

Quick Reference Sheet Version 2.1 for the American Civil War

Rule Changes and Additions

The Quick Reference Sheet (QRS) summarizes the play sequence and processes for resolving a player turn. QRS Version 2.1 can be downloaded for free from the Fire and Fury website. The modifications are only experimental game mechanics for playtest, and do not constitute official errata to the published rules. They are simply to have some fun with new ideas that could lead to incremental improvements in the game design. Future updates to the rules and QRS will be posted as needed and announced on the forum. Version 2.1 currently supports the following periods and scales:

American Civil War period in 15mm and 25mm

American War of Independence in 15mm and 25mm

War of 1812 in 15mm

Mexican-American War in 15mm

A QRS can be prepared and posted for other figure scales and variants for other wars, upon request. The modifications to the QRS also require related changes and additions to the basic rules.

Summary of changes to QRS Version 2.1

1. Redesigned Maneuver Table.
2. Out-of-command is a new -2 maneuver check modifier. Militia may only be under provisional command.
3. Troops with a Rally with Élan effect can return to good order and move full, or perform some other Well Handled maneuver.
4. Panic and Rout are combined into one Maneuver Table effect.
5. New Tardy maneuver allows troops to full move disordered.
6. New Well Handled maneuver allows troops to change front by wheeling up to 90-degrees.
7. Tardy guns cannot rally from silenced.
8. Two new artillery weapon types: heavy howitzers and mountain howitzers.
9. Movement restrictions for heavy howitzers and heavy rifle guns; they cannot move at the double quick, hand haul, or prolong.
10. Mountain howitzers can hand haul 4" instead of the standard 2".
11. New Well Handled maneuver allows most types of guns to prolong unlimbered a half move to the rear.
12. Definition for cavalry armed with the rifle carbine is now a mix carbine or rifle.
13. Repeaters receive a +1 modifier fire combat modifier when charging or defending in a charge. Breechloaders now come in two versions: carbine or rifle.
14. The value of the corresponding modifier for converted fire points is shifted down, starting at 8 or more fire points. Fractions less than 1 fire point may fire with a -5 modifier. 25 or more fire points fire with a maximum +5 modifier.
15. Repeaters firing while charging or defending against a charge receive a +1 modifier.
16. Both green troops and guns fire with a -1 modifier.
17. Unlimbered gun targets are a +1 at close range.
18. Losses from a Withering fire effect are limited to three stands.
19. A crack unit can now both fire and charge with cold steel.
20. Militia units have a lower morale level called dispirited, apply a -1 maneuver check modifier for provisional command, and a -1 in charge combat.
21. Units breakthrough charge a half-move at the double quick rate.

REGIMENTAL FIRE AND FURY

Quick Reference Sheet Ver. 2.1 for 15mm



MANEUVER TABLE

COMMAND RADIUS

8" clear line of sight

Attached to a contiguous line of march

4" line of sight through dense woods, twilight or fog, attached, or dismounted

DIE ROLL MODIFIERS

+1 Gallant leader	+2 Fresh troops
0 Able	0 Worn
-1 Poor	-2 Spent
+1 Attached leader or brave colonel	+2 Battery
-1 Provisional command	+1 Field or march column, garrison, limbered gun, or linear cover
-2 Out of command	-2 Outflanked within 8", or broken
+2 Crack unit	-1 Key position lost
+1 Veteran	-1 Heavy casualties
0 Trained	-2 Greater losses
-1 Green	

Troops in Good Order and Guns Effects

DIE RESULT	8 or more
	Double Quick. Well handled maneuver at the double quick rate.
	3 - 7 Well Handled maneuver.
	1, 2 Tardy maneuver.
	0, -1 Fall Back. Troops retreat out of close range disordered. Guns in close range limber and full retreat silenced. Hold position and fire only if out of close range, or fortified.
	-2 or less Panic. Troops retreat broken. Guns limber and full retreat silenced. Lose all fixed guns.

Disordered or Broken Troops Effects

DIE RESULT	11 or more
	Rally with Elan. Return to good order and well handled maneuver.
	5 - 10 Rally. Return to good order and tardy maneuver.
	3, 4 Shaken. Retreat out of close range. Hold position if out of close range or fortified. Return to good order.
	1, 2 Wavering. Retreat out of close range. Hold position if out of close range or fortified. Broken troops reform. Remain disordered.
	0 or less Panic. Retreat broken. Lose 1 stand equal to the die result difference less than 0.

PLAYER TURN SEQUENCE

Maneuver (1st) Phase

1. Replace, detach and attach leaders.
2. Repeat steps a, b, and c to resolve all maneuver checks:
 - a. Select participating units and leaders for one maneuver check and resolve the check.
 - b. Declare charges. Opponent declares cavalry countercharges.
 - c. Maneuver units according to the effects. Move charging and countercharging units first.
 - d. Move detached leaders.

Musketry & Cannonade (2nd) Phase

1. Opponent resolves all defensive fire combat.
2. Resolve all offensive fire combat.

Charge (3rd) Phase

1. Players jointly resolve all charge combat.
2. Move breakthrough charge units.
3. Resolve all breakthrough charge combat.

