

# Rally 'Round the Flag!

is a brigade-level series of games recreating battles of the American Civil War.



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## 1.0 INTRODUCTION

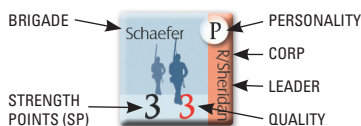
**Rally 'Round the Flag!** is a brigade-level series of games recreating battles of the American Civil War.

## 2.0 COMPONENTS AND GAME CONCEPTS

Games in the series are played with a map, a set of counters, at least two six-sided dice, and some charts and tables.

**2.1 Map** Each battle's map has a hex-grid super-imposed over it to regulate movement and combat. Each hex is identified by a letter-number combination, such as "A1" or "D11", for ease of set-up and represents roughly 1/5 of a mile (1000 feet).

**2.2 Unit Counters** Units are represented by die-cut counters. Infantry and Cavalry Units, collectively called Combat Units, represent Brigades; these move and fight across the map. Leaders are used to activate and inspire the Combat Units. Artillery chits are placed at certain times during the game with Combat Units for defensive and offensive purposes.



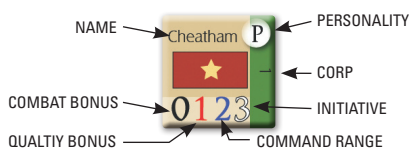
**2.21 Combat Unit Example** **Brigade:** The name of the Brigade. **Corps/Division:** The organization to which the Combat Unit belongs; dictates the **Leader(s)** that can activate the Combat Unit. This is color coded **Strength Points (SP):** Representing approximately 400 men per SP. **Quality:** A number ranging from 1 (very bad) to 5 (very good).

- 1) **Green:** Recent recruits without sufficient training.
- 2) **Trained:** Drilled but lacking even skirmishing experience, or a solid Brigade with a bad Leader.
- 3) **Experienced:** These men have seen the elephant or are inexperienced but well drilled. Most brigades are this quality. They are the backbone of the army.
- 4) **Veteran:** Troops with experience, good leadership, and a fine reputation. These are the men you will rely most on.
- 5) **Elite:** The troops you turn to when a mission must succeed. Very rare.

**Personality (Optional):** A rating that dictates how the Unit acts when using the Optional Brigadier Personality Rules.

**Combat Unit Strength:** Units have two steps of strength. When a full strength unit sustains losses in combat it becomes Damaged; flip it to its reverse side with the lower strength factors. If a Damaged unit sustains a further loss, it is Shattered and set aside.

### 2.22 Leader Example



**Leader Name:** The Leader's name.

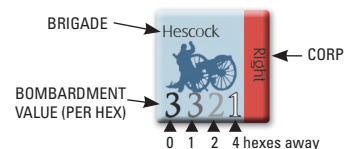
**Corps:** The Corps to which the Leader belongs, if any.

**Combat Bonus:** The Bonus the Leader lends to Combat Strength.

**Quality Bonus:** The Bonus the Leader lends to a Brigade's Quality.

**Command Range:** The maximum range, in hexes, over which the Leader can command Combat Units.

**Initiative:** Used when attempting to activate certain groupings of Combat Units.



### 2.23 Artillery Chit Example

**Bombardment Value:** At ranges 0, 1, 2-3, and 4-5 hexes respectively. The "0" range value is only used when the unit artillery is defending.

**2.3 Game Turn Marker** The Game Turn Marker is used on the Game Turn Record Track

**2.4 Quality Check** At various points throughout the game, Combat Units will be required to make a Quality Check: roll one die and compare the result to the Combat Unit's Quality Rating. In most cases, if the result is less than or equal to the Quality Rating, the Combat Unit passes the Check. If the result exceeds the Quality Rating, the Check failed and the Combat Unit may be forced to Retreat and/or take a step loss (becoming Damaged or Shattered), depending on the circumstances which called for the Check. A roll of 1 always passes a quality check and a roll of 6 always fails.

