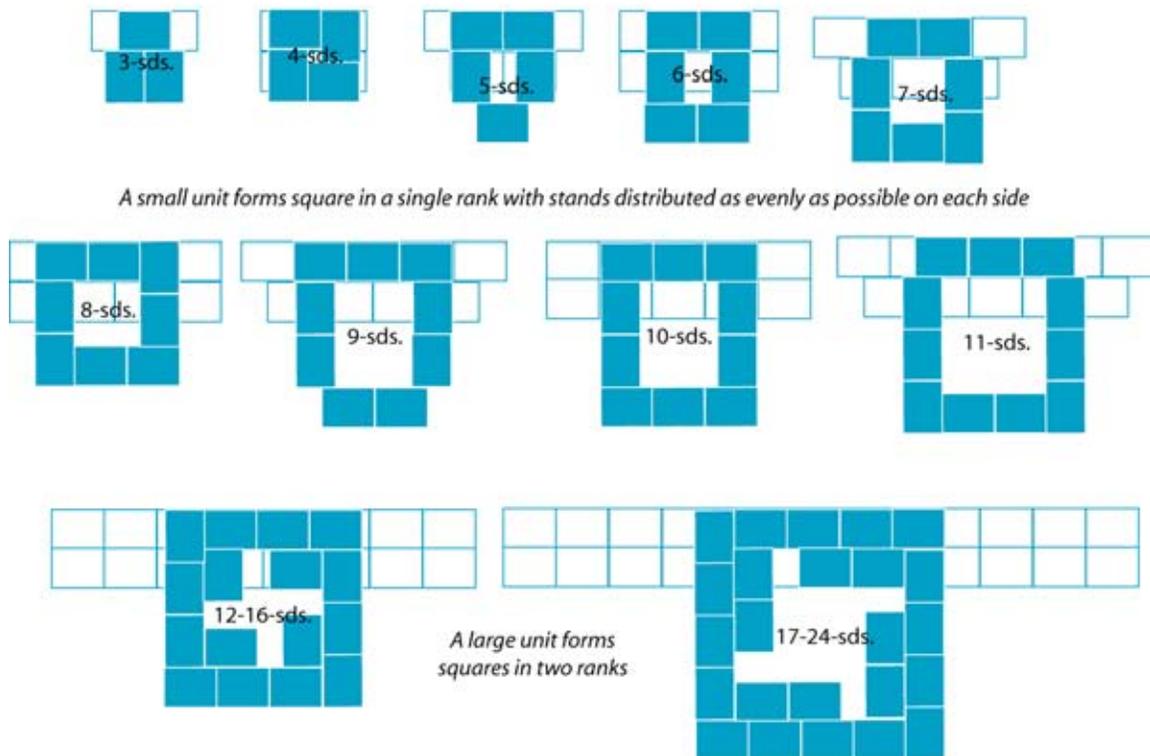


## Infantry Square Formation for RFF Variants

Infantry can reduce their risk from a cavalry charge by changing formation into a *square*. During the American Civil War, squares were rarely used because cavalry was more vulnerable to the increased firepower of troops armed with long range rifled muskets. Squares were more common in the earlier wars that can be played as Regimental Fire and Fury variants.

A square is represented by arranging the unit's stands in a hollow box, with stands distributed as evenly as possible on each side (see Figure 1). One side of the newly formed square must face in the same direction as the previous facing, with the center of that side overlapping the front and center of the old formation. A unit with an odd number of stands may place the extra stand on any side. A large unit with more than twelve stands must deploy its additional stands in a second rank placed inside the square and distributed as evenly as possible on each side. Only infantry may form square. Dismounted cavalry cannot form square.

Figure 1. Forming Square



There are two methods of forming a square. The first is a *deliberate* square performed as a normal change of formation maneuver during the unit's maneuver check. The second is a *hasty* square performed as a hasty maneuver in the opposing player turn immediately after charges are declared.

**Forming a Deliberate Square.** A unit must receive a Well Handled effect in its maneuver check in order to change from any formation to a deliberate square, and it also may move half either before or after the change.

A unit with a Tardy effect must start in a line or field column formation and hold its position to form square. A unit in extended line or march column cannot form a deliberate square if it has a Tardy or worse effect. It must first change into a line or field column in its turn, and then can form a hasty square in the opposing player turn.