MOVEMENT RATE

Full Move / Double Quick

	Open Ground	Broken Ground	Rough Ground	Road
Infantry	Line	12 / 16	8 / 12	6 / 10
	Field Column or Extended Line	12 / 16	10 / 14	8 / 12
	March Column	12 / 16	10 / 14	8 / 12
	Broken	16	14	12
Cavalry	Line	18 / 24	12 / 16	4 / 6
	Field Column or Extended Line	18 / 24	14 / 20	6 / 8
	March Column	18 / 24	14 / 20	6 / 8
	Dismounted Extended Line	12 / 16	10 / 14	8 / 12
Artillery	Broken	24	20	8
	Field Gun	12 / 16	8 / 12	4 / 6
	Horse Gun	18 / 24	12 / 16	4 / 6
	Mounted	24	20	12
Leader	Dismounted	16	14	12
				24

TROOP MANEUVERS

WELL HANDLED

Full move
Half move and
Change formation; Green unit disordered by broken or rough ground
Passage of lines; Both units disordered if one is disordered, green, or moved through broken or rough ground
March by the flank a half move
Change front
Face by the rear rank
Scale major obstacle
Replenish ammunition

TARDY

Half move
Full move disordered
Change formation to line, extended line, or garrison; Green unit disordered by broken or rough ground
Face by the rear rank
Scale major obstacle

HASTY

Cavalry countercharge halfway

GUN MANEUVERS

WELL HANDLED

Full move and unlimber, or limber and full move; double quick not allowed if HH or HR
Unlimber and fire
Pivot and fire
Hand haul 2"; 4" if MH, or not allowed if HH or HR
Prolong a half move to rear not allowed if HH or HR
Rally
Replenish ammunition

TARDY

Full move limbered
Fire
Limber or unlimber
Pivot
Limber and full retreat silenced

GAME SCALE

Figures: 10-15mm
1 troop stand: 40 men
1 gun stand: 2 guns
1" ground: 25 yards
1 turn: 10-15 minutes

MUSKETRY FIRE POINTS		Close Range			
		4"	8"	12"	16"
Rifle Musket (RM)		1		$\frac{1}{2}$	
Breechloader (BLC or BLR)		2	1	$\frac{1}{2}$	$\frac{1}{2}$
Repeater (RP)	13	2		$\frac{1}{2}$	
Inferior Rifle (IR) or Rifle & Carbine (RC)	12	1		$\frac{1}{2}$	
Smoothbore Musket (SM) or Shotgun & Hunting Rifle (SH)		1	$\frac{1}{2}$		

CANNONADE FIRE POINTS		Close Range				Shot & Shell			
		4"	12"	36"	48"	60"	72"		
Heavy Rifle (HR)		4		3		2			
Light Rifle (LR)		3		3		2	1		
Heavy Smoothbore (HS)		5	4	3	2	1			
Light Smoothbore (LS)		4	3	2		1			
Heavy Howitzer (HH)	8	6	4	3					
Light Howitzer (LH) or Mountain Howitzer (MH)		5	3	3					

MUSKETRY & CANNONADE TABLE

FIRE POINT MODIFIERS

$\times \frac{1}{2}$ Firing disordered, low on ammo, or damaged gun	15
DIE ROLL MODIFIERS	
-5 less than 1 fire point	+1 Firing repeaters or back & ball (SM) in a charge, or sharpshooters firing
-4 1 pt.	-1 Green troops or guns firing
-3 2 pts.	+1 Troop target in field column, cavalry, marched by the flank, about faced, passage of lines, or broken
-2 3 pts.	+2 March column or enfiladed
-1 4 pts.	+1 Gun target is limbered, enfiladed, or in close range
0 6 pts.	-1 Target in partial cover or extended line
+1 9 pts.	-2 Full cover or extended line in partial cover
+2 12 pts.	-3 Fortified position
+3 15 pts.	
+4 20 pts.	
+5 25 or more points	

DIE RESULT	TARGET				EFFECTS	ADDITIONAL EFFECTS
	Crack	Veteran	Trained	Green		
11 or more	11 or more	11 or more	11 or more	11 or more	Withering Fire. Troops disordered and lose 2 stands. Charge checked. 1 gun stand wrecked and remaining stands silenced. Lose one additional troop or gun stand on a 15 or more.	Charge Checked. Retreat charging unit 2" from enemy. Cavalry may recall up to a full move.
-	10	10	9, 10	8, 9, 10	Telling Fire. Troops disordered and lose 1 stand. 1 gun stand damaged and 1 stand silenced. Charge checked. Charge checked or charge home with cold steel. Charge home.	Charge Home. Resolve charge combat next phase.
7, 8, 9	7, 8, 9	7, 8	7	-	Galling Fire. Troops disordered or lose 1 stand if already disordered. Charge home. 1 gun stand silenced.	Massed Target. Units within 2" behind target suffer the next lower effect.
6	6	6	5, 6	5, 6	Lively Fire. From cannonade only, troops disordered or 1 gun stand silenced. Musketry no effect. Charge home.	Low on Ammo. On a base die result of 10, mark one gun stand or unit of troops firing half or more stands.
-	5	5	4	3, 4	Desultory Fire. No effect. Charge home.	Fallen Leader check on a base die result of 10. Effect applies to the closest leader within 4" of the target.
5 or less	4 or less	3 or less	2 or less	2 or less		

