represents, basically, whether they accept their orders and do what they're told, or not.

If they are outside of command range, or their superior is not in command, the die roll is unmodified and must be their CV or less to be in command on their own initiative.

Typical Chain of Command

Army Commander
command range = 8

Corps Commander
command range = 5

Division Commander
command range = 5

Brigade Commander
command range = 2

Regiments

If they fail their roll, they are NOT in command and cannot place subordinate commanders in command.

Corps and division commanders have a command range of 5 hexes.

5. Division commanders (2 stars) like corps commanders, must roll to see if they accept their orders and are therefore in command. Again, if they are in command range, subtract 1 from the roll, and do not modify the roll if their corps commander is not in command, or they are outside of his command range.

   Additionally, for <u>each</u> shattered brigade and/or brigade in their division that is <u>outside of their command range</u>, one is added to their Command. For instance a division commander 6 hexes from his corps commander with one of his brigades shattered, and another out of his command range, would add 2 to the Command die-roll to determine if he is in command on his own initiative.

6. Brigade commanders (1 star) are in command if they are within 5 hexes (8 hexes for cavalry commanders) of their division commander, if he is in command. Brigade commanders do not have a Command Value and do not roll to accept orders or for initiative. If they are out of range of their division commander or their division commander is not in command, the brigade commander is therefore not in command and his regiments may not enter a ZOC.

7. Regiments are considered to be in command when they are within the 2 hex command range of their brigade commander (if he is in command) or adjacent to another regiment of its own brigade that itself is in command.

   A brigade may span more hexes than the brigade commander's command range and still be completely in command as each regiment passes the word to its neighbor.

   Artillery units are in command if they are in range of any in-command commander in their corps or division, or the army commander.

   Some units, such as the US Sharpshooter regiments, fall under the command of any commander of their corps, and do not have to be in the command range of their brigade commander, nor remain adjacent to units of the brigade they are attached to. The scenario will designate any units this rule may apply to.

   Brigade commanders may only put regiments of their own brigade and artillery of their division, or corps in command.

8. Brigade commanders must always be stacked with a regiment of their brigade. If there are none, they are moved to their immediate superior commander's hex until they manage to recover a regiment from the eliminated units.

9. Any commander that is in command *automatically* places ANY lower ranked commander and any units he is stacked with, in command regardless of command structure and without a die roll.

   Therefore, Longstreet (ANV I corps 3-star), if in command and stacked in the same hex with Early (ANV II corps 2-star) would place him in command without Early needing to perform a Command roll. Any regiments or artillery in that hex are also in command. Note: adjacent regiments of the same brigade, by virtue of regiments passing command, would then also come under command and so, potentially, the whole brigade could be in command.

   Had Longstreet not been in command for whatever reason, Early would still roll for his normal command acceptance if in range of his commander, or his own initiative, if not.

10. Command *can* be traced through a ZOI, but *cannot* be traced *through* a ZOC unless the hex is occupied by a friendly unit. It can be traced *into* a ZOC.

11. Command only affects whether a unit may enter a ZOC, ie attack, and nothing else. You therefore only need to roll and determine command for those units you intend to have attack.

12. When the army commander is not on the map, the highest ranked (stars) commander on the map functions as the army commander at the command range of an army commander (8 hexes); unless the scenario specifies otherwise. He rolls against his CV to start the command chain just as the army commander normally would.

The lowest numbered corps commander outranks other corps commanders. If no corps commander is on the map the highest ranked (stars) commander on the map that is the closest to an enemy unit on the first turn acts as the army commander.

Acting army commanders function as such until they are relieved. They are relieved when they are in the command range of a ranking commander or the actual army commander who then takes over command.

For example: At the start of the battle of Gettysburg, Buford (2 stars) is the ranking Union commander on the map. Reynolds (3-stars) will take over once Buford is in his command range.

Likewise; Heth (2-star III corps) is the acting army commander for the Confederates until his corps commander, Hill (3-star III corps), takes over command. Ewell (3-star II corps) will take over command from Hill as the lower numbered corps commander, but not until Hill comes under his command range. Until then, Hill will retain command. When Lee arrives on the map and brings the then acting army commander into his command range, he will assume command of the army.

21. Commander Casualties

1. If an army, corps, or division commander is in a hex that suffers any adverse effect (retreat or elimination), roll one die. On a roll of 1, that commander is a casualty and flipped to his replacement side.

2. On any other roll, or if the commander is a brigade commander, he is unaffected. If a commander is in a hex alone after combat, move him to the nearest unit of his command, or to the hex of the commander that is his immediate superior on the map.

22. Regiments and Brigade Integrity

These rules use each brigade's constituent regiments to represent the space it would occupy based on its size.

