

LAST FULL MEASURE

Procedure: Total firing strength of artillery. Add or subtract modifiers as applicable. Roll die and cross index with modified bombardment strength. 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.

Owner of the target rolls one die the number of times shown. A failed check (greater than quality rating) results in D. A D unit failed check results in retreat. A retreated unit's failed check results in elimination.

Modifiers to Artillery Firepower

- Firing unit is disorganized -1
 - Target is:**
 - on higher elevation than all firing units..... -1
 - LOS is partially obstructed..... -1
 - in sunken road hex -1
 - across a stonewall hexside or in breastworks -1
 - on lower elevation than all firing units and in clear terrain... +1
- All modifiers are cumulative**

Die roll	Artillery Fire Table											Die roll				
	-3	-2	-1	0	1	2	3	4	5	6	7		8	9	10	11
1	1	1	1	1	2	2	2	2	3	3	3	3	3	3	3	1
2	0	1	1	1	1	1	2	2	2	2	2	2	2	3	3	2
3	0	0	1	1	1	1	1	1	1	2	2	2	2	2	3	3
4	0	0	0	1	1	1	1	1	1	1	1	2	2	2	2	4
5	0	0	0	0	0	1	1	1	1	1	1	2	2	2	2	5
6	0	0	0	0	0	0	0	0	0	1	1	1	2	2	2	6

Range in Hexes	Bombardment Strength
1	NA
2 - 4	x 1
5 - 8	x 1/2



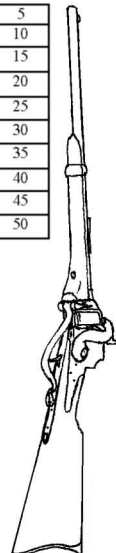
Combat Results Table										
	1-3	1-2	3-4	1-1	3-2	2-1	3-1	4-1	5-1	
0	AR	DR	DR + D1	DR + D1	DR + D1	DR + D1	DR + D1	DR + D1	DR + D1	0
1	AR	EXC + AR	D1	DR + D1	DR + D1	DR + D1	DR + D1	DR + D1	DR + D1	1
2	EXC	EXC	EXC	DR	D1	DR + D1	DR + D1	DR + D1	DR + D1	2
3	EXC + AR	A1	C	DR	DR	DR + D1	DR + D1	DR + D1	DR + D1	3
4	AR + A1	AR + A1	EXC + AR	AR	C	DR	D1	DR + D1	DR + D1	4
5	AR + A1	AR + A1	A1	EXC + AR	EXC + AR	EXC	DR	D1	D1	5
6	AR + A1	AR + A1	AR + A1	AR + A1	A1	EXC + AR	EXC + DR	EXC + DR	EXC + DR	6
7	AR + A1	AR + A1	AR + A1	AR + A1	AR + A1	A1	EXC + AR	EXC	DR	7



ODDS DETERMINATION TABLE

	Combat Odds									
	1-3	1-2	3-4	1-1	3-2	2-1	3-1	4-1	5-1	
1	-	-	-	1		2	3	4	5	
2	-	1	-	2	3	4	6	8	10	
3	1	2	-	3	5	6	9	12	15	
4	-	2	3	4	6	8	12	16	20	
5	2	3	4	5	8	10	15	20	25	
6	2	3	5	6	9	12	18	24	30	
7	3	4	6	7	11	14	21	28	35	
8	3	4	6	8	12	16	24	32	40	
9	3	5	7	9	14	18	27	36	45	
10	4	5	8	10	15	20	30	40	50	
11	4	6	9	11	17	22	33	44		
12	4	6	9	12	18	24	36	48		
13	5	7	10	13	20	26	39			
14	5	7	11	14	21	28	42			
15	5	8	12	15	23	30	45			
16	6	8	12	16	24	32	48			
17	6	9	13	17	26	34				
18	6	9	14	18	27	36				
19	7	10	15	19	29	38				
20	7	10	15	20	30	40				
21	7	11	16	21	32	42				
22	8	11	17	22	33	44				
23	8	12	18	23	35	46				
24	8	12	18	24	36	48				
25	9	13	19	25	38					
26	9	13	20	26	39					
27	9	14	21	27	41					
28	10	14	21	28	42					
29	10	15	22	29	44					
30	10	15	23	30	45					
31	11	16	24	31	47					
32	11	16	24	32	48					

Defender's Strength



Situations Favorable to the Attacker

- At least one attacking hex is higher elevation than all defender..... -1
- For each defending stack which is disorganized or shattered..... -1
- A commander with a command rating of 4 or better stacked with an attacker..... -1
- If any attacking unit is a ® unit..... +1
- Flanking attack..... -1
- At least one attacking unit has higher cohesion than all defenders -1~-3

Situations Favorable to the Defender

- If at least one defending hex is higher elevation than all attackers..... +1
- If at least one attacking stack is attacking across a slope hexside +1
- If any attacker is attacking across a creek hexside..... +1
- If any attacker is attacking across a stonewall hexside..... +1
- If at least one defending unit is in breastworks, town, sunken road, embankment, or swamp hex..... +1
- A commander with a CVof 4 or better stacked with any defender..... +1
- If at least one attacking stack is a mounted unit attacking infantry. +1
- If any defending unit is a * unit..... +1
- Each defending unit that is a ® unit..... doubled SP
- For each attacking stack which is disorganized..... +1
- At least one defending unit has higher cohesion than all attackers +1~+3

