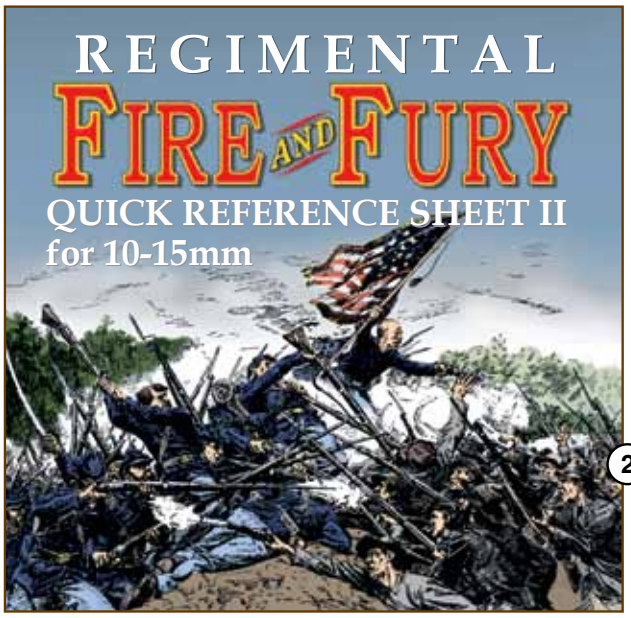
Figure 1.

10-15mm ACW QRS II Ver3



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		

2

1

DIE RESULT	Troops in Good Order and Guns Effects
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.

DIE RESULT	Disordered or Broken Troops Effects
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.

3

4

ACW Quick Reference Sheet II

The Quick Reference Sheet (QRS) summaries the play sequence and processes for resolving a player turn. QRS II for the American Civil War can be downloaded for free from the *Fire and Fury Games* 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. Updates will be posted as needed and announced on the forum.

Maneuver Table Changes (see Figure 1)

1. There are no longer separate in-command and out-of-command die result columns on the table. They are replaced by separate die result columns for the Troops in Good Order and Gun Effects, and Disordered or Broken Troops Effects.
2. The out-of-command column is replaced with a new maneuver check modifier. Each unit located outside the command radius of a leader must now apply a -2 out-of-command modifier. The modifier is noncumulative and takes precedence over the -1 modifier for a unit under provisional command.
3. Troops with a Rally with Élan effect can now return to good order and either move full or perform some other Well Handled maneuver.
4. Panic and Rout are combined into one Maneuver Table effect.

Movement Rates Chart Changes (see Figure 2)

5. Units and leaders can now combine on and off road movement. The movement rate when moving on a road in good condition is prorated at x1.5 for troops and x2 for guns.

Troop Maneuver Changes (Figure 2)

6. A new Well Handled maneuver allows a unit changing formation from a field, march or storming column to ***deploy to the front*** into line or open order and hold position.

Figure 2.

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	18 / 24
	Broken	16	14	12	24
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	24 / 36
	Dismounted Extended Line	12 / 16	10 / 14	8 / 12	-
	Broken	24	20	8	36
Artillery	Field Gun	12 / 16	8 / 12	4 / 6	18 / 24
	Horse Gun	18 / 24	12 / 16	4 / 6	24 / 36
Leader	Mounted	24	20	12	36
	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
- Deploy to the front; Green unit disordered by broken or rough ground
- Change front
- Face by the rear rank
- Scale major obstacle
- Replenish ammunition

TARDY

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

HASTY

- Cavalry counter charge 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

7. A new Well Handled maneuver allows troops to ***change front*** by wheeling up to 90-degrees and hold position.
8. A new Tardy maneuver allows troops to ***full move disordered***.

Gun Maneuver Changes (Figure 2)

9. New movement restrictions for heavy howitzers and heavy rifle guns; they cannot move at the double quick, hand haul, or prolong.
10. New Well Handled maneuver allows most types of guns to prolong unlimbered a half move to the rear.
11. Mountain howitzers can hand haul 4" instead of the standard 2".
12. A silenced gun only can Rally with a Well Handled maneuver. It can no longer Rally with a Tardy maneuver.

Musketry and Cannonade Table Changes (Figure 3)

13. Cavalry armed with the rifle carbine is now called a mix of carbines & rifles (RC).
14. Breechloaders and repeaters now come in two versions: carbine or rifle.
15. There are two new artillery weapon types: heavy howitzers and mountain howitzers.
16. The break points for converting the total fire points into a die roll modifier remain the same for 7 fire points or less, but shift down starting at 8 or more fire points. A +1 modifier now begins at 9 points, a +2 is at 12 instead of at 10 points and so on, up to a maximum of a +5 modifier with 25 or more fire points. Round fractions down.
17. Repeaters receive a +1 modifier fire combat modifier when charging or defending in a charge.
18. The -1 modifier for Green troops firing also applies to Green gun crews.

Figure 3.

10-15mm ACW QRS II Ver3

Musketry & Cannonade Table

Musketry Fire Points

	Close Range 4″	8″	12″	16″
Rifle Musket (RM)	1		½	
Breechloader (BLC or BLR)	2	1	½	½
Repeater (RPC or RPR)	2		½	½
Inferior Rifle (IR) or Rifle & Carbine (RC) (13)	1		½	
Smoothbore Musket (SM) or Shotgun & Hunting Rifle (SH)	1	½		

(14) Rifle / Carbine

Cannonade Fire Points

	Close Range Canister 4″	12″	Shot & Shell 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) (15)	6	4	3			
Light Howitzer (LH) or Mountain Howitzer (MH)	5	3	3			

(16)

-4	1 pt.
-3	2 pts.
-2	3 pts.
-1	4,5 pts.
0	6-8 pts.
+1	9-11 pts.
+2	12-14 pts.
+3	15-19 pts.
+4	20-24 pts.
+5	25 or more points