## 3.0 SEQUENCE OF PLAY

Each game comes with several scenarios/variants. Both players should agree on which scenario they wish to play. Each scenario comprises a certain number of Game Turns, and each Game Turn comprises the following Phases which are always performed in this strict order:

1. Initiative Phase [4.0]
2. Random Events Phase [5.0] (*if triggered during Initiative*)
3. Artillery Bombardment Phase [6.0]
4. Activation Phase [7.0]
5. Movement Phase [8.0]
6. Combat Phase [9.0]
- Repeat 4-6 until all CPs are spent*
7. Recovery Phase [10.0]
8. Victory Phase [11.0]

## 4.0 INITIATIVE PHASE

Each player rolls a die. The player with the highest result goes first. If there is a tie, initiative is given to the player who did not have it the previous turn. If there is a tie on the first turn, roll again. If a tie occurs on any turn, it triggers the Random Events Phase.

## 5.0 RANDOM EVENTS PHASE

In the event of a tie during the Initiative Phase, the Random Events Phase is triggered. If the tied result was a 1–3 it is a Confederate Event; a 4–6 is a Union Event. The affected player will roll 2d6 on the Random Events Table.

## 6.0 ARTILLERY BOMBARDMENT PHASE

In the Artillery Bombardment Phase, players alternate placing Artillery chits and then Bombarding with the same, until both players have placed all the chits which they desire and/or are able to place. The player with initiative chooses whether he or his opponent places the first chit.

**6.1 Placement** An Artillery chit selected for placement must be placed in a hex with a Combat Unit that the artillery is subordinate to within its army. Artillery cannot be placed in forest, swamp, or rough hexes unless a road is going through the hex. Artillery at this time cannot be placed in enemy ZOC. No more than one artillery chit may be placed per hex. Upon placement of an Artillery chit, the owning player may opt to Bombard, but is not required to do so.

**6.2 Bombardment** The acting player who wishes to Bombard with an Artillery chit he placed announces a target hex within 5 hexes. Terrain can block line of sight as detailed in the terrain effects chart. Count the target hex but not the Artillery chit's hex. Roll one die and compare the result to the relevant Bombardment Value:

- If the result exceeds the Bombardment Value, nothing happens.
- If the result equals the Bombardment Value, the Combat Units in the hex must pass a Quality Check. If the Combat Unit fails, it must retreat one hex.
- If the result is less than the Bombardment Value, the Combat Units must pass a Quality Check. If the Combat Unit fails, it must take a step loss and retreat one hex.

The Artillery chit remains in the hex after resolving Bombardment. Artillery that Bombards halves its "0" range Bombardment Value for the remainder of the turn; rounded down. Note that Bombardment is optional and therefore units that are placed during this phase but do not fire retain their full "0" range Bombardment Value for that turn.

**6.3 Counter Battery Fire** Any hex, before being bombarded, can have an available Artillery chit placed in the hex. If so, that Artillery chit fires on the Artillery chit firing upon it, which starts an artillery duel. Both sides roll. If the roll is equal to, or less than, the firing Artillery's strength at that range, the opposing Artillery chit is removed. Such fire does not affect non-artillery units in the same hex.

The Union die is always -1 during Counter Battery Fire rolls.

The Artillery chits that survive remain in the hex after resolving Counter Battery Fire. Artillery involved in Counter Battery Fire halves its "0" range Bombardment Value for the remainder of the turn; rounded down. Any Artillery removed, is removed as per

Rule 10.3.

**6.4 Effects of Terrain on Bombardment and Counter Battery Fire** If the target unit occupies a forest, hill, or rough hex, the Bombardment Value of enemy Artillery is halved rounding up.

## 7.0 ACTIVATION PHASE

During a player's Activation Phase, the player spends Command Points (CP) to activate his units. The activated units are then able to participate in the Movement and Combat Phases. After the initiative player activates a unit and carries out the Movement and Combat Phases, the opponent activates a unit until both sides pass or expend all CP. A player who passes may not use any more CP that turn. Units are only activated once per turn.

**7.01 Initiative Check** Initiative checks are passed with a 1d6 roll equal to or under the leader's initiative rating.

**7.1 Command Points** Each player has a base number of CP per the scenario rules. The acting player will roll one die to determine if they receive extra CP:

- On a roll of 6, he receives no extra CP.
- If the roll exceeds the Army Commander's Initiative Rating but is less than 6, he receives one extra CP.
- If the roll is less than or equal to the Army Commander's Initiative Rating, he receives CP equal to the die roll.
- If there is no army commander then no roll is made.