CHARGE TABLE

DIE ROLL MODIFIERS

+2 Crack unit	-1 Extended line or militia
+1 Veteran	-3 Outflanked, broken, march column, or limbered guns
0 Trained	+1 Defending favorable ground
-1 Green	+2 Strong position or fortified
+2 Fresh troops	+1 Cold steel or breakthrough
0 Worn	+2 Cavalry charge over open ground
-2 Spent	+1 Broken ground
-1 Outnumbered by 3:2	0 Rough ground, mounted infantry, or stationary
-2 2:1	
-3 3:1 or more	
+1 Supported guns	
-1 Unsupported guns	
-1 Disordered troops or silenced gun	
+1 Attached leader or brave colonel	

FALLEN LEADER TABLE

DIE RESULT	EFFECTS	
10	Shot dead in the saddle	
9	Mortally wounded	
8	Grievously wounded	
	Remove leader from game.	
7	Mere flesh wound	
	Remove leader for one turn.	
6	Horse shot out from under	
	Leader dismounted for one turn.	
5	Coat pierced but unscathed	
4	Staff officer struck	
1, 2, 3	Coolly ignores the fire	
	No effect.	

EFFECTS

DIE RESULT DIFFERENCE	EFFECTS	
9 or more	Swept from the Field. DEFENDER lose 2 stands and additional stands equal to the die result difference over 9. Troops full retreat broken. Guns limber and full retreat silenced. Lose fixed guns. Check for Fallen Leader if attached.	
	ATTACKER breakthrough charge a half move at the double quick toward closest enemy. Carry the position after 2nd combat. Disordered if charged over broken or rough ground, cavalry, or after 2nd combat.	
5 to 8	Driven Back. DEFENDER lose 1 stand, troops disordered, and guns silenced. Troops retreat out of close range. Cavalry may recall up to a full move after 1st combat. Lose 1 additional stand and full retreat broken if defeated by cavalry or outflanked. Guns limber and full retreat. Lose fixed guns.	
	ATTACKER carry the position. Cavalry must breakthrough charge a half move at the double quick toward closest enemy after 1st combat. Disordered if charged over broken or rough ground, cavalry, or after 2nd combat.	
1 to 4	Hard Pressed. DEFENDER troops disordered and guns silenced. Lose 1 troop stand if already disordered or damage 1 gun stand. Troops retreat 2" from enemy. Cavalry may recall up to a full move after 1st combat. Full retreat broken if outflanked. Guns limber and full retreat. Lose fixed guns. Hold position if fortified, with troops disordered and guns silenced.	
	ATTACKER carry the position. Retreat 2" if the defender is fortified. Cavalry may recall up to a full move after 1st combat. Disordered if charged over broken or rough ground, cavalry, or after 2nd combat.	
0	Desperate Struggle. BOTH sides lose 1 stand, troops disordered, and guns silenced. Lose cold steel, breakthrough and cavalry charge modifiers. Adjust modifiers and roll again.	
-1 to -4	Falter. ATTACKER disordered or lose 1 stand if already disordered. Retreat 2" from enemy. Cavalry may recall up to a full move after 1st combat. Full retreat broken if outflanked.	
	DEFENDER hold position. Cavalry disordered. Countercharging cavalry may carry the position or recall up to a full move.	
-5 to -8	Recoil. ATTACKER lose 1 stand and disordered. Retreat out of close range. Cavalry may recall up to a full move after 1st combat. Lose 1 additional stand and full retreat broken if defeated by cavalry or outflanked.	
	DEFENDER hold position. Cavalry disordered. Countercharging cavalry may carry the position or recall up to a full move.	
-9 or more	Repulsed. ATTACKER lose 2 stands and additional stands equal to the die result difference over 9. Full retreat broken. Check for Fallen Leader if attached.	
	DEFENDER hold position. Cavalry disordered. Countercharging cavalry may carry the position or recall up to a full move.	

1.

Rulebook page 24/ Maneuver Table Procedure: Changes were made to the Maneuver Table design and die roll. In the original version, the die result for a maneuver check was indexed down one of two columns on the table. The left column was used for units that are in-command, and the right column was for out-of-command units. In the redesigned table in QRS version 2, each die result column now corresponds directly to an effects column, and the penalties for an out-of-command unit are summarized as a single die roll modifier. Replace the rule section on Maneuver Table Procedure with the following:

Maneuver Table Procedure

Conduct maneuver checks using the Maneuver Table as follows:

1. Select a leader and units within his command radius (A) to resolve an in-command maneuver check, or select a single unit that is outside of the command radius of all leaders to resolve an out-of-command maneuver check.
2. Roll one 10-sided die to obtain the base die result and refer to the Maneuver Table.
3. Select a unit and total its die roll modifiers from the list (B). The total is added to the base die result to obtain a modified result. Repeat this procedure for each participating unit.
4. Each modified result is indexed down one of two die result columns on the table. Use the left die results column (C1) and cross-index the modified die result to the adjacent effects column (C2) for a troop unit in good order or a gun unit. Use the right die result column (D1) and cross-index the modified die result to the adjacent effects column (D2) for a disordered or broken troop unit. The effect listed describes the maneuver the unit can or must perform in the current maneuver check.