Troops rated raw are marked disordered if they form a deliberate square over broken or rough ground. Note, the American Civil War era term for "green" troops is replaced with "raw" when playing other RFF variants.

A unit that starts the turn in a square formation and receives a Fall Back or Rally effect does not retreat beyond close range. Instead, it holds its position in good order and any sheltered gun crews remain inside the square.

A unit that starts the turn in square *adds one* to the base die result in its maneuver check. A square has limited movement, which is listed on the Movement Rates Chart. A square with either a Well Handled or Double Quick effect moves 4" over open ground, 3" over broken ground, and 2" for rough ground. The movement rate is halved from a Tardy effect.

A unit in square must perform a Tardy or Well Handled maneuver to deploy back into a line, extended line, or field column. The new formation may face in any direction. A front and center stand of the new formation must overlap at least one stand in the old square formation. The basic rule for deploying into march column still applies. The unit must perform a Well Handled maneuver with one stand moving up to a half move away from the square and all remaining stands placed behind it in a single file. Raw troops are marked disordered if they change from a square into any formation over broken or rough ground.

**Forming a Hasty Square.** A unit in line or field column also may form square as a hasty maneuver in the opposing player turn in response to an enemy charge. After the opposing player declares all charges, a player must declare which of his infantry units are forming a hasty square. Each unit must form a separate square. Hasty squares are formed before any charging units are moved. A unit in extended line or march column cannot form a hasty square.

Units may form a hasty square if they are the target of a charge, in the path of a charge, or behind or adjacent to a unit that is the target of the charge. If a unit located behind or adjacent to a defending unit might be the target of a breakthrough charge, it must form a hasty square before the first charge movement is conducted. It cannot form square in response to a breakthrough charge after the first round of combat has been resolved. Raw troops in any type of terrain are marked disordered if they form a hasty square. A charging unit must still charge its target that formed square.

**Sheltering Gun Crews.** Squares also may shelter the crews of an adjacent battery that was within 2" of the unit before it formed square. The crew may take shelter in a square as a hasty maneuver and are considered to have abandoned their guns. To represent an abandoned gun, keep the gun model unglued and simply leave the loose gun in place and move the stand with the crew glued to the base, to either behind or if space permits, to inside the square formation. The gun model left behind is marked silenced.

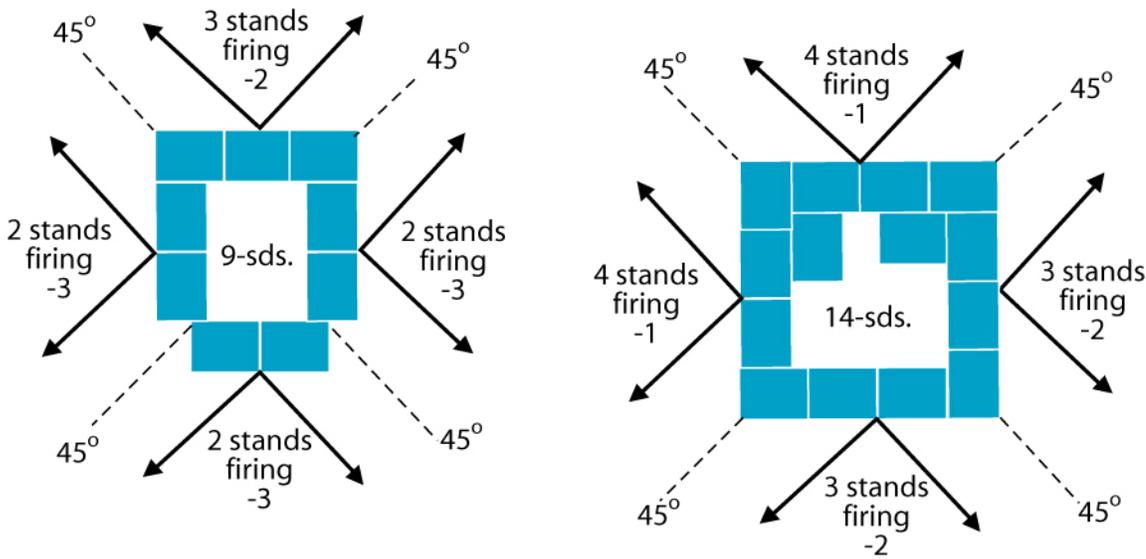
Gun crews may return to their guns in their maneuver check. The crew stand simply is moved to the abandoned gun and must perform a rally maneuver to remove the silenced marker.