1. Regiments must be stacked with, or adjacent to, another unit of their brigade. If they are not, they must move at their earliest opportunity to be stacked with, or adjacent to, another unit of their brigade. If they are the only unit of their brigade, the brigade commander must be stacked with them.

2. If a regiment enters as a reinforcement separate from its brigade, unless noted by the scenario rules, it should move to join its brigade by the fastest means possible.

3. **Detached Regiments** are an exception to the above. A player may detach a regiment from a brigade by placing a DETACHED marker on it during command determination. Brigades need not be in command to detach regiments. DETACHED markers may be removed at any time. DETACHED markers are automatically removed if the regiment enters the command range of it's own brigade commander. Any regiment without a DETACHED marker must move to rejoin it's brigade as noted above. Detached regiments may move freely, but are not in command, and may not enter a ZOC. Detached regiments may only be in-command if **stacked** with an army, corps, or division commander in the regiment's chain of command.

23. Night

1. There are normally 2 Night turns.
2. During the night turns, combat is not allowed and no unit may enter a ZOC. There is therefore no need for command determination.
3. If, somehow, a unit starts a night turn in a ZOC it must retreat without entering into another ZOC. It does not become disorganized.
4. At the start of the first night turn, before commencing any other activities; both players remove all disorganization markers and unshatter all brigade commanders, taking note of the on-map strength of shattered brigades as their new total strength.
5. There are no ZOI during night turns.
   Only road movement or regular movement along roads is allowed during night turns unless the move is a retreat from a ZOC.
6. At the end of the last night turn, before commencing the first daytime turn of the next day, all recoverable eliminated units become permanently eliminated and are no longer available to be recovered. If, at this time, a brigade has no regiments on the map, the brigade commander is removed from play and that brigade is destroyed.

24. Breastworks
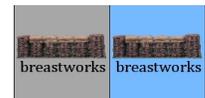
1. Breastworks may be built in any hex by infantry, dismounted cavalry, or artillery. In the case of artillery, breastworks basically represent lunettes. Construction of breastworks is a two step procedure.
2. One unit (in any state of organization) which has been designated to build breastworks must have occupied the hex where the breastworks are to be emplaced at the start of the turn. During the Organization and Breastwork Phase, a *build* marker is placed on the unit. The unit cannot move that turn –including retreats, and artillery cannot bombard.
3. During the Construction Phase of the next turn, the *build* marker is flipped to its breastwork side and is considered emplaced. A unit (not necessarily the same unit) must remain in the hex during this turn also.
4. Once emplaced, a breastwork gives a +1 DRM to any combat that involves any units defending in that hex except mounted cavalry.
5. Town and sunken road hexes are considered to be permanent breastworks throughout the game.
6. Stonewalls are much the same as breastworks, but only affect combat across that hexside. If a breastwork is built in a hex behind a stone wall, the stone wall DRM is ignored.
7. Breastworks can remain in place unoccupied although a unit that occupies it may chose to remove it by ending its movement phase in the hex.
8. Breastwork removal only takes place at the end of the movement phase. Both players may use any breastwork regardless of who built them.
9. Breastworks have no facing and function regardless of the direction of attack. Attackers still get a DRM for flanking attacks even when the defender is in breastworks.
10. There is no limit as to how many breastworks there can be on the map. If the supply of markers is exhausted, the players can make more or substitute some other markers.
11. If a unit is forced to retreat during the build phase of breastwork emplacement, that emplacement is canceled. If the unit is forced to retreat during the second phase of emplacement, the breastwork is still considered emplaced.

12. A unit cannot emplace, or continue to emplace a breastwork while in a ZOI. If the ZOI is removed, the unit may commence or continue breastwork construction.

25. Burning Bridges
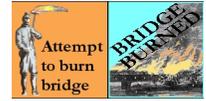
Most bridges on the map may be destroyed by burning. Either player may burn a bridge by placing at least 1 SP in either hex bordering the bridge hexside. In the Construction Phase of the player's turn, place an Attempt to Burn Bridge marker on the unit. The next Construction Phase the marked may be flipped to its Bridge Burned side if the SP has not moved and passes a Cohesion check. If the SP is in a ZOI or ZOC, there is a +1 DRM. If it is raining there is a +1 DRM.

26. Reinforcements

The Order of Appearance (OOA) card tracks where and when reinforcements will arrive for both sides.

1. Units designated to arrive in play for the turn in progress do so at the edge of the map on the road named above them on the OOA. Commanders will be shown in italics normally beside the brigade they arrive stacked with, or sometimes by themselves on a separate line with the group of units they arrive with.

2. Some units will have already used some movement points by the time they reach the map edge, so what remains is their current movement allowance shown in parentheses, such as (3mf). They have up to that many movement points available to use this turn only; they will have their full movement allowance available on subsequent turns.