A player's base CP may be reduced in the following circumstances:

- Minus 2 after a player has permanently lost at least 20 SP of Infantry/Cavalry.
- Minus 2 if the Army Commander is eliminated.
- Minus 1 if a Corps Commander is eliminated

**7.2 Spending CP** A player may spend all of the total CP available on his turn. CP is not saved or carried over from turn to turn. CP is spent in the following manner:

- 0CP: Activate a Leader
- 1CP: A damaged brigade may be flipped to full strength if it passes a quality check.
- 1CP: Activate one unit in range of the army or corps commander.
- 1CP: Activate all units in a Division provided the Division commander passes an initiative check at +1 and they are in Command; units Out of Command are activated if they pass a Quality Check.
- 2CP: Activate all units in a Division provided the Division commander passes an initiative check and they are in Command; units Out of Command are activated if they pass a Quality Check.
- 3CP: Activate all units in a Division provided they are in Command; units Out of Command are activated if they pass a Quality Check.
- 3CP: Attempt to activate all Divisions under a Corps Commander provided the Corps commander passes an initiative

check and the division commanders are in Command. Divisions out of range are only activated if they roll less than or equal to the Divisional Leader's Initiative Rating. Units Out of Command are activated if they pass a Quality Check.

- **4CP:** Activate all Units in all Divisions under a Corps Commander, provided the Divisional Leaders are in range of the Corps Commander. Divisions out of range are only activated if they roll less than or equal to the Divisional Leader's Initiative Rating. Units Out of Command are activated if they pass a Quality Check.
- **∅CP:** CP equal to the army commander's initiative rating may be stored for use next turn.

**7.3. Units in Command/Out of Command** Brigades are in Command when their Divisional Leader is within a number of hexes equal to the Leader's Command Range. Combat Units outside of the range are Out of Command. If a Combat Unit is Out of Command. The Combat Unit must pass a Quality Check to be activated.

**7.4 Army Commander Bonus** Units within the Army Commander Command Range cost one less CP to activate, but never less than one. Leaders within range of the Army Commander subtract one from all rolls when testing their initiative rating. The Army Commander Bonus is only active until the Army Commander moves from his hex at the start of the turn; once moved, this bonus is lost for that turn.

**7.5 Non-activated Units** If a corps/division ever fails its activation roll the units in that corps/division may still move. Roll one die and subtract two from the result. The roll indicates the number of Movement Points the unit will have available in the Movement Phase. The result can be zero. The unit cannot move into an enemy's ZOC.

**7.6 Reinforcements** Reinforcements will be scheduled to arrive on a given turn as specified in the scenario rules. At the start of the owning player's activation phase, he will roll one die to determine if the reinforcements arrive as scheduled:

- On a 4+, they arrive as scheduled
- On a 2 or 3, they arrive the next turn
- On a 1, they arrive in two turns; any future scheduled reinforcements that are to arrive in that same hex are automatically delayed the same amount of time, i.e. two turns.

A roll is only made on the original turn the unit was scheduled to arrive. Reinforcements that arrive are placed on the entry hex, ignoring stacking limits for that hex only on the turn of arrival. 3 CP may be spent instead of a die roll to automatically have the units arrive on time. This cost cannot be reduced by the Army Commander Bonus.

**7.7 Blocked Reinforcement Hex** If units are set to arrive that turn and their hex is blocked, all reinforcing units are placed in the nearest vacant map edge hex, reinforcing player's choice.

## 8.0 MOVEMENT PHASE

During a player's Movement Phase, the player may move any, all, or none of his Activated Units and Leaders. Each in Command Infantry Unit has 5 Movement Points (MP); in Command Cavalry Units have 9MP, and Out of Command Combat Units must roll for MP per 7.3. Units move one at a time, one hex at a time. You cannot begin one unit's movement, then move another, then return to the first. Units cannot share, split, or save MP. Each hex entered requires the expenditure of Movement Points as defined on the Terrain Effects Chart; modifiers from terrain are cumulative.

