

SEQUENCE & ACTION CARDS (P.30-36)

Sequence of a Turn

1. Option to **Reshuffle**.
2. Option for a **Fire Phase**.
3. One **Command Choice**:
Movement, Combat, or Pass.
4. **Status Phase**:
 - Both sides redraw.
 - Remove smoke markers.
 - Victory.

When Are Cards Removed from the Game?

- If played for a red-banner interrupt.
- Six are removed from the deck when reshuffling.

The use of Action cards

| Purpose | Used by | Notes |
|-----------------------|---------|--|
| Invoke a phase | Active | Any card may invoke any phase. |
| Modify | Active | May only modify type of phase indicated by symbol. |
| Interrupt | Passive | If banner is red, then remove after play. |
| Morale Value | Passive | To remove hits from enemy fire or combat. One hit always sticks. |

SUMMARY OF TERRAIN EFFECTS (P.26-28)

| Terrain | Difficult for | Cover vs | Obstruct ART | Impassable to |
|----------------------|------------------|---------------|-----------------|---------------|
| Woods | ART | Fire | 2BW | - |
| Swamp | Foot, Mtd | - | No | ART |
| Hill Crest | - | Any | At crest | - |
| Stream | All | - | No | - |
| River | - | - | No | All |
| Rocky Ground | All | - | No | - |
| Standing Crop | - | - | 2BW | - |
| Wall | ART | Any | 2BW | - |
| Fence | - | Combat | No | - |
| Ford | All | - | No | - |

THE FIRE PHASE (P.38-48)

Procedure for Resolving Fire:

1. Active player invokes fire phase and may modify it.
2. Passive player may interrupt at any point in the phase, if he has an appropriate card.
3. Active units roll to hit. Mark hits temporarily on passive units.
4. Passive player may use cards for morale value: 1 card for a recruit or limbered ART; 2 cards otherwise. One hit sticks.
5. Active player rolls to kill.

Ranges

| | |
|---|----|
| 'Short Range' (Small arms & Cannister) | 6 |
| 6pdr, Howitzer | 18 |
| Napoleon, Light Rifle | 24 |
| Heavy Rifle | 30 |

Priorities for Artillery Targets:

1. Target directly ahead in short range.
2. Other target within 45° in short range.
3. Any target that can be bombarded.

Cannister Roll 2 die per base

| Roll to Hit | |
|---------------------|----|
| Howitzer & Napoleon | 4+ |
| 6pdr, Rifle | 5+ |

Modifiers to Hit

| | |
|----|-----------------|
| +1 | vs dense target |
| -1 | vs cover |

Bombardment Roll 1 die per base

Roll to Hit

| | |
|-----------------|----|
| Rifle, Howitzer | 4+ |
| 6pdr, Napoleon | 5+ |

Modifiers to Hit

| | |
|----|--------------------------------------|
| +1 | vs dense target |
| -1 | vs cover (not Heavy Rifles) |
| -1 | Rifled ART vs different Elevation |
| -1 | Counterbattery |

Small Arms Roll 1 die per base

Roll to Hit

| | |
|-----------------------------------|----|
| Veteran INF | 4+ |
| Recruits, DmCAV | 5+ |
| Skirmish fire | 6 |
| Sharpshooters Skirmishing (max 4) | 5+ |

Modifiers to Hit (not skirmish)

| | |
|----|-------------------------|
| +1 | vs dense target |
| -1 | Shooter in Diff terrain |

To Kill Roll

| | |
|--------------|----|
| Roll to Kill | 4+ |
|--------------|----|

THE MOVEMENT PHASE (P.50-59)

| | Foot | Mtd | ART |
|------------|------|-----|--------|
| Basic | 4 | 8 | 6 or 1 |
| Column | +2 | +2 | N/a |
| Flank Move | ½ | ½ | Full |

SUMMARY OF MOVEMENT RULES

Each unit may *either* move or change formation.

Flank Move

- May not combine with forward in same move.
- One-half movement allowance for foot & mounted.

Columns

- Add 2BW to movement allowance for foot & mounted.
- May not end within 6BW of enemy.

Disorder (Invoking the phase requires 2 cards)

- Interpenetration.
- Moving or changing formation in difficult terrain.
- Making an about-face within 6BW of the enemy.

- Changing formation within 6BW of the enemy.

Artillery

- Unlimbered ART may prolong 1BW.
- Limbered ART may move in any direction or facing.

Change Formation

- By left- or right-face.
- By guidon (Add/Subtract no more than 2 files on either side.)
- By deploying (only into or out of a non-linear formation).

Fall Back

- Roll two dice. Active side picks lower roll; passive side picks higher.
- Fall back at least that distance, but not ending within 1BW of enemy.
- Discard 1 card, for units to avoid base losses from interpenetration or difficult terrain.