MANEUVER TABLE

COMMAND RADIUS

8" clear line of sight
Attached to first unit in a contiguous line of march
4" line of sight through dense woods, twilight or fog, attached, or dismounted

DIE ROLL MODIFIERS

+1 Gallant leader	+2 Fresh troops
0 Able	0 Worn
-1 Poor	-2 Spent
+1 Attached leader or brave colonel	+2 Battery
-1 Provisional command	+1 Field or march column, garrison, limbered gun, or linear cover
-2 Out of command	-2 Outflanked within 8", or broken
+2 Crack unit	-1 Key position lost
+1 Veteran	-1 Heavy casualties
0 Trained	-2 Greater losses
-1 Green	

DIE RESULT	C1	Troops in Good Order and Guns Effects	DIE RESULT	D1	Disordered or Broken Troops Effects
	8 or more	C2 <i>Double Quick.</i> Well handled maneuver at the double quick rate.		11 or more	D2 <i>Rally with Elan.</i> Return to good order and well handled maneuver.
	3 - 7	<i>Well Handled</i> maneuver.		5 - 10	<i>Rally.</i> Return to good order and tardy maneuver.
	1, 2	<i>Tardy</i> maneuver.		3, 4	<i>Shaken.</i> Retreat out of close range. Hold position if out of close range or fortified. Return to good order.
	0, -1	<i>Fall Back.</i> Troops retreat out of close range disordered. Guns in close range limber and full retreat silenced. Hold position and fire only if out of close range, or fortified.		1, 2	<i>Wavering.</i> Retreat out of close range. Hold position if out of close range or fortified. Broken troops reform. Remain disordered.
	-2 or less	<i>Panic.</i> Troops retreat broken. Guns limber and full retreat silenced. Lose all fixed guns.		0 or less	<i>Panic.</i> Retreat broken. Lose 1 stand equal to the die result difference less than 0.

2.

Rulebook page 25/ Maneuver Die Roll Modifiers/ Provisional Command: The out of command penalty is now a non-cumulative maneuver table modifier grouped with provisional command. Conditions for provisional command also include a new unit type: militia. Replace the rule section on Provisional Command with the section below:

Provisional Command or Out of Command. *Subtract one* for a unit participating in an in-command maneuver check under a leader who is not the immediate commander. A provisional command can be under a higher ranking leader in the chain of command, or a leader from another command, except for artillery commanders who can only command guns. The provisional command modifier should also apply to any unit rated as militia. *Subtract two* if the unit is not in the command radius of any leader, and it must participate in an out-of-command maneuver check.

3.

Rulebook page 26/ Maneuver Effects/ Disordered and Broken Troops: The first effect on the disordered and broken troops column on the maneuver Table now allows a unit to rally and move full. Also in the same column, the titles for the second and third effects are changed. Replace the top two rule sections describing the effects for Disordered and Broken Troops with the three sections below:

Rally with Élan. Remove the disordered marker and return to good order. If broken, a unit reforms into line facing toward the enemy. The rallied unit also may voluntarily perform one Well Handled maneuver or holds position and may refuse a flank.

Rally. Remove the disordered marker and return to good order. If broken, a unit reforms into line facing toward the enemy. The rallied unit also may voluntarily perform one Tardy maneuver or holds position and may refuse a flank.

Shaken. Troops currently within close range and the arc of fire of enemy weapons must retreat until they reach a position just beyond close range, moving further than their full move rate, if necessary. A unit located outside of close range holds position. Remove the disordered marker. If broken, a unit reforms in line in good order, facing toward the enemy. A unit may not perform any other maneuver, but may still fire.

4.

Rulebook page 26/ Maneuver Effects/ Disordered and Broken Troops: The last two effects on the disordered and broken troops column on the maneuver Table are combined. Replace the last two rule sections describing the effects for Disordered and Broken Troops with the section below:

Panic. The unit loses formation and retreats the full move rate for broken, away from the enemy, and toward the friendly table edge. Dismounted cavalry must mount and full retreat broken. One troop stand is removed equal to the die result difference less than zero. For example, if the modified die result is a negative two, remove two stands from the broken unit.

5.

Rulebook page 26/ Maneuver Effects/ Troops in Good Order and Guns: The list of Tardy maneuvers now includes another tactical choice that allows a unit in good order to move up to its full move rate at the cost of becoming disordered. Replace the rule section on Tardy with the following section:

Tardy. The unit may voluntarily perform one Tardy maneuver, or hold position and may refuse a flank. Movement is at half the full move rate in good order, or at the full move rate disordered.

Rulebook page 27/ Troop Maneuvers/ Tardy: Insert the following new rule section after the section on Half Move:

Full Move Disordered. A unit that started the Maneuver Phase in good order, and rolled a Tardy effect during its maneuver check, may move up to its full movement rate and is mark disordered, or it may perform one of the other Tardy maneuvers in good order. A unit that started the phase in disorder or broken and rolled a Rally effect, may remain disordered and move up to its full move rate, or it may rally and return to good order and perform one of the other Tardy maneuvers. A broken unit must first reform into line facing toward the enemy before moving full disordered.

A unit that moves full disordered may only advance or withdraw in its current formation. It also may wheel or oblique up to 45-degrees during movement, charge, support a charge, and charge with cold steel. The disordered unit cannot change formation, change front, move by the flank or perform a passage of lines through another unit in line, march column, or field column; however, the unit may pass through an extended line or guns without penalty. The unit in line or extended line also may refuse a flank after completing movement. If the disordered unit is targeted by defensive fire, including pass through fire, and suffers a Galling Fire effect during fire combat, it is considered already disordered and must lose one stand.