**8.1 Stacking** More than one friendly Combat Unit may occupy a hex. Only a maximum of 10SP, combined for infantry and cavalry, may occupy and move through a single hex. Stacking is always checked when a unit enters a hex with another unit present. An unlimited number of Leaders may occupy a hex, and one Artillery chit may occupy a hex, regardless of friendly Infantry/Cavalry stacked in the same hex. If a hex is over-stacked, at the end of the Movement Phase each unit suffers one step loss.

**8.2 Zones of Control** Each unit exerts a Zone of Control (ZOC) into the 6 hexes adjacent to it except for impassible terrain. An Enemy Zone of Control (EZOC) has certain effects on Movement and Combat.

**8.3 Entering and Exiting EZOC** A Combat Unit that enters an EZOC ceases Movement for the Phase. On subsequent turns, the Combat Unit may exit the EZOC, but upon doing so, it must make a Quality Check with a -1 modifier (-2 if on a hill or in an entrenchment). If the Check fails, the Combat Unit still moves, but takes a step loss. Combat Units may move directly from one EZOC hex to another, but this still triggers a Quality Check (because it is leaving an EZOC), and causes the Combat Unit to cease Movement (because it is entering an EZOC).

**8.4 Enemy Leader** A Leader does not exert a Zone of Control. If entering a hex with an Enemy Leader roll a die: if the result is 3+, the Leader retreats one hex. If the roll is less than 3, the Leader is Captured; see 10.1 and 11.1.

**8.5 Rivers** Rivers are impassable, but sometimes land is depicted on either side of the river in one hex. If this is the case, the unit is considered to be on one side of the river and cannot be attacked by units on the other side. They can be targeted by artillery, in which case the shot is considered to be at range 0.

## 9.0 COMBAT PHASE

During a player's combat phase, activated Combat Units must attack all adjacent enemy units. This is mandatory. All enemy Combat Units adjacent to activated Combat Units must be attacked, and all activated friendly Combat Units adjacent to enemy Combat Units must attack. Each enemy Combat Unit can only be attacked once in a combat phase, and each attacking Combat Unit may only attack once. Multiple friendly Combat Units adjacent to the same hex may attack that hex together; multiple enemy hexes may be attacked by the Combat Units in a single friendly hex. After the acting player has declared all combats, he resolves

them in any order that he chooses. Combats are resolved by performing the following steps in order:

- Artillery Placement
- Defensive Fire
- Modifier Calculation
- Die Rolls
- Retreats and Advances

**9.1 Artillery Placement** If the defender has any Artillery chits that were not placed during the Bombardment Phase, he may attempt to place one chit in the hex being attacked by rolling one die. On a 3 or less, the chit is placed and will add its "0" range Bombardment Value to the defender's combat strength. The placement restrictions in rule 6.1 apply. If successfully placed, it remains for the rest of turn.

**9.2 Defensive Fire** A stack of defending Combat Units (infantry or artillery) may perform Defensive Fire against attacking enemy Combat Units. The defending player indicates which attacking Combat Unit will make a Quality Check for that Combat Unit, subject to the following die roll modifiers:

- +1 if Attacker is in clear terrain
- +1 if a defending Combat Unit has a Quality Rating is 4+
- +1 if a defending unit has repeaters
- +1 if the defender has artillery with SP 3 or higher.
- -1 if any defending Combat Unit's Quality Rating is 1 or 2
- -1 if there are any additional Combat Units involved in the attack
- -1 if an attacking unit has repeaters

If the check fails, the attacking Combat Unit takes a step loss. Regardless of the results of the Defensive Fire, the attack will continue unless any attacking Combat Unit was Shattered. You cannot "call off" the attack if the odds are now unfavorable.

**9.3 Modifier Calculation** Compare the SP of all attacking Combat Units to that of all defending Combat Units and Artillery Chits (see 9.1), and express it as a ratio. Find this ratio on the Odds Table. If the ratio falls between two columns of the Odds Table, round to the left. Apply additional column shifts per the Player Aid Card.:

- If the Odds are 1:4 or worse, all attackers automatically take a step loss and no Quality Checks are made.
- If the Odds are 6:1 or better, all defenders automatically take a step loss and must retreat; no Quality Checks are made.

In all other cases, the Odds Table will indicate the modifier to the attacker's and defender's Quality Checks.

