

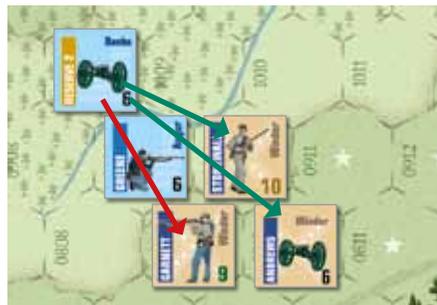
Movement examples

Garnett's brigade enters hex 0414 for 1/2 MP since it is more than 4 hexagons away from any enemy unit, and does the same for 0514, spending a total of 1 MP to cross these 2 hex of clear terrain using column movement. Garnett's brigade is now 5 hex. away from Greene's Union soldiers and since it enters a hex 4 hex. from an enemy unit it can no longer use column movement and must pay the terrain cost for each hex entered. Stonewall's brigade is more than 4 hex. away from any enemy unit and follows a road and therefore benefits from column movement and ignores the terrain costs (except the difference in level) by spending 1/2 PM for each hex. crossed. It will, however, spend 2 MP to enter the woods hex. 0410 because there is no road.

Garnett and Stonewall's brigades may use column movement because they are in the command range of their leader at the beginning of the Confederate player's turn.

Example of Line of Sight (LOS)

Union Reserve 2 Artillery can fire at Andrews because there is no terrain blocking the LOS between them. It can fire at Stonewall for the same reasons, despite Greene being adjacent. It cannot fire at Garnett because Greene is adjacent to this brigade and at a lower level. Greene may fire at Garnett and Stonewall (and vice versa) because they are adjacent. Andrews can fire at Reserve 2 but not at Greene because Stonewall is adjacent to the target and at a lower level.



Example of Fire

The Confederate player just finished his movement phase and the Union player can proceed with his Defensive Fire phase. Greene's brigade fires at Trimble with a SP value of 6. Referring to column 5-8 on the Combat Results Table, the player rolls a D10 and gets 4 which has no effect. He then decides to fire at Garnett with the Reserve 2 artillery unit and a SP value of 12 (the SP of an artillery unit is doubled on an adjacent target). Referring to column 9-12 on the Combat Results Table, he rolls a D10 and gets a 9, which is modified to 7 because Garnett is in the woods (-2 modifier). Garnett therefore suffers a loss and receives a SP marker with value 8 toward the top of the counter. The Confederate player must immediately make a morale check for the unit that just took a loss. He gets a 5 which is not greater than than the unit's morale value (green = 5) and therefore has no effect. The Union player has finished his Defensive Fire phase and the Confederate player may proceed with his Offensive Fire phase. First, he recognises that since Andrews' artillery has no LoS, he will not be able to fire with this unit. Trimble may fire at Greene with a SP value of 13. Referring to column 13-16 on the Combat Results Table, he rolls the D10 and gets a 4 requiring the Union to make a morale check. He does so and gets a 9 which is greater than Greene's morale (black = 7) and forces this unit to rout. A rout marker is placed on the unit and it is moved back 3 hex. by the shortest path toward hex 1701. The Confederate player does not want to "break his line" and decides not to advance Trimble in the newly vacant hex. He then decides to fire on the Reserve 2 artillery unit by combining the SP of Stonewall, Garnett and Early for a total of 33 (9 + 8 + 16). Referring to column 33 + on the Combat Results Table, he rolls the D10 and gets a 7 modified to 6 (Wood-2; tar-



get attacked from 3 adjacent hex +1), indicating 3R. Reserve 2 suffers 3 losses therefore and must immediately retreat 2 hex. In order to do so, this artillery unit must be placed on its limbered side and suffers an additional loss. The Union player places on it a SP marker with value 2 on the top of the counter. He must retreat Reserve 2 toward hex 1701 and to do so the unit must enter hex 1105 which is an enemy ZoC (Early): Reserve 2 suffers an additional loss and its SP marker is reduced to 1! After having retreated the 2 hex, Reserve 2 must now test its morale; D10 = 1, Reserve 2 (black morale = 7) doesn't rout any farther. The Confederate can now decide to advance one of the three units that participated in the combat into the newly vacated hex.