6.

Scenario book page 6/ Optional Rules/ Change Front: The change front rules have been modified to no longer allow a unit with a tardy maneuver to change front. It does allow a unit with a Rally with Élan effect to perform a change front. This maneuver is included in the version 2 QRS, so it no longer is referred to as an optional rule. Replace the optional rule section on Change Front with the section below:

Change Front

In the basic rules a unit in line or extended line may only wheel up to 45-degrees from its original facing at any point during its movement. A unit in line or extended line may now perform a **change front** maneuver by wheeling forward or backwards up to 90-degrees (Figure 3). A unit must roll a Double Quick, Well Handled, or Rally with Élan effect to change front. The unit can only conduct the wheel from its present position and it cannot combine a change front with any other maneuver such as an advance, withdraw, charge, oblique, about face, or march by the flank.

The wheel forward or backwards always is measured from the front face of the unit with the pivot point touching the corner of the inside flank stand. A unit cannot wheel more than 90-degrees or further than its maximum movement rate. A unit cannot move after completing a change front, but it may refuse a flank.

Rulebook page 27/ Troop Maneuvers/ Well Handled: Introducing a new Well Handled maneuver that allows a unit in line or extended line to wheel up to 90-degrees and hold position. The original version only allowed a unit to wheel up to 45-degrees during movement. Insert the following rule section after the section on Face by the Rear Rank:

Change Front. A unit in line or extended line may wheel up to 90-degrees from its current position. The unit cannot wheel further than its full move rate. After completing the wheel, the unit cannot move from its new position and facing, but it may refuse a flank.

Rulebook page 31-32/ Troop Movement/ Wheel: The rules for wheeling now include a change front maneuver. Replace the rule section on Wheel with the section below:

Wheel. A unit may wheel either to the left or right as it advances or withdraws. A unit in line or extended line may wheel up to 45-degrees from its original facing at any point during its movement. A field column may wheel up to 90-degrees, but only may wheel up to 45-degrees to charge an enemy unit. A wheel may not be combined with an oblique or march by the flank. A unit may not combine a left and right wheel in the same phase. A unit can also perform a change front maneuver that allows the unit to wheel up to 90-degrees from its current position, but it cannot move after wheeling.

A wheel template is provided to help determine the angle and movement cost (Figure 11). The template has both left and right wheel markings. Place the template along the front face of the unit with the pivot point touching the corner of the inside flank stand. Next, wheel the formation forward to its new facing. The movement cost is listed on the template and is measured from the outside flank stand, which moves the greatest distance during the wheel. To wheel up to 90-degrees for a field column or change front, you can either repeat the procedure twice using the same template, or place a second template adjacent to the first to determine the angle and movement cost over 45-degrees.

7.

Rulebook page 42/ Gun Maneuvers/ Tardy/Rally: We found it too easy for guns to remove a silenced marker. Therefore, a gun can no longer perform a rally maneuver if it rolls a Tardy effect on the Maneuver Table. A gun must roll a higher Well Handled effect to rally and remove a silenced marker. If a gun fails to rally, the controlling player may choose the Tardy maneuver to limber and full retreat silenced. The following rule section from the list of Tardy maneuvers for guns no longer applies:

Rally. Same as for Well Handled maneuver.

8.

*Rulebook page 12/ Weapons: Artillery weapon types are expanded to include the **24-pound heavy howitzer** and **12-pound mountain howitzer**. There is one Union gun section of mountain howitzers under Bowen in the Elkhorn Tavern scenario in the Volume 1 Scenario Book. Mountain howitzers are also in the order of battles for the Valverde scenario in the future Volume 2 Scenario Book. One gun section in McRae's Union Battery and Teel's Confederate Battery, and the single gun section under Reily are mountain howitzers.*

Heavy howitzers rarely appeared on the battlefield, so this gun type was left out of the basic game to reduce the amount of detail shown on the quick reference sheet. The heavy howitzer is present in the order of battle in two scenarios in the second scenario book: McAllister's battery in the Fort Donelson Breakout scenario, and the single gun section of Hall's Battery at the Battle of Valverde. Insert the following two new rule sections at the end of the list of weapon types, after the section on Light Howitzer (LH):

Heavy Howitzer (HH). The Model 1841 24-pound howitzer was in U.S. Army service during the Mexican War, but like the lighter 12-pound howitzer and 6-pound smoothbore gun, it was obsolete by the Civil War. The 24-pounder's extra weight and shorter effective range put it at a disadvantage to the newer rifled guns, and its ammunition was limited to firing only canister and shell.

The gun has more hitting power than the 12-pound Napoleon (HS) when firing canister at the closest 4" range band, and when firing shell between 36" and 48". The movement rate for a heavy howitzer is the same as a field gun, however, due to its extra weight, there are additional maneuver restrictions. The gun cannot prolong or move at the double quick.

Mountain Howitzers (MH). The Model 1840 (1835) 12-pound mountain howitzer can now be used with very little modification in the game. The mountain howitzer has the same weapon range and fire points as a light howitzer (LH). The only difference is, the lighter weight mountain howitzer may be hand hauled 4" instead of the standard 2". The mountain howitzer's movement rate can be rated as a field gun or horse gun, depending on the scenario.

9.