**Squares in Fire Combat.** A square with its added depth and compactness has an increased risk from enemy fire, while fire from the square is greatly reduced. A unit firing on a square *adds two* to the base die result in fire combat. An abandoned gun and its gun crew sheltered in a square cannot be targeted.

A square may fire in any direction. All the stands on each side of the square may fire, but must fire at the same target within a 45-degree arc of fire between the corners of the square (see Figure 2). Each side of a square may fire but must

fire at a different target. Stands in the second rank of a large unit square may also fire out of the side they are facing. The side of a square must combine its fire with the fire from other units in any formation including a square, when firing at the same target.

Figure 2. Fire combat modifiers

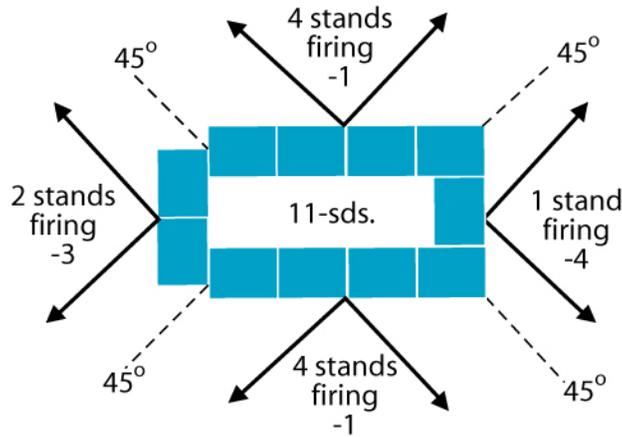


**Squares in Charge Combat.** A defender in a hasty square *subtracts one* from the base die result in charge combat. *Subtract three* if the target of a charge was outflanked before forming a hasty square. The outflanked modifier is noncumulative and takes priority over the modifier for hasty square. A square is only considered to be hasty when resolving charge combats in the opposing player turn it formed, including in any second combats following a Desperate Struggle effect or a breakthrough charge. There is no modifier for a deliberate square. A defending unit in square *adds one* for favorable ground when defending on higher ground or if the attacker charged over broken or rough ground. Sheltered gun crews do not count when determining which side is outnumbered. The charge modifier for cavalry charging over open or broken ground is reduced to *zero* when charging a square.

If a square is defeated by a Hard Pressed effect, it is marked disordered and loses a stand if already disordered, but does not retreat. Instead the winning attacker must retreat 2" in good order, and attacking cavalry may recall in good order. Normally when an outflanked unit is defeated in charge combat, all combat effects require the unit to retreat broken, however, if the outflanked unit formed a hasty square and only suffered a Hard Pressed effect, it still holds its position and the attacker must retreat in good order instead. A square is broken if defeated by a Driven Back or Swept from the Field effect. In both cases the defeated unit must full retreat broken, and depending upon the severity of the effect, loses one or more additional stands. Abandoned gun crews in a broken square are eliminated in addition to any other losses.

**Rectangular Square.** A unit may also form a rectangular shaped square (Figure 3) where the front and rear faces of the square are longer than the sides. A rectangular square may also deploy facing at any angle to its original facing, as long as at least one stand of the square touches the front and center of the old formation. A unit may only form a deliberate rectangular square in its maneuver phase. A unit cannot form a rectangular square as a hasty maneuver. A rectangular square moves at the same movement rate for a square.

Figure 3. Rectangular Square



**Oblique Square.** A unit also has the option to form an oblique square (Figure 4). When changing formation, the sides of an oblique square face at a 45-degree angle to the previous facing, with a corner stand in the square overlapping the front and center of the old formation. Stands of an oblique square can either be distributed evenly on each side or as a rectangular square. A unit may only form an oblique square in its maneuver phase. A unit cannot form an oblique square as a hasty maneuver.

Figure 4. Oblique Square