**9.4 Die Rolls** For each participating Combat Unit, the owning player makes a Quality Check, rolling the die once and applying the modifier from the Odds Table. Check the result against the Quality Rating of each Combat Unit:

- If it is less than the Combat Unit's Quality Rating, there is no result.
- If it is equal to the Combat Unit's Quality Rating it must retreat one hex.

- If it exceeds the Combat Unit's Quality Rating, the Combat Unit takes a step loss. If it is a defending Combat Unit, and the original, unmodified die roll exceeds the Combat Unit's Quality Rating, it must also retreat one hex.

*Do not apply modifiers to a natural roll of "1" or "6."*

**9.5 Retreats and Advances** The side that takes the most step losses in battle must retreat a number of hexes. If step losses is equal, neither side retreats. When retreating roll for each unit.

- 1–2: 1 hex
- 3–5: 2 hexes
- 6: 3 hexes

If, in doing so, it is forced to enter another enemy's EZOC, it must pass a Quality Check. If unable to do so, the Combat Unit is Shattered. If the defender's hex contains no Combat Units, at least one surviving attacking Combat Unit must enter that hex, if possible:

- If there is an Artillery chit in the hex, roll one die: on a 1–3 it is Captured; on a 4+ it is removed but may return during Recovery.
- If there is an enemy Leader in the hex, roll one die: on a 2+, the Leader retreats one hex; otherwise he is Captured and will be replaced during the Recovery Phase.

**9.6 Leader Loss** After combat, roll two dice for each Leader in the combat. On a 2, 11, or 12 the Leader is eliminated.

**9.7 Multiple Leaders** If there are multiple Leader's in a hex, the highest ranking Leader in the hex effects combat, but only if at least 1 unit belongs to their formation.

## 10.0 RECOVERY PHASE

After both players have passed or used all of their CP. they will simultaneously resolve the Recovery Phase, replacing Leaders that were Captured or Eliminated, attempting to rally Shattered Units, and removing Artillery chits.

**10.1 Leader Replacement** When a Leader is Captured or Eliminated, the enemy scores VP per 11.1. After resolving victory points, place the Leader chit, with its Replacement side up, two turns ahead on the Turn Track. At the start of that turn, place the Replacement Leader in a hex with any Brigade he controls. If no qualifying brigade is available, the replacement Leader is not placed, nor is he considered lost for the purposes of victory points. In the interim, the Division may not be activated as a whole, although individual Brigades may be activated using CP. Replacement Leaders, if lost, are permanently eliminated. The Combat Units are now considered to be led by the army commander.

**10.2 Rallying Shattered Units** Combat Units that were Shattered during the course of the current game turn are rallied by making a Quality Check, rolled against the Combat Unit's highest possible Quality Rating, with a -1 modifier to the die roll. If the check succeeds, place the Combat Unit back on the map on its damaged side subject to the following limitations:

- It must be within 3 hexes of its Division Commander. Barring that it may be rallied to the army commander. There is a further -1 to the roll if the commander has a Quality Bonus of 2 or more.

- It must not be adjacent to any enemy units.
- It must not be within effective range of any enemy Artillery (i.e. if an Artillery chit has a Bombardment Value above "0" for that range, then it has range to that hex).
- If the unit was already Shattered previously that day, then it is permanently removed.

If it cannot fulfill these conditions, it is permanently eliminated, scoring VP for the enemy. If the Quality Check fails, it is permanently eliminated, scoring VP for the enemy.

**11.3 Removing Artillery** All Artillery chits are now removed from the game board. Roll one die for each chit to determine its availability on future turns:

- 1–4: Available next turn
- 5: Available in 2 turns
- 6+: Available in 3 turns

Add +1 to the die roll if Confederate, +1 if the chit fired at range "0" or "1" this turn, and +2 if the unit was removed due to Counter Battery Fire.

## 11.0 VICTORY PHASE

During the Victory Phase, players check to see if they have satisfied any automatic Victory Conditions specified in the scenario rules, if applicable. Otherwise, this phase is only relevant on the last turn of the game (or on Turn 8; see 11.2).