Rulebook page 41/ Limbered and Unlimbered Guns: The heaviest field guns in the game now have additional movement restrictions. Insert the following new rule section after the section on Unlimbered Guns:

Maneuver Restrictions for Heavier Guns. The 20-pound Parrott heavy rifle gun (HR) and 24-pound heavy howitzer (HH) were the heaviest ordnance used in the field. There are maneuver restrictions for these two weapons. They cannot move at the double quick rate when limbered, or hand haul or prolong when unlimbered. Both guns move at the field gun rate and perform all other gun maneuvers. Neither gun type may be used as horse artillery.

Rulebook page 42/ Gun Maneuvers/ Well Handled: Heavier guns cannot move at the double quick. Replace the top two rule sections describing the Well Handled maneuvers for guns with the two sections below:

Full Move and Unlimber. A limbered gun can move up to its full move rate and remain limbered or unlimber after completing movement. With two exceptions, a limbered gun with a Double Quick effect may move at the faster rate. The gun cannot offensive fire in the following Musketry & Cannonade Phase after unlimbering. A heavy rifle gun (HR) or heavy howitzer (HH) cannot move at the double quick.

Limber and Full Move. An unlimbered gun can limber and move up to its full move rate. With two exceptions, an unlimbered gun with a Double Quick effect may limber and move at the faster rate. A heavy rifle gun (HR) or heavy howitzer (HH) cannot move at the double quick.

10.

Rulebook page 42/ Gun Maneuvers/ Well Handled/ Hand Haul 2": Replace the rule section on Hand Haul 2" with the following section:

Hand Haul. With a few exceptions, an unlimbered guns can move 2" over open, broken, or rough ground. The gun can move either forward or backward, and change direction up to 45-degrees. Unlimbered mountain howitzers (MH) may hand haul up to 4". Hand hauled guns cannot offensive fire in the following Musketry & Cannonade Phase. Heavy rifle guns (HR) and heavy howitzers (HH) cannot hand haul.

11.

*Rulebook page 42/ Gun Maneuvers/ Well Handled: Some gun types may perform a new Well Handled maneuver called **Prolong**. Insert the following new rule section after the section on Hand Haul 2":*

Prolong. Prolong was a tactic used by artillery in a fighting withdraw. Ropes were attached to the gun carriage, and the limber dragged the unlimbered gun a short distance before resuming fire. An unlimbered gun with a Well Handled effect may voluntarily prolong. The gun remains unlimbered and may retreat up to a half move, but cannot offensive fire in the next phase. The retreat path may change direction up to 45-degrees or follow a road. In fire combat, there is no die roll modifier for firing at a gun target that prolonged.

12.

Rulebook page 11/ Weapons/ Rifle & Carbine: The rifle & carbine category no longer represents only the muzzle-loading carbine. The definition is now broader to represent a mix of improved firearms for mostly Confederate cavalry.

Rifle & Carbine (RC). The original Rifle Carbine (RC) weapon class is no longer defined as only muzzle-loading carbines. It now represents a mix of improved Confederate cavalry firearms. Rebel cavalry was usually outgunned by their better equipped Yankee opponents. The South manufactured muzzle-loading carbines in insufficient quantities, and produced even fewer breechloaders. However, Confederate cavalry arms improved as the war progressed as troopers replaced their odd assortment of shotguns, hunting rifles, and single-shot carbines with either longer range infantry rifles, or captured breechloaders and repeaters. The rifle and carbine class has the same weapon range as infantry armed with inferior rifles (IR).

13.

Rulebook page 10-11/ Weapons: The following definitions for breechloaders and repeaters are expanded. Repeater receive a +1 fire combat modifier when charging or defending in a charge. Breechloaders now include a rifle and carbine version.

Repeater (RP). The repeater was the most effective small arms in the war. The Spencer carried seven rounds and the Henry 15 rounds in their magazines. The high cost to manufacture these weapons and supply them with ammunition limited distribution to a few Union cavalry units and even fewer infantry units. The repeaters' higher rate of fire is represented in the game by two fire points per stand at close range out to 8". In addition, the +1 fire combat modifier that applies to stands firing buck and ball and sharpshooters is expanded to include troops armed with repeaters. Firing stands receive a +1 modifier if half or more of the total fire points are from charging or defending troop stands armed with repeaters. If the charging unit is checked by defensive fire, it still can conduct offensive fire with the +1 modifier if it did not charge with cold steel. Only units armed with Spencer Rifles may charge with cold steel.

The only disadvantage for the repeater was the smaller powder charge in the cartridge which limited its range. Both the rifle and shorter carbine version of the Spencer have the same 8" close range and an effective range out to 12". The shorter distance between sights on a carbine made them more difficult to aim, but then, few marksman with the unaided eye could hit a man-sized target at more than 200 yards, regardless of the effective range of the weapon.

Breechloader (BLC or BLR). Several different types of breech-loading carbines and rifles were found in the United States early in the conflict. Even though they were complicated and expensive, Sharps, Burnside, Maynard and several other models of breech-loading carbines were manufactured in sufficient quantities to be the standard firearm for Union cavalry during the war. Also, a few specialized infantry sharpshooter units were equipped with the longer-range Sharps Rifle. The Confederacy manufactured a limited number of breech-loading carbines for their cavalry, and it relied heavily on captured stocks, so you should only assign breechloaders to small cavalry units with combat experience. Breechloaders have a higher rate of fire than muzzle-loading weapons, which is represented in the game by two fire points per stand at 4" close range. Both rifle and shorter carbine versions are represented.