Fire Point Modifiers

x½	Firing disordered, low on ammo, or damaged gun

Die Roll Modifiers

+1 (17)	Firing repeaters or buck & ball (SM) in a charge, or sharpshooters firing
-1 (18)	Green troops or guns firing
+1 (19)	Troop target in field column, cavalry, marched by the flank, about faced, passage of lines, crossed an abatis, or broken
+2	March column or enfiladed
+1	Gun target is limbered, enfiladed, or in close range
-1	Target in partial cover or extended line
-2	Full cover or extended line in partial cover
-3	Fortified position

Die Result	Target: Crack	Veteran	Trained	Green	Effects	Additional Effects
	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. (20)	***Charge Checked.*** Retreat charging unit 2″ from enemy. Cavalry may recall up to a full move.
	-	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 Home.*** Resolve charge combat next phase.
	10	9	8	7	Charge checked or charge home with cold steel.	***Massed Target.*** Units within 2″ behind target suffer the next lower effect.
	7, 8, 9	7, 8	7	-	Charge home.	
	6	6	5, 6	5, 6	***Galling Fire.*** Troops disordered or lose 1 stand if already disordered. Charge home. 1 gun stand silenced.	***Low on Ammo.*** On a base die result of 10, mark one gun stand or unit of troops firing half or more stands.
	-	5	4	3, 4	***Lively Fire.*** From cannonade only, troops disordered or 1 gun stand silenced. Musketry 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	***Desultory Fire.*** No effect. Charge home.	

19. A non-cumulative +1 modifier now applies when firing at a target crossing an abatis.

20. Loses from a Withering Fire effect are limited to three stands on a 15 or more die result.

Charge Table Changes (Figure 4)

21. The die result difference for each combat effect has shifted by 1. A Swept from the Field effect now occurs on an 8 or more, a Driven Back effect on a difference of 4 to 7, and a Hard Pressed effect on a 1 to 3. A Falter effect occurs on a difference of -1 to -3, a Recoil effect on -4 to -7, and Repulsed on -8 or more. A Desperate Struggle effect remains the same at 0.

22. Units breakthrough charge a half-move at the double quick rate.

BASIC RULES CHANGES

This section covers modifications and additions to the basic rules.

Maneuver Table Procedure

Rulebook page 24: 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, 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:

Conduct maneuver checks using the Maneuver Table (Figure 5) 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.

Figure 4.

Charge Table

DIE ROLL MODIFIERS

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

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.

DIE RESULT DIFFERENCE	EFFECTS
8 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.
4 to 7	***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, 2, 3	***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,-2,-3	***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.
-4 to -7	***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.
-8 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.

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 Die Roll Modifiers

Rulebook page 25 under 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.

Maneuver Effects

Rulebook page 26 under 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.

Rulebook page 26 under 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.

Rulebook page 26 under 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.

Troop Maneuvers

Rulebook page 27 under 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

Maneuver Table

COMMAND RADIUS (A)

8″ clear line of
Attached to a c ous line of march
4″ line of sight through dense woods, twilight or fog, attached, or dismounted

DIE ROLL MODIFIERS (B)

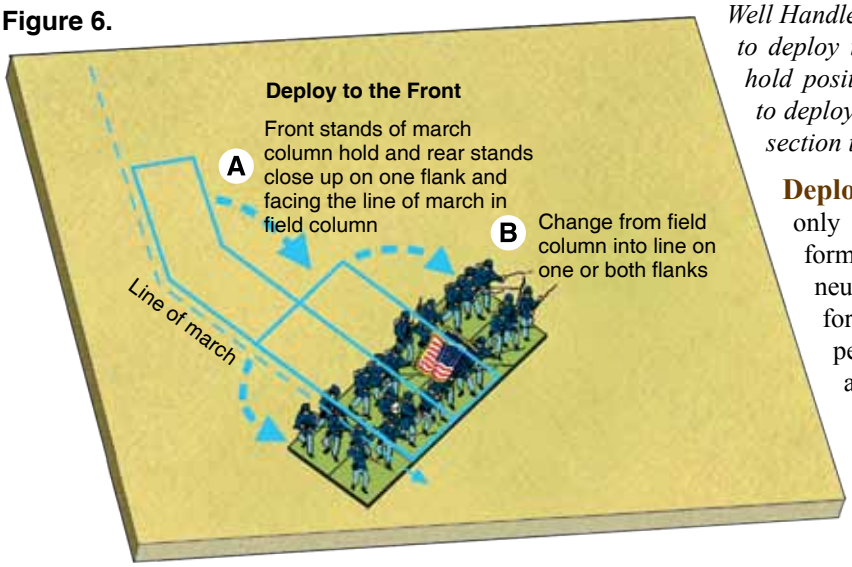
+1	Gallant lea	+2	Fresh troops
0	Able	0	Worn
-1	Poor	-2	Spent
+1	Attached leader or brave colonel	+2	Battery
-1	Provisional command	+1	Field or march column, garrison, limbered gun, or linear cover
-2	Out of command	-2	Outflanked within 8″, or broken
+2	Crack unit	-1	Key position lost
+1	Veteran	-1	Heavy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

Figure 5.

DIE RESULT (C1)	Troops in Good Order and Guns Effects (C2)
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.

DIE RESULT (D1)	Disordered or Broken Troops Effects (D2)
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.

Figure 6.



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 another unit in open order or guns without penalty. The unit in line or open order 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.