3. Reinforcements **may** enter stacked up to the stacking limit.

4. When a unit, or stack, enters, it must count the first full hex it enters as part of its move. If more than one unit, or stack, is entering during that turn on the same road, with the same movement allowance, they must do so in a column so that each stack moves one space less than the unit preceding it.
For instance: a unit enters with 5 movement points using road movement, or 20 road movement points (rmp); the next stack is considered to have 19 rmp, the next 18, and so on.

5. A unit may enter using normal movement or it may use road movement, as long as there is no ZOI covering the entry hex.

6. Units that enter with partial movement allowances are assumed to have already used a portion of their movement allowance to reach the map edge. These units are considered to have used road movement, and may therefore not enter a ZOC.

7. Units may enter the map somewhere other than their prescribed entry hex; for instance, if the entry hex is blocked by enemy units. You may delay the unit's entry by one turn for every 5 hexes along the map edge you move their entry point.

27. Line-of-Sight

Line-of-sight (LOS), is the ability of a unit in one hex to see another hex more than one hex distant, is very important when determining whether a unit is in a ZOI, or can be fired at by artillery.

The line of sight is determined by counting the shortest, straightest line of hexes from one hex to the target hex. There will often be more than one path that qualifies as shortest and straightest.

If the shortest path(s) cannot be counted without passing through an obstruction hex, as listed below, the line of sight is blocked. If all possible paths are free of obstructions, the LOS is clear. If some, but not all paths are obstructed, the LOS is **partially obstructed**.

Obstructions are:

1. An elevation level higher than both the firing AND the target hex.
2. An elevation level the same as the firing hex if the target is lower.
3. An elevation level the same as the target hex if the firing hex is lower.
4. A town increases the elevation of its hex by one.
5. A hex containing friendly units increases the elevation of a hex by one for LOS determination (but not for ZOI determination).
6. Woods, Orchards, and Cornfields increase the elevation of a hex by one level.
7. If the target hex itself is woods or town, the LOS is partially obstructed.

Clumps of trees, individual trees, and non-town buildings do NOT block line of sight, these are basically map decorations.

The shaded area around the guns in hex 2444 below, is part of their ZOI. Note the LOS to unit F is blocked by Dogan Ridge, and to unit K by the woods on Buck Hill, so these units are NOT in the artillery's ZOI. Units B, D, and H are outside of the 5 hex range of the artillery's ZOI.

The shaded area between the artillery and unit I is the "shortest-straightest" path between the units. There's a hill and unit H in hex 1843, but the path through 1844 is clear. The LOS is therefore partially obstructed.

The LOS and range between the artillery and each target shown above is:

    A. Partially obstructed, out of range at 9 hexes
    B. Clear, range 8
    C. Partially obstructed, range 8
    D. Blocked, range 6
    E. Partially obstructed, range 4
    F. Blocked, range 4
    G. Clear, range 4
    H. Clear, range 6
    I. Partially obstructed, range 7
    J. Partially obstructed, range 5
    K. Blocked, range 5

28. Off-Map Organization Charts

The organization charts for a game provide off-map stacking areas to ease tall stacks on the game map. Each side's chart will have boxes designated for each infantry and cavalry brigade in the game with text and color coding to match the counters of that brigade.

Only regiments that are stacked with the brigade commander may be placed in that brigade's box on the chart with the commander left on the map. Those units are considered to be stacked with the brigade commander and still count toward stacking limits in the brigade commander's hex, movement, and everything else, just as if they were on the map and stacked with the brigade commander.

Any units that leave the stack must be placed back on the map. Units taken as losses in combat, advance after combat alone, or anything else that would move them out of the hex the brigade commander is in, must be returned to the map. Other units may enter the brigade commander's hex and be placed in the brigade's box on the chart.

Only regiments of that brigade may be placed in that brigades box on the chart. Artillery, other leaders, markers, etc should remain on the map.

29. Reading the Deployment Lists and Order of Arrival when setting up a game

The deployment lists and the Order-of-Appearance charts contain the date and time (the turn) the units arrive on the map, and the hex number location where they arrive, or are placed, followed by the list of units to be placed in the hex, listed in this manner:

Commanders names are in **bold**. Regiments are in plain type. Artillery is preceded with a '·' dot and in *italics*. Markers such as detached, breastworks, and the like are in [brackets] If cavalry is dismounted, or artillery is limbered, that will also be noted in the brackets. The formation (corps/division/brigade) the units are in, as printed at the top of each unit's counter, is in (parenthesis) and is there to help you find the units in the counter-mix. Finally on the OoA, if the unit doesn't have it's full movement-allowance, what it has available will be in parenthesis as (MP #).