THE COMBAT PHASE (P. 66-81)

Combat Resolution (p.66-72)

1. Attacker announces dice allocations.
2. Calculate Defence Scores.
3. Calculate Attack Scores.
4. Resolve Combats:
 - A loosing Passive player may use cards for morale value: 1 card if vulnerable; 2 cards otherwise. One hit sticks.
 - Defenders who lost combats take losses and fall back.
 - Attackers still engaged take losses and fall back.

DEFENDER

1 die per base
+1 die if hero

ROLLING TO DEFEND

| | |
|-----------------------------|----|
| Veteran or Unlim ART | 3+ |
| Recruit | 4+ |
| Vulnerable (never modified) | 6 |

ATTACKER

1 die per base split between targets
+1 die if hero

ROLLING TO ATTACK

| | |
|----------|----|
| EAGER | 3+ |
| Seasoned | 4+ |
| Cautious | 5+ |

Modifiers

| -1 | Vs Cover |
|----------------------|------------------------|
| -1 | Difficult Terrain |
| +1 | Vs Vulnerable Defender |
| CAV (only) Modifiers | |
| -1 | Mtd vs enemy Foot |
| -1 | DmCAV attacking |

Modifiers

| | |
|----|-------------------|
| -1 | Difficult Terrain |
|----|-------------------|

Combat vs. a Limber (p.75)

1. Limber rolls two dice.
2. If attacked only by foot units, keep the higher roll. If by any mounted units, use the lower.
3. Attackers roll an attack score as normal.
4. Defender may play a card to add morale value to his score.
5. If limber's score is > it survives and falls back. If lower, it is broken.

Falling Back (p.79-81)

1. Roll two dice. Active unit uses lower roll; passive uses higher.
2. Fall back until at least that many BW from engaged enemy, and not within 1BW of *any* enemy.
3. You may use a card to fall back through difficult terrain or interpenetrate. If you don't use a card, then those things cause base losses (see p.80.)

THE ADVANCED RULES

EPIC POINTS (P.96)

- | | |
|-------|--|
| 2 EPS | for fighting the battle |
| +1 EP | For being on winning side |
| +1 EP | For taking and holding an Objective |
| +1 EP | Active Player charging with 10 units |
| +1 EP | Passive player losing no combats in enemy combat phase |

Roll to Fortify

| | |
|---------|----|
| 1861 | 5+ |
| 1862-63 | 4+ |
| 1864-65 | 3+ |

AT RISK (P.93)

1. When using a trait that involves risk roll a die.
2. 1,2 or 3 discard that many cards
3. if not enough cards discard all and permanently reduce hand size by 1.
4. 4,5 or 6 no effect

FIELDWORKS (P.109-111)

unit not in column may roll one die.
Unit which roll may not charge
May be placed in open ground, woods, rocky ground standing crops, or on a hill

COLOURED UNITS (P.105)

- 1863** - Modifying cards may apply only to white or coloured troops.
63 & 64 - Voluntary interpenetration cost an extra card.
63 & 64 - Interpenetration during fall back causes a base lose.

Longstreet QRS

UNIT TYPES & QUALITIES (P.12-13)

| | |
|------------------|------------|
| Foot | Élan |
| INF | Eager |
| Mounted | Seasoned |
| Mounted Cavalry | Cautious |
| Artillery | Experience |
| Guns and limbers | Veterans |
| | Recruits |

THE POST-BATTLE PROCESS

THE POST BATTLE SEQUENCE

1. Total EP point from battle
2. Roll for Promotion
3. Calculate battle loses
4. Reductions
5. Campaign Cards
6. Raw Recruits

PROMOTIONS

1. Roll # of dice equal to EP gained in battle.
2. If winning side 4+ to succeed else 5+.
- 3 score # successes > current rank receive promotion.
4. 1863 +1 die 1864 +2 die

BATTLE LOSES (P.136)

1. For each INF and CAV unit only
2. Roll die to check élan. If roll <= Not of bases lost élan falls one level. (+1 to roll if hero)
3. One out of each three bases permanently lost.
4. if any loses at least one base lost

REDUCTIONS (P.137)

1. for each INF and CAV unit
2. Roll # die equal to the unit's number of bases. A roll of 1 causes a base to be lost.
3. Recruits lose one extra base.

MINIMUM FORCE SIZE

| | CONF. | UNION |
|------|-------|-------|
| 1861 | 34 | 34 |
| 1862 | 36 | 40 |
| 1863 | 40 | 44 |
| 1864 | 42 | 48 |
| 1865 | 40 | 50 |

No. of Campaign Cards

| | |
|-------|---|
| 1861 | 4 |
| 1862 | 5 |
| 1863+ | 6 |

SHATTER POINT (P.89)

Each sides counts its number of bases and divides in half, rounding up. The smaller of those two numbers is the shattered point for **both** sides.