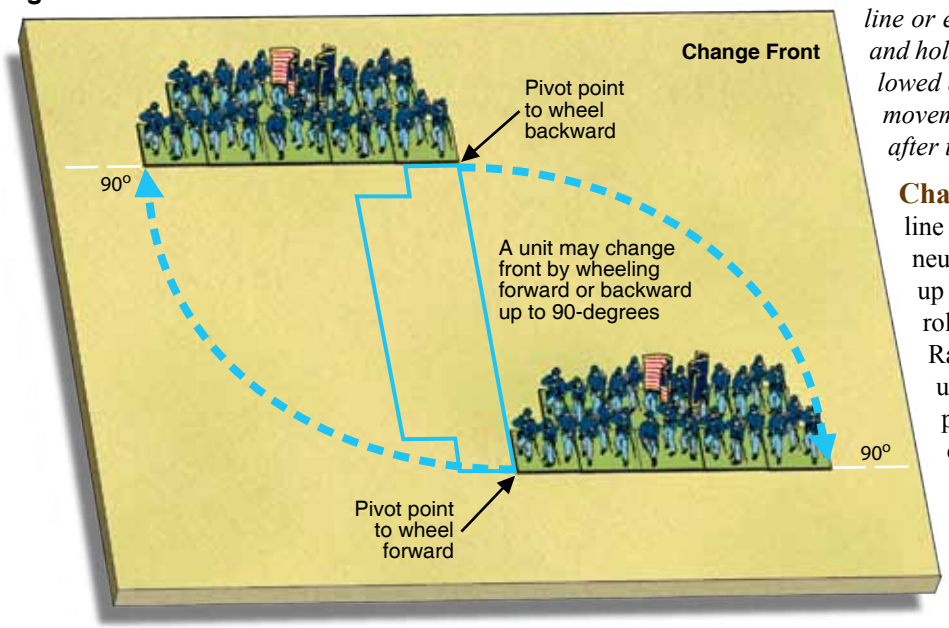
Rulebook page 27 under Well Handled: Introducing a new Well Handled maneuver that allows a unit in march column to deploy in line perpendicular to its line of March and hold position. The original version only allowed a unit to deploy along its line of march. Add the following rule section to Well Handled maneuvers:

Deploy to the Front. For simplicity, the basic rules only allow a march column to deploy into a line formation facing along its line of march. A new maneuver, deploy to the front, allows a unit to change formation from a march column into line facing perpendicular to its line of march. A unit must roll a Well Handled effect during its maneuver check to perform this maneuver. The unit must expend the entire maneuver changing formation, and cannot move up to half its full move rate either before or after the formation change.

The deploy to the front maneuver is performed in a two-step process (Figure 6). First, the unit must temporarily deploy from march column into a two-stand wide field column by moving half of the stands at the rear of the march column forward and arranging them adjacent to the stands at the front of the column, as depicted in Figure 12-B on page 33 in the basic rulebook. This forms a field column aligned along the line of march. In the second step, the field column must immediately redeploy by expanding its frontage on one or both flanks to form a line formation, as depicted in Figure 13-A on page 34. The redeployed formation must maintain the same facing, but may refuse a flank up to 45-degrees. Green troops that deploy to the front in broken or rough terrain are marked disordered. Units only allowed to form march column and extended line, to include dismounted cavalry, dismounted mounted infantry, specialty skirmish troops, and irregular troops in other periods, may deploy to the front from march column into an extended line.

Rulebook page 27 under 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:

Figure 7.



Change Front. A unit in line or extended line may now perform a change front maneuver by wheeling forward or backwards up to 90-degrees (Figure 7). 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

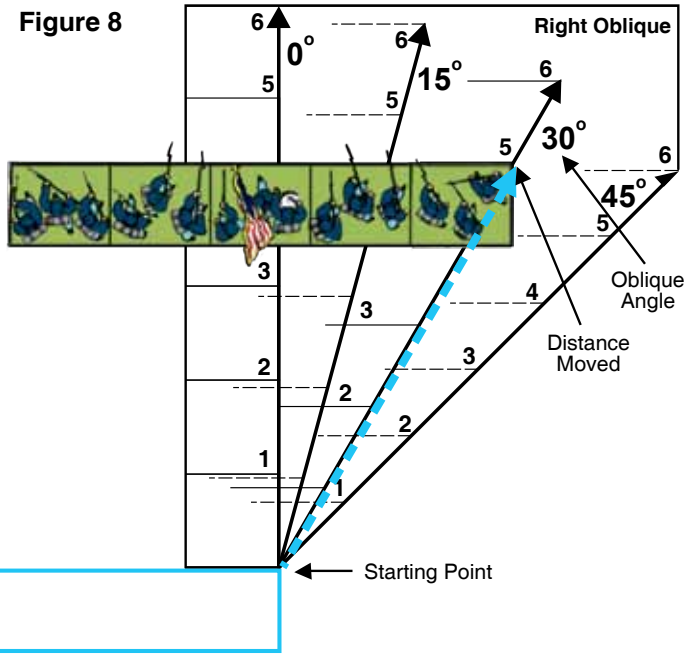
always is measured from the front face of the unit with the pivot point touching the corner of the inside flank stand. A unit cannot wheel more than 90-degrees or further than its maximum movement rate. A unit cannot move after completing a change front, but it may refuse a flank.

Troop Movement

Rulebook page 31 under Oblique: Replace the Oblique rule section with the following:

Oblique. As a unit advances or withdraws, it also may move to the left or right oblique. To oblique, all stands maintain their current facing and formation and move at an angle up to 45-degrees in one direction. Move distance is measured along the angle. A unit may oblique once at any point during its advance or withdrawal. An oblique cannot be combined with a wheel or march by the flank. A unit may oblique either left or right, but not both in the same phase. The unit may refuse one or both flanks after completing its movement. A charging unit may oblique only at the beginning of its charge.

Figure 8



An new oblique template is provided to help determine the angle and movement cost (Figure 8). The template is located on the last page in this book. The templates also can be downloaded for free from the support page on our website support page. Photocopy the templates, then cut out, fold, and glue the two sides together. The oblique template shows the angle and movement cost at 15, 30, and 45-degrees. The template has both left and right oblique markings. Place the base of the template along the front face of the unit, with the outside corner of the flank stand touching the starting point for the various oblique angles on the template. Next, move the formation along the selected angle. The movement cost is listed on the template.