**11.1 Victory Points** Victory is determined at Game End per the game rules, by comparing Victory Points (VP) earned throughout the game:

- 1 VP: Every 3 Damaged Brigades, rounded down.
- 1 VP: Each Brigade that is permanently lost.
- 1 VP: Each Captured Artillery.
- 3 VP: Capturing the Baggage Train.
- 1 VP: Captured Leaders with a combined Bonus and Quality Rating of 2 or less.
- 2 VP: Captured Leaders with a combined Bonus and Quality Rating of 3.
- 3 VP: Captured Leaders with a combined Bonus and Quality Rating of 4 or more.
- 5 VP: If the enemy army gives the field (11.2).
- 1VP: If a Leader was eliminated, treat it as a captured result but with a +1 bonus VP.
- +?VP: A hex controlled by your side. Control is decided by the last unit to occupy the hex.

### VICTORY HEX VALUES

Perryville	Stones River
J1: ..... 1	P2: ..... 1
N1: ..... 1	V1: ..... 1
P1: ..... 1	V4: ..... 4
O2: ..... 3	V6: ..... 1
O12: ..... 2	P11: ..... 2
J10: ..... 1	M12: ..... 1
G12: ..... 2	F19: ..... 3
	A21: ..... 2
	A16: ..... 1

**11.2 Turn 8 Early End (Giving the Field)** On turn 8 and all turns thereafter, starting with the Player with Initiative, the player with fewer VPs has the option of giving the enemy the field. This ends the game immediately at the cost of 5VP to the player giving the field, but may avoid a bloodbath (i.e., a decisive defeat).

## 12.0 BAGGAGE



Each side has one Baggage Train in some scenarios. The chit has 2 sides, Active and Inactive. While it is Active, all friendly units within 3 hexes receive +1 to their Quality. The Baggage Train may be moved at the cost of 1CP, with a movement value of 4MP. Flip the Train to its Inactive side. While Inactive, it grants no bonus and cannot move. The Train may only be flipped back to its Active side at the cost of 1CP. For stacking purposes it counts as an infantry brigade.

## 13.0 NIGHT

During Night turns, as defined in the scenario rules, Combat Units may move one hex. They may attempt to move a second hex by passing a Quality Check. No attacks can be made during Night turns. Shattered units may be rallied and leaders replaced. Otherwise nothing else occurs.

## 14.0 OPTIONAL BRIGADIER PERSONALITY RULES

If both players agree, apply the following restrictions depending on Personality Ratings listed on the counters:

- **(A) Aggressive:** Brigade must be moved toward the nearest enemy; if equidistant the acting player chooses.
- **(C) Cautious:** Brigade must move away from enemy and cannot enter EZOC during movement.
- **(P) Prudent:** Brigade cannot move.
- **(W) Wild Card:** No restrictions.

These only affect play when results of 2, 3, or 10 are rolled on the Random Events Table. Corps and Division activations are subject to the same rules as above, but the activated Combat Units follow the personality of the Corps/Division Commander, overriding the Personality Rating for the individual Brigades.

### Credits

**Game Design:** Sean Chick **Art:** Shayne Logan **Rules Editing:** Hermann Luttmann, Robert Schexnayder, Beck Snyder **Playtesting:** Jesse Blazek, Daniel Chick, Nick Doremus, Andrew Simoneaux **Special Thanks:** Jo Bader, Richard Berg, Davis Cox, Dean Essig, Chris Perello, Pete Peso, David A. Powell, Tom Russell, Mark Walker **Published Historians Consulted:** Peter Cozzens, Larry J. Daniel, Earl J. Hess, James L. McDonough, Kenneth W. Noe, Timothy B. Smith



This game is dedicated to Private Samuel Chick of the 44th Tennessee Infantry and Robert Hazelip of the 26th Kentucky. Hazelip was at Perryville and Saltville before being hospitalized in November, 1864, and remained so until the war ended. Chick fought at Shiloh and Perryville and deserted the day before Stones River. Battle in the Bluegrass: Perryville 1862

## Combat Chart

First number affects attacker; second affects defender.

Odds of 1-4 or worse = all attackers are damaged, or if damaged, are shattered.

Odds of 6-1 or worse = all defenders are damaged, or if damaged, are shattered.