14.

Rulebook page 53/ Fire Combat Modifier/ Fire Points: Replace the rule section on Fire Points with the section below:

Fire Points. Determine the die roll modifier for the fire point value by finding the modifier that corresponds to the total points firing at the same target. The break points for converting the total fire points into a die roll modifier must be at least equal to the number of points listed opposite each successively higher modifier, but less than the next higher number on the list. For example, if the fire points from all stands firing at the same target total 11.5 points, the fire combat modifier is a **plus one**. The fire points would have to total at least 12 points or less than 15 points, to fire with a **plus two**.

Fire points can be converted to a maximum of **plus five** when firing with 25 or more total points. **Subtract five** if the total fire points are any fraction less than 1 full fire point. A regiment or battery cannot split its fire points to fire at multiple targets with less than 1 fire point.

Version 2 QRS: The break points for converting the total fire points into a die roll modifier remain the same for 7 or fewer fire points, but shift down by one factor for 8 or more fire points. A +1 modifier now begins at 9 points instead of at 8, a +2 is at 12 instead of at 10 points and so on, on up to a maximum of a +5 modifier with 25 or more fire points. Fire points totaling any fraction less than 1 point may fire with a -5 modifier. Each successively higher modifier must have the minimum fire points listed below:

-5	less than 1 fire point
-4	1 pt.
-3	2 pts.
-2	3 pts.
-1	4 pts.
0	6 pts.
+1	9 pts.
+2	12 pts.
+3	15 pts.
+4	20 pts.
+5	25 or more points

15.

Rulebook page 53/ Fire Combat Modifier/ Buck and Ball (SM) or Sharpshooters: The modifier that applies to stands firing buck and ball is expanded to include stands armed with repeaters. Replace the rule section on Buck and Ball or Sharpshooters with the section below:

Buck and Ball (SM), Repeaters, and Sharpshooters. **Add one** if half or more of the total fire points are from troop stands rated as **sharpshooters**. **Add one** if half or more of the total fire points are from charging or defending troop stands armed with smoothbore muskets (SM), which fire **buck and ball**, or armed with repeaters (RP). All smoothbore muskets can fire buck and ball ammunition. If the charging unit is checked by defensive fire, it still can conduct offensive fire with the +1 modifier, unless it was charging with cold steel. The above modifiers are not cumulative, so sharpshooters armed with smoothbore muskets or repeaters only **add one**.

16.

Rulebook page 53/ Fire Combat Modifier/ Green Musketry: The modifier that applies to troop stands rated green now applies to green gun stands. Replace the rule section on Green Musketry with the section below:

Green Troops and Guns Firing. When facing combat for the first time, green troops tended to fire too high, while green gun crews lacked the experience to accurately determine a target's range. **Subtract one** if half or more of the total fire points are from troop or gun stands rated green. Green troops armed with smoothbore muskets both **subtract one** for the green rating and **add one** when firing buck and ball in a charge.

17.

Rulebook page 54/ Fire Combat Modifier/ Limbered or Enfiladed Gun Target: Artillery crews and horses were vulnerable to musketry at close range. The modifier has been expanded to include gun targets within close range. Replace the rule section on Limbered or Enfiladed Gun Target with the section below:

Gun Target Limbered, Enfiladed or Within Close Range. *Add one* if one or more firing stands are enfilading an unlimbered gun or battery. Use the same procedure described above for determining if a gun or battery is enfiladed. *Add one* if the gun or battery is limbered. A limbered target is considered limbered when fired on by pass through fire, even if it unlimbered at the beginning or end of the Maneuver Phase. *Add one* if any of the firing stand weapons are in close range of the gun or battery. The modifiers are not cumulative, so firing stands within close range of a limbered or enfiladed gun target only *add one*.

18.

Rulebook page 54/ Fire Combat Effects/ Inflicting Troop Casualties: The maximum stand losses from a Withering Fire effect now is limited to 3 stands. Replace the rule section on Inflicting Troop Casualties with the section below:

Inflicting Troop Casualties. Some fire and charge combat effects require the removal of troop stands from the target unit. Stands removed from play are lost for the duration of the battle. Lost stands can lower a unit's effectiveness from fresh to worn, and eventually to spent. The player controlling the target decides which stand(s) to remove, however, the stands must be removed in such a way that the unit's formation is not changed. The command stand and label stand must be the last two remaining stands. When an infantry or cavalry unit is reduced to a single stand, the unit is removed from the game immediately.

A Galling Fire effect causes a troop target to lose one stand only if it currently is marked disordered. A Telling Fire effect causes a target to lose one troop stand or mark one gun stand damaged. A Withering Fire effect causes a minimum loss of two troop stands or wrecks one gun. The target must lose one additional troop or gun stand if the modified die result is 15 or greater.

19.

Rulebook page 62/ Charge Combat Modifiers/ Charging with Cold Steel (CS) or Breakthrough Charge: A crack unit can now both fire and charge with cold steel. Insert additional paragraph below after first paragraph in section:

Charging with Cold Steel (CS) or Breakthrough Charge.