Road Movement

Rulebook page 32: The rules now allow both on and off road movement in the same turn using a prorated movement rate for the distance traveled on a road in good condition. Replace the Road Movement rule section with the following:

A road is a linear terrain feature the width of one stand, rated as open ground for its entire length. A road passing over a bridge or through a shallow ford is considered open ground. Units in march column, broken units, limbered guns, and leaders may move on a road.

All or part of the unit or leader movement can be spent moving on a road (Figure 16). The unit or leader may move on a road if it starts movement aligned on or with at least one stand touching the road. A regiment in any other formation with at least one stand touching the road, that rolls a Double Quick, Well Handled, or Rally with Elan effect, may change formation and half move in march column on the road. Similarly, an unlimbered battery touching the road may limber up and move on the road. A march column, limbered battery, or leader also can begin moving on a road if it later makes contact with the road during movement.

To move on the road, the unit or leader simply follows the path of the road. The march column, limbered battery, or leader must be aligned on the road as it moves. There are no restrictions or penalties for changing direction as they move along the path. A unit or leader may move forward in the direction they are currently facing, or they can about face without a penalty and move along the road in the opposite direction.

All roads have a rating as being either in ***good*** or ***poor condition***. Good roads provide a ***road bonus*** for the distance traveled on the road. The road bonus multiplies the distance traveled by x1.5 for infantry and cavalry in march column, x1.5 for leaders, and x2 for limbered artillery. As a rule of thumb, for every inch spent moving on a good road, a unit or leader may move an additional half-inch for free, or an additional one-inch free for a limbered battery. Roads in poor condition do not provide a multiplier and only are treated as open ground.

Units and leaders may move entirely on a road or combine on- and off-road movement. How far they can move depends upon the current movement rate. A unit that starts aligned on or touching a road immediately can move on the road at the open-ground/road rate. If the unit does not touch the road at the start, its movement rate will be based on the level of difficulty for the terrain it must move through to reach the road. For example, if a unit moves through woods rated broken ground, the movement rate for both off and on the road will be at that rate. Likewise, if a unit starts on a road and exits at some point into broken ground, the movement rate also will be at that rate for both on and off the road. Whenever a unit combines on- and off-road movement through terrain of different levels of difficulty, it must move at the slowest rate for its entire movement.

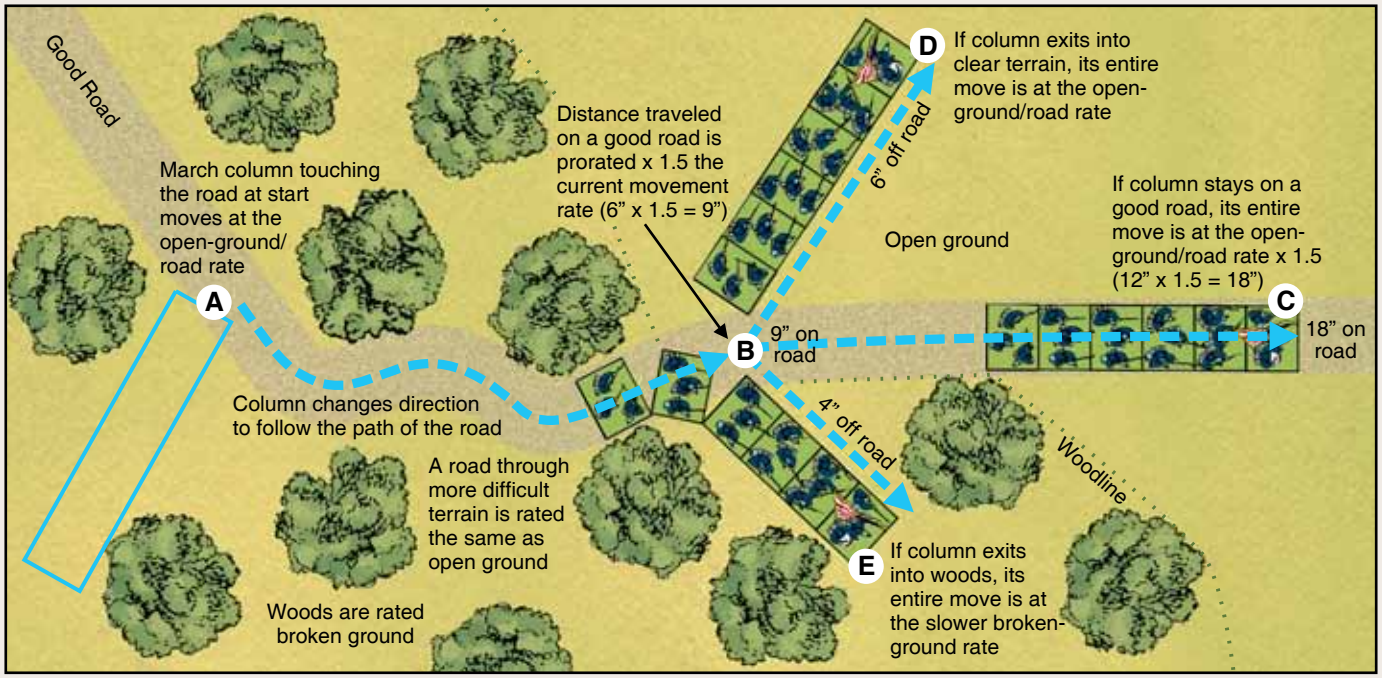
If part of the movement was on a road in good condition, the road bonus multiplier only applies to that portion traveled on

Figure 9. Prorating Road Movement. The player rolls a Well Handled effect for a regiment in march column with one stand touching a road in good condition at point A. The unit moves 9” on the road to B. The road bonus multiplier is x1.5, therefore the unit has only expended 6” of its full move allowance. How much further the unit can move depends upon the type of terrain it continues to move through.