ODDS	1-3	1-2	2-3	1-1	3-2	2-1	3-1	4-1	5-1
<b>QUALITY MODIFIER (roll)</b>	+2/-2	+2/-1	+1/-1	+1/0	0/+1	-1/+1	-2/+2	-2/+3	-3/+4

Note: Modifiers are cumulative.

### COLUMN SHIFTS:

(These apply to the above table.

Negative means to the left and positive means to the right.)

-?/+?	Leader (pictured) is present with a bonus rating
-1/+1	Battle Surge!
-1	Cavalry unit is attacking
-1	Defending unit is in Forest, Hill
-1	Defender has the highest quality unit in the engagement
-2	Rough, Entrenchments, Hill with Forest
-3	Fort
+1	Cavalry unit is defending
+1	Defending unit is in Clear, Stream, Swamp
+1	Attacker has highest quality unit in the engagement
+1	Surprise!
+2	Defending hex with river

### DEFENSIVE FIRE MODIFIERS

+1	Attacker in clear terrain, any
+1	Defender has a Quality Rating of 4+, any
+1	Defender has repeaters, any
+1	Defender has artillery with SP3 or higher
-1	Defender Combat Unit Quality Rating is 1 or 2, any
-1	Additional Combat Unit(s) involved in attack
-1	Attacker has repeaters, any

## Random Events

**Roll 2d6**—2, 4, 5, & 12 may only be applied once per day for the same player (If any are rolled again—treat the result as a 7)

**2 = Grand Blunder:** on a 1-5, move one enemy corps as if it were under your control; on a 6, you control that corps for the following turn as well.

**3 = Blunder:** on a 1-4 move one enemy brigade as if it were under your control; on a 5-6 move one enemy division as if it were under your control.

**4 = Obtuse Commander:** One division of the enemy's choice may not activate until 4CPs are spent to activate them. (Treat this activation as a 3CPs Division Activation.)

**5 = Poor Weather:** For 2d6 turns, all units are -1 movement point.

**6 = Artillery Depleted:** Remove one random enemy artillery chit for the rest of the day. (Treat this result as a 7 for the first five turns.)

**7 = Rally Round the Flag!**—Flip one damaged brigade, regardless of where it is on the map.










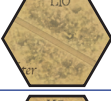

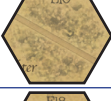

**8 = Battle Surge!**—Nominate one brigade to give +1 column shift in attack and defense for one full turn.

**9 = Subordinate's Initiative:** One division activates at no cost (as if 3CPs spent).

**10 = Minor Blunder:** Move one enemy brigade as if it were under your control.

**11 = Battle Surge!**—Nominate one division to give +1 column shift in attack and defense for one full turn.

**12 = Surprise!**—One division gains +1 column shift in one attack for one turn, plus ignores any terrain effects that aid defender.

Terrain Effects Chart				
Terrain Type		Movement Cost	Combat Column Shifts	Block LOS?
Bridge		1 MP*	No Effect	No
Clear		1 MP	Bmbrd roll -1	No
Ford		1 ½ MP	No Effect	n/a
Forest		2 MP†	-1/ Bmbrd roll +1	Yes
Hill		1 ½ MP‡	-1	Yes
Hill/Forest		3 MP	-2/ Bmbrd roll +1	Yes
Railroad		1 MP	No Effect	No
River***		Impassable	+2 being attacked in the hex from the accessible sides	No
Road		½ MP**	No Effect	No
Rough		2 ½ MP	-1/ Bmbrd roll +1	Yes
Stream		2 MP	+1	No
Swamp		3 MP	+1	Yes
Town		2 MP^	No Effect	Yes

\* May only be used with road movement, but bridge hex still counts as 1 MP.

\*\* Unit must begin and end on road—without entering ZOC

\*\*\*Units of the opposing side may enter an occupied river hex. Units on one side of the river do not exert ZOC on the other side. A River hex can have units of both sides each on their own side of the river

EXAMPLE: (Stones River Map)

If Liddell occupies E13 via E12, he can be attacked by brigades from E12 and F13. He cannot be attacked by brigades from D14 and E14. However, he can be attacked from D13 and F14 if the brigade is on his side of the river hex. If they are the other side, then he cannot be attacked.

† 3 MP for cavalry

‡ 2 MP for cavalry

^Only if entering the hex in enemy ZOC.