Normally, a unit cannot fire if it is charging with cold steel. This represents troops ordered to fix bayonets with their muskets either unloaded or without a primer cap in place, so as not to tempt them to stop and shoot during the charge. It was commonly observed that once troops halted and fired it was difficult to get them to move forward again. However, better disciplined and experienced troops learned to hold their fire during the advance, and deliver a well-aimed volley at close range before closing with the bayonet. Crack troops have an additional advantage in combat. They can both charge with cold steel with its +1 charge combat modifier, and fire during the Musketry & Cannonade Phase. They cannot fire during a breakthrough charge.

20 & 2.

Rulebook page 8/ Units: Add a new section on Militia after Batteries.

Militia. The bulk of the regiments and batteries in both armies were volunteers raised and equipped by the individual states with varying terms of service from 90-days, to nine-months, one, two or three years or for the duration of the war. Later conscripts were assigned as replacements in volunteer units. Volunteers were subject to the same military regulations and discipline as in the regular army, and active campaigning and combat experience helped to turn them into professional soldiers. Militia however, were locally raised part time military organization, called up to serve for short periods of time in an emergency. Their officers, had little or no military experience, and were either elected by the men or political appointees. The rank and file generally were poorly trained and equipped, and lacked regular army discipline and combat experience.

As a general rule, militia should be rated green for unit experience with a special morale class called **dispirited** for determining their unit effectiveness. In charge combat, a militia unit receives a -1 die roll modifier. A leader can never have full control of a militia unit, and must apply a -1 maneuver check modifier for provisional command, even when the unit is under his immediate command.

EXAMPLE: Brigade leader Carswell is rated an able leader and is the immediate commander of the 1st, 2nd and 3rd Georgia Militia. All three regiments are within his command radius, but he can only exert provisional command over militia. The units share the same die roll during their maneuver check and apply a 0 for the able leader, and a -1 modifier for provisional command. The modifier would increase to a -2 if Carswell were rated a poor leader.

Rulebook page 62/ Charge Combat Modifiers/ Extended Line: Replace the rule section on Extended Line with the section below:

Extended Line or Militia. **Subtract one** for an attacking or defending unit in extended line. Dismounted cavalry only may maneuver in extended line. **Subtract one** for a unit rated as militia. The above modifiers are not cumulative, so militia in extended line only **subtract one**. The modifier does not apply if a unit in extended line or rated as militia is outflanked.

Rulebook page 9/ Unit effectiveness: Add a new morale level called **dispirited**. Replace the second paragraph with the section below:

Unit Effectiveness

To determine how fast a unit drops from fresh to worn and spent, the designer also assigns the unit one of four morale levels: **spirited** (high morale), **reliable** (average), **unreliable** (low), and **dispirited** (very low). Morale ratings are subjective. A player might rate a unit spirited if it historically fought well in the battle or had a good reputation. A rating of unreliable can be given to units in their first battle or which historically performed poorly. A unit's morale might be lower if it forced marched to the battlefield or suffered heavy losses from the previous day's fighting, or simply to maintain a balance between the opposing forces. Dispirited, the lowest morale level, applies to militia or any unit that lacks regular discipline or continuous field service. Dispirited units have no staying power. A dispirited unit that starts with 12 or more stands, drops from fresh to worn after losing its first stand, and to spent after losing a second stand. A smaller unit drops from fresh to spent after the loss of only one stand.

Spirited	Reliable	Unreliable	Dispirited
2/-1	2/-1	2/-1	2/-1
3/-1	3/2/1	3/-2	3/-2
4/2/1	4/3/2	4/-3	4/-3
5/3/2	5/4/3	5/-4	5/-4
6/4/2	6/5/3	6/5/4	6/-5
7/5/3	7/6/4	7/6/5	7/-5
8/5/3	8/6/4	8/7/6	8/-7
9/6/4	9/7/5	9/8/7	9/-8
10/7/4	10/8/5	10/9/7	10/-9
11/8/5	11/9/6	11/10/8	11/-10
12/8/5	12/9/6	12/10/8	12/11/10
13/9/6	13/10/7	13/11/9	13/12/11
14/10/6	14/11/7	14/12/9	14/13/12
15/11/7	15/12/8	15/13/10	15/14/13
16/11/7	16/12/8	16/13/10	16/15/14
17/12/8	17/13/9	17/14/11	17/16/15
18/13/8	18/14/9	18/15/11	18/17/16
19/14/9	19/15/10	19/16/12	19/18/17
20/14/9	20/15/10	20/16/12	20/19/18
21/15/10	21/16/11	21/17/13	21/20/19
22/16/10	22/17/11	22/18/13	22/21/20
23/17/11	23/18/12	23/19/14	23/22/21
24/17/11	24/18/12	24/19/14	24/23/22
25/18/12	25/19/13	25/20/15	25/24/23

21.

Rulebook page 66/ Charge Combat Effects/ Breakthrough: A breakthrough charge is now a half-move at the double quick rate. Replace the second paragraph with the following section:

Breakthrough.

After all combats are resolved, each unit with a breakthrough must charge a half move at the double quick rate toward the closest enemy unit. A breakthrough charge is performed in the same manner as a normal charge, as explained on page 36. If more than one enemy unit is equidistant, the player controlling the charging unit selects which will be the target of the breakthrough charge. If there is more than one breakthrough unit, each may charge a different enemy unit. A supporting unit must continue to follow the charging unit it is supporting.