The unit can remain on the road and continue to move up to 18” to **C** (12” open-ground/road rate x1.5 good-road bonus = 18”).

The unit can exit the road at **B** and move another 6” through open ground to **D**, for a total of 15” (6” open-ground/road rate x1.5 good-road bonus = 9”, + 6” open-ground rate = 15”).

The unit can exit the road at **B** and move through woods to **E**. Its entire move distance is at the slower broken-ground rate, so it may only move another 4” for a total of 13” (6” broken-ground rate on road x1.5 good-road bonus = 9”, + 4” broken-ground rate through woods = 13”).



the road. A unit or leader that spends part of its movement in broken or rough ground and part on a road in good condition, must move at the slower rate for the entire distance traveled, but prorates the road bonus multiplier only for distance traveled on the good road.

A unit that starts in another formation may change formation into march column and half move. If the original formation touches the road, it immediately changes to march column and half moves on the road. If it is not in contact with the road, it may change to march column and half move to reach the road, and continue on the road with any remaining movement.

Weapons

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.

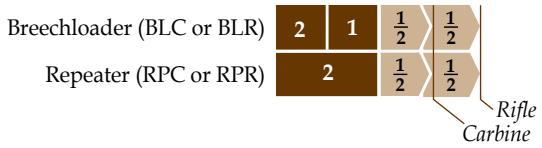
Rifle & Carbine (RC). The original Rifle Carbine (RC) weapon class is no longer defined as only muzzle-loading carbines. It now represents a mix of improved Confederate cavalry firearms. Rebel cavalry was usually outgunned by their better equipped Yankee opponents. The South manufactured muzzle-loading 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).

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

Repeater Carbine (RPC) or Rifle (RPR). 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. Both rifle and shorter carbine versions are

represented. 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.



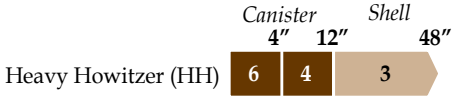
Breech-loading Carbine (BLC) or Rifle (BLR). Breechloader (BLC or BLR). Several different types of breech-loading carbines and rifles were found in the United States early in the conflict. Even though they were complicated and expensive, Sharps, Burnside, Maynard and several other models of breech-loading 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.

Rulebook page 12/ Weapons: Artillery weapon types are expanded to include the 24-pound heavy howitzer and 12-pound mountain howitzer. 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 Howitzer (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.



Limbered and Unlimbered Guns

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.

Gun Maneuvers

Rulebook page 42 under Tardy: 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.

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.

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

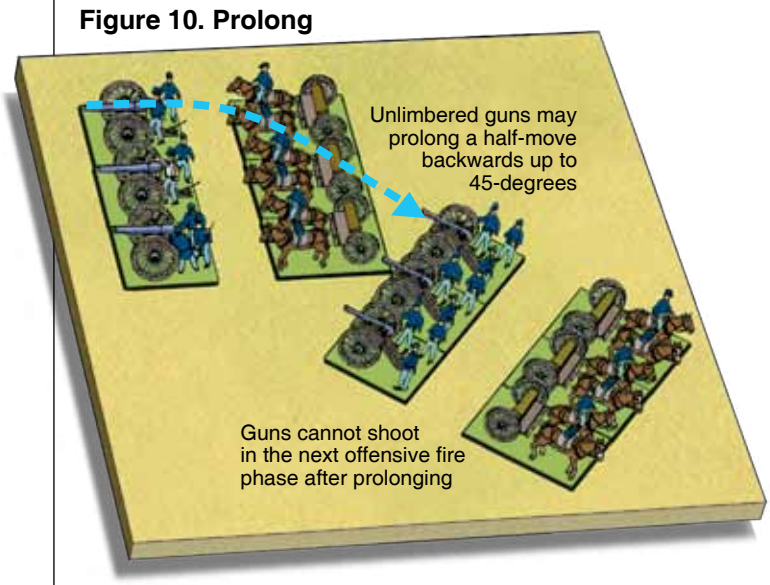
Hand Haul. Hand Haul. With a few exceptions, an unlim-

bered 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.

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.

Figure 10. Prolong



Fire Combat Modifier

Rulebook page 53/ Fire Combat Modifiers/ 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, 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.

Rulebook page 53/ Fire Combat Modifiers/ 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.

Fire Combat Effects

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.

Charge Combat Modifier

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 or Breakthrough Charge. Normaly, 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.

Skirmishers

It was a standard tactic in the Civil War for an infantry regiment to deploy two companies as **skirmishers** to screen the unit's front. Usually skirmishers are not represented because they are too few to significantly affect the outcome of the small historical battles or portions of bigger battles we are trying to re-create. When skirmishers are deployed in greater strength, however, they could make a tactical difference. The following optional rules allow a player to detach stands from an infantry regiment and deploy them as a small unit of skirmishers.

Skirmishers add complexity to the game, so we recommend they only be used in smaller engagements in which the opposing forces are about the size of a brigade. Skirmishers are introduced in our first scenario, the engagement at Big Bethel.

Deploying Skirmishers. The game may start with skirmishers placed on the table, or they can be deployed later during a regiment's maneuver check as part of a change of formation maneuver. A regiment may change its own formation while deploying skirmishers. The regiment must remain in a line or field column when skirmishers are deployed. Skirmishers may only deploy in extended line.

Less than half of a regiment's stands may be detached as skirmishers. The skirmisher detachment can have as few as two stands and a maximum of six. For example, a 12-stand regiment can detach from two to five stands as skirmishers; five out of twelve stands are the most that can be detached and still be less than half of the regiment. A regiment with more than twelve stands can detach a maximum of six stands. A five-stand regiment is the smallest unit able to deploy skirmishers.