Cohesion Comparison

		Attacker			
		4	3	2	1
defender	4	0	+1	+2	+3
	3	-1	0	+1	+2
	2	-2	-1	0	+1
	1	-3	-2	-1	0

Cavalry Charge DRMs

- a. Target is disorganized..... -1
- b. Target is shattered..... -2
- c. Charging Cav is disorganized..... +1
- d. Across a Steep Slope hexside..... +1
- e. Breastwork or stonewall hexside. +1
- f. Across a creek hexside..... +1
- g. Into a woods or town hex +1
- h. Into a Swamp hex Prohibited

Cavalry Charge Table

Die Roll	Cohesion Differential				
	-2	-1	0	1	2
1	DR	DR	DR+D1	DR+D1	DR+D1
2	AR	DR*	DR	DR+D1	DR+D1
3	AR	AR	DR*	DR*	DR+D1
4	AR+A1	AR	AR	DR*	DR*
5	AR+A1	AR+A1	AR	AR	DR*
6	AR+A1	AR+A1	AR+A1	AR+A1	AR

* No further movement allowed after this charge

Sequence of Play

1. Initiative Phase

Both players roll 1 d6 adding their current army commander's Command Value to determine who goes first this turn.

2. Command Determination Phase:

Determine if units are in command according to the Command rules. A unit in, or out of command remains that way through-out the turn.

3. Construction phase:

Flip all *build* markers to their *breastworks* side on all his units that are not in a Zone of Influence (ZOI). Place *build* markers on units that are not in a ZOI.

4. Artillery Phase:

Both players' un-limbered 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. Artillery fire effects are immediate regardless of whether the target had had a chance to fire or not. Artillery may limber instead of firing.

5. Movement phase:

The phasing player may move 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 mapboard at their prescribed location and may move.

6. Combat phase:

Units in the ZOC of enemy units must attack those units per the combat rules. Artillery stacked with infantry or cavalry add their strength to the units they are stacked with. Conduct as many rounds of combat as required.

7. Reorganization phase:

Both players determine what brigades are shattered.

The phasing player rolls a die for each unit with a **D** marker, to determine if the unit reorganizes. Commanders may apply their reorganization ratings to units in range.

Brigade commanders may attempt to recover eliminated regiments.

8. Night turns are conducted differently; see the rules for Night turns.

Second Player Turn

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

9. On completion of the last daylight turn, total Victory Points and check for victory per the Victory Conditions.

10. Advance the turn marker to the next turn. If the next turn is a day turn, advance the day marker as well. Then resume play with the Initiative Phase, and so on, until the game is concluded.

Movement Allowances

- Infantry/Dismounted Cavalry.....5
- Artillery/Wagons5
- Mounted.....8
- Horse Artillery.....8
- Commanders8

Stacking Limits

16 Strength Points of Infantry or Cavalry regiments, all belonging to the same brigade (see rule 4)

Plus

up to **10** Artillery SPs

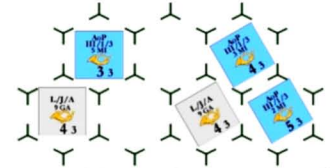
(or one artillery unit of 6+ SP)

Reorganization/Command Ranges

- Army Commander 5/8
- Corps/Division Commander..... 4/5
- Brigade Commander..... na/2
- Cavalry Commander (corps or div)..... 5/8

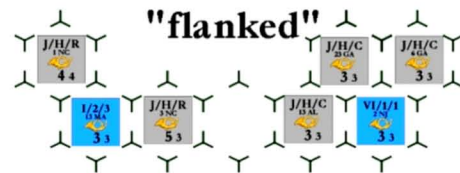
Zones of Influence

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. ZOI can be blocked by town hexes, woods, and higher intervening elevation. Units, friendly or enemy, do not block ZOI.



one direction attack

two direction attack



"flanked"

CRT Results Explanation

Odds of less than 1-3 are not allowed – units must retreat before combat.

Odd of greater than 5-1 are treated as 5-1.

Modified die rolls less than 0 are treated as 0. Modified die rolls greater than 7 are treated as 7.

DR+D1 One unit of the defenders choice is eliminated and all remaining defending units retreat.

D1 One defending unit of the defender's choice is eliminated.

DR All defending units retreat.

EXC One defending unit of defender's choice is eliminated and attacking units, of attacker's choice, totaling equal or greater SP than the eliminated defending unit are eliminated.

C No result. All units remain in place.

EXC+DR One defending unit of defender's choice is eliminated and attacking units, of attacker's choice, totaling equal or greater SP than the eliminated defending unit are eliminated. All defending units retreat.

EXC+AR One defending unit of defender's choice is eliminated and attacking units, of attacker's choice, totaling equal or greater SP than the eliminated defending unit are eliminated. All attacking units retreat.

A1 One attacking unit, of attacker's choice is eliminated.

AR All attacking units retreat.

AR+A1 One attacking unit of attacker's choice is eliminated and remaining units retreat.