Place the newly detached stands in an extended line within 2" in front of the regiment (Figure 1). Both units may refuse the same flank with up to half their stands. When skirmishers start the game already placed on the table, the controlling player must decide how many stands to detach from the regiment before the game begins. The stand with the unit label and the command stand must always remain with the regiment.

A **skirmisher marker,** must be placed behind the detached

Figure 11. Deploying Skirmishers

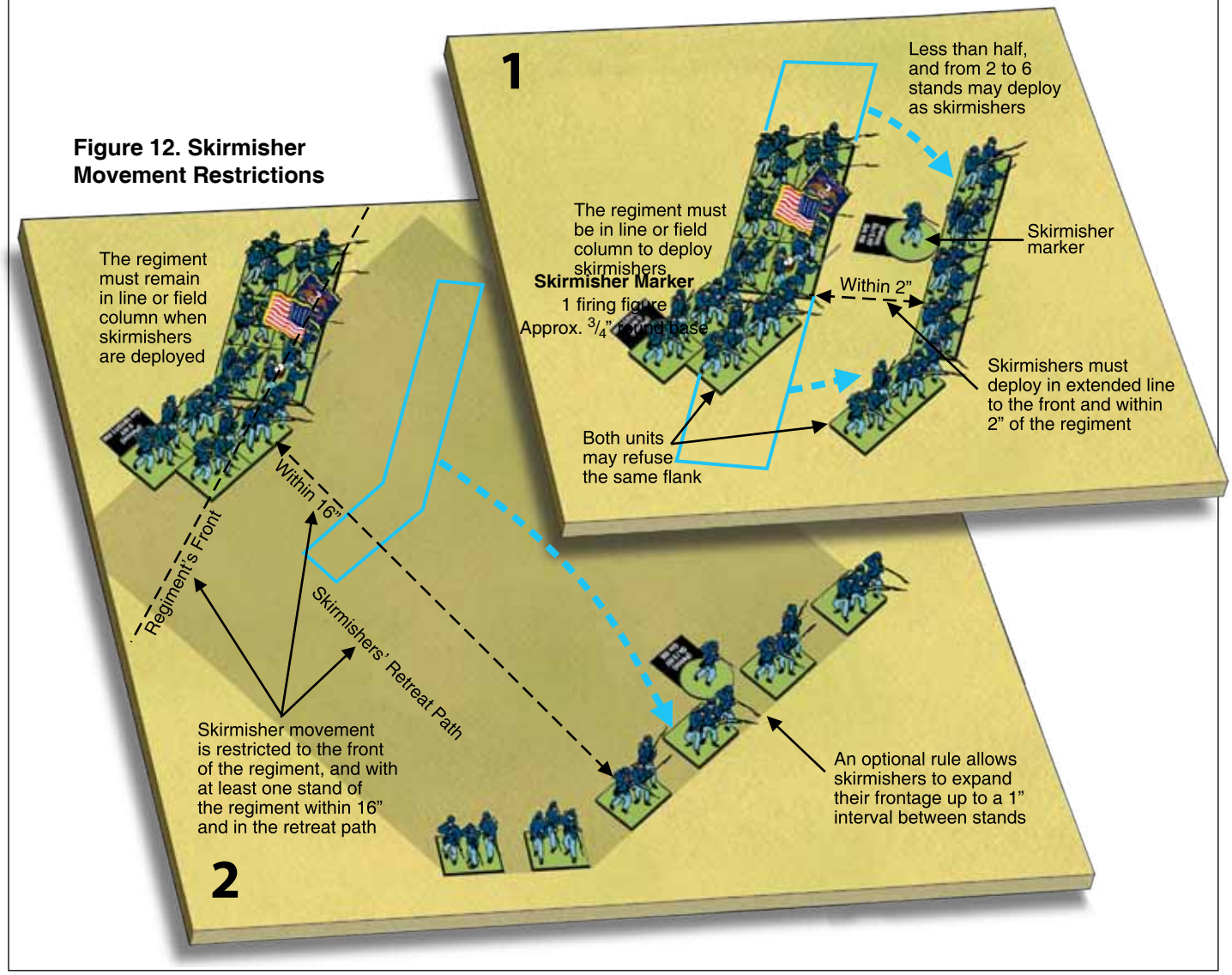


Figure 12. Skirmisher Movement Restrictions

unit to identify the skirmishers. The marker can be represented by a single firing figure on a small round base with the skirmisher unit label fixed to the base. Players will have to prepare skirmisher unit labels or use the preprinted labels provided in a published scenario order of battle. The skirmisher unit ratings are the same as the ratings for the regiment. A player must look at the regiment's label to determine the current effectiveness (fresh/worn/spent) level for both units. The current level is based on the combined strength of the remaining stands in the regiment and its detached skirmishers.

Skirmisher Marker
1 firing figure
Approx. $^3/_4$" round base

If the change formation maneuver was with a Well Handled effect, the skirmishers may move up to a half-move distance while the regiment holds its position. If the regiment moved half before or after it changed formation, or if it changed formation and must hold its position due to a Tardy effect, the skirmishers must remain within 2" for that turn.

When a green unit changes its formation in broken or rough ground while deploying skirmishers, only the regiment is marked disordered. During defensive fire, a regiment can be fired upon before it deploys skirmishers. If the newly deployed skirmishers remain within 2" and are fired upon, the regiment behind suffers the combat effect for a massed target.

Movement Restrictions. Once deployed, skirmishers perform their maneuver checks and fight as a separate unit. Leaders can attach to skirmishers. Skirmishers outside the command radius of a leader must resolve a separate out-of-command maneuver check. The skirmishers' mission is to screen the regiment, so there are movement restrictions on how far they can move and face relative to the regiment (Figure 2). The skirmisher formation only can maneuver in front of the regiment. The regiment's front is determined by drawing a straight line between the front corners of the formation. At least one of the regiment's stands must remain within 16" (400-yards) and in the retreat path of the skirmishers. If the regiment moves over 16" or outside the retreat path, the skirmishers must move to conform to the movement restrictions in their next maneuver check.

Rejoining the Regiment. Skirmishers may rejoin their regiment. Rejoining occurs during movement and does not require a change formation maneuver. To rejoin, either the skirmishers retreat or the regiment advances until at least one stand from each unit makes contact. The remaining skirmisher stands are immediately placed back into the regiment's current formation and assume the same good order, disorder or broken status as the regiment. If there is insufficient space to fit all of the stands into the formation, place the extra stands in a broken formation close behind the regiment until more space becomes available. These stands cannot fire or be counted for numbers in charge combat. The skirmisher marker is removed once the skirmishers rejoin their regiment.

Skirmishers may voluntarily rejoin the regiment either during a unit's maneuver check or as a Hasty maneuver during the opposing player turn. A regiment may conduct its maneuver check before or after its skirmishers rejoin, and it may continue to move after they rejoin. Skirmishers may rejoin a charging regiment. A regiment may redeploy its skirmishers again in a later turn.

Skirmishers who cannot retreat straight back must full retreat broken away from the enemy and toward the regiment instead of toward the friendly table edge. They continue to full retreat broken each turn without a maneuver check until contact is made. Skirmishers must full retreat broken and attempt to rejoin the regiment when they cannot conform to their movement restrictions, become broken, or are reduced to one stand. Skirmishers must also rejoin if they contact the regiment while retreating after charge combat.

If all the stands in the regiment are eliminated while its skirmishers are detached, the remaining skirmisher stands become the regiment and are treated as a normal unit. Remove the skirmisher marker and replace two skirmisher stands with the unit command stand and unit label stand. The understrength unit may continue to maneuver in extended line, or change formation in a later turn.

Evade. As a Hasty maneuver, skirmishers may voluntarily **evade** charging enemy infantry and dismounted cavalry. Before the charging unit makes contact, the skirmishers may full retreat broken toward the regiment. The charging unit may carry the position or continues to charge with its remaining movement toward the retreating skirmishers. Mark the charging unit disordered at the end of the phase if it charged over broken or rough ground. Other units in extended line cannot evade, and skirmishers cannot evade if charged by enemy cavalry.

Extended Line Frontage

In the basic rules, all stands in an extended line are placed in a single rank, with the sides of each stand touching. This optional rule allows a small unit in extended line to expand its frontage up to a 1" interval between stands. The intervals may vary between stands in the same unit, so long as no single interval exceeds 1". For example, the interval between the stand A and stand B can be 1", while the interval between B and C could be a half-inch. Only skirmishers and other units with six or fewer stands in extended line may expand their frontage. Units with more than six stands in extended line must remain in base-to-base contact.

The frontage of an extended line with intervals may be contracted into smaller intervals, or the stands may move back into base-to-base contact. Expanding or contracting the formation's frontage occurs during movement without any additional movement cost. The unit may expand or contract its frontage during a voluntary advance, withdrawal, or when holding its position. The intervals between stands can also be decided when changing formation into extended line. A unit may refuse a flank after it expands or

contracts its frontage. A unit that involuntarily retreats may only contract its frontage and cannot refuse its flank. Expanding and contracting is done from the center of the formation, so stands from either the right or left half of the formation cannot expand or contract past the center. An extended line with an involuntary hold position effect cannot change its frontage. A unit cannot march by the flank and expand or contract its frontage in the same turn.

In charge combat, in addition to the -1 modifier for being in extended line, an extended line with intervals can count only the stands that are within 1" of the charging unit and in the path of the charge when determining the modifier for being outnumbered. All of the stands are counted in an extended line without intervals.

Plunging Fire through Wooded High Ground

The basic rules on pages 51-53 in the *Regimental Fire and Fury* rulebook, under certain conditions, allow plunging fire over woods and units. This optional rule expands the situations where plunging fire is allowed. Guns now may fire through wooded high ground (Figure 4).

Firing From Deep in Woods on High Ground. A gun located in woods on high ground may use plunging fire at a target on lower ground or on a different elevation. The gun must be located on the forward slope or not more than 1" behind the crest line. The guns may fire through intervening woods that are lower down the slope. The firing stands subtract two for firing through full cover if the target is deep in woods or within 4" behind woods. Subtract one for firing through partial cover at a target over 4" behind woods. Plunging fire may be combined with direct fire from other troops and guns, but the -2 modifier only applies if half or more of the total fire points are from the plunging fire.

Firing at a Target Deep in Woods on High Ground. A gun may use plunging fire at a target deep in woods on high ground. The target must be located on the forward slope or not more than 1" behind the crest line. Firing stands on lower ground must be over 4" from intervening woods. The firing stands subtract two for firing through full cover at a target deep in woods on high ground. The -2 modifier only applies if half or more of the total fire points are from plunging fire.

Fire Restrictions

Rulebook page 47: Battlefield smoke made it difficult for artillery to concentrate their fire. Add the following sub-section to the end of the Fire Restrictions section:

Massing Artillery Fire. As a general rule, each artillery unit maneuvering as a battery or a separate gun section must fire at a different target. Two or more artillery units may "mass" their fire upon the same target only if the following conditions apply at the beginning of the Musketry & Cannonade Phase:

1. The target is in canister range, or it is the closest or the only available target.
2. The artillery unit is within the command radius of an artillery leader.

An artillery leader usually is the immediate commander of a Confederate artillery battalion or Union artillery brigade. An

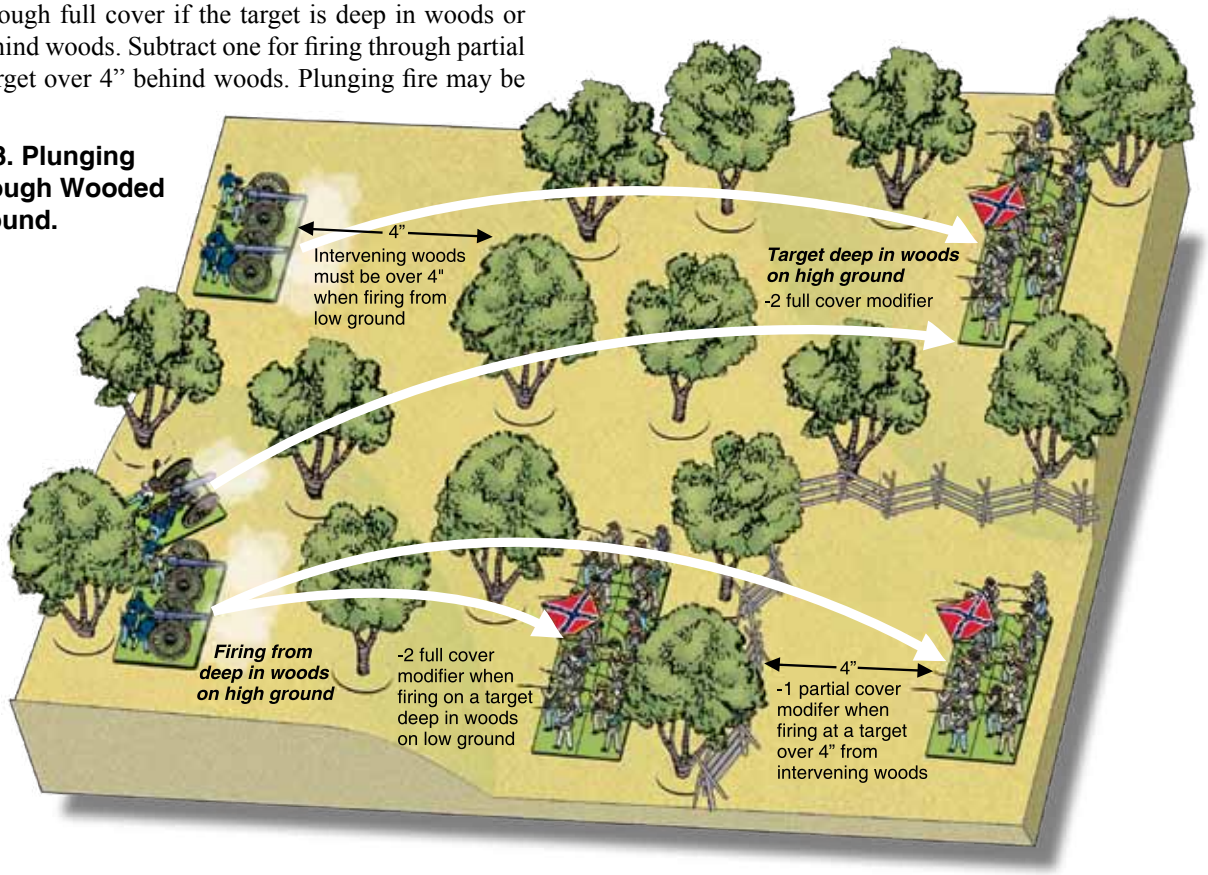


Figure 13. Plunging Fire Through Wooded High Ground.

artillery leader also can provisionally command artillery units not under his immediate command. Brigade, division, and corps commanders of infantry or cavalry cannot command artillery for the purpose of massed artillery fire, with one exception. If it is known that the infantry or cavalry leader served as an artillery officer earlier in his career, he may act as an artillery leader with the ability to mass the fire of guns within his command radius. Early in the war, batteries were occasionally grouped at the division level under the nominal command of one of the battery commanders. He however, should not be represented as a separate artillery leader with the ability to mass artillery fire.

Markers

Tethered Horses Marker. Normally, the combat strength of a cavalry unit is reduced when it dismounts, with every fourth stand in the unit replaced by a horse holder marker. The markers are placed behind the unit and later exchanged for an equal number of cavalry stands when the unit remounts. As a field expediency rather than tactical doctrine, mounted infantry at the Battle of Valverde, and very likely on other Western Theater battlefields, would tether their horses to nearby trees and bushes. This enabled all the soldiers to join the fighting on foot.

Tethered Horse Marker
2 or 3 riderless horses
tied to a bush, log,
or stunted tree
Approx. $1^1/_2$" round base

Mounted infantry do not replace any stands with horse holder markers. Instead, the stands in the mounted unit are replaced by an equal number of dismounted stands, and an extra tethered horse holder marker is placed immediately behind the dismounted unit. The marker can be represented by two or three riderless horse figures tied to a bush, log, or stunted tree, on a round base. A label is affixed to the base to identify the unit to which the tethered horses belong. Players will need one marker and unit label for each mounted infantry unit.

The tethered horse marker shows the location of the unattended horses and it cannot move. If the dismounted unit moves, it only may remount after it returns to that same location. The unit must perform a change of formation maneuver to voluntarily dismount or remount. To remount, all remaining dismounted stands are replaced by mounted stands and the extra tethered horse marker is removed.

Remounting is mandatory for a retreating dismounted unit if it passes through the marker. Once mounted, the unit either may continue to retreat according to the table effect, or it may voluntarily recall up to a full move. The unit must remain dismounted if the marker is not within its retreat path. A broken dismounted unit must at first full retreat toward its tethered horse marker. Also, a unit may voluntarily lose formation and retreat broken toward the marker. The broken unit must remount as it passes through the marker, and then resumes its retreat in the direction of the friendly table edge. A unit that remounts at any point during its retreat must move at the mounted full movement rate for the entire retreat distance.

The markers cannot be targeted in fire combat. If an enemy unit passes through the marker, it is removed and its unit must remain dismounted for the rest of the game.