COMMAND COMBAT

CIVIL WAR

1861

Core Rulebook

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*"I can anticipate no greater calamity for the country than the dissolution of the Union.
It would be an accumulation of all the evils we complain of, and I am willing to sacrifice
everything but honor for its preservation."*
- Robert E. Lee

The American Civil War was fought in 10,000 places along a thousand mile front. More than 2 million Americans fought in it, and more than 600,000 died; more than all other US wars in history combined.

Command Combat: Civil War gives players the opportunity to relive these battles in the saddle of the generals in charge. Lead a division, a corps, or even an army on the battlefield against a determined foe. Your task will be difficult, not only because you have to out-think and out fight your opponent, but you must also successfully manage your own army.

Command Combat is a unique miniatures gaming system that reflects the difficulties of commanding a vast army with only couriers to pass on information. While in most games, players are able to micro-manage the movements of every unit on the field, Command Combat requires that the general send out color coded orders to his subordinates, who are then bound by the rules dictated by those orders. Furthermore, new orders may take time to reach their intended targets, and might not reach them at all if they are cut off by the enemy or impassable terrain.

In Command Combat: Civil War, each player typically runs a corps, and plays from the point of view of the lead general. The corps will be made up of several divisions, each with a general and several brigades. More will be explained about this later.

If you are new to miniatures war gaming, welcome to the hobby! In miniatures war gaming, players purchase miniature figures of soldiers, weapons, supplies, etc, paint them, and place them on bases like small dioramas. Players then build a battlefield out of trees, houses, fences, etc. as you can see in this illustration:

These rules will explain how to build your army, set up the battlefield, and play through an entire battle. It is recommended that you play through a game as you learn the rules. It can seem confusing at first, but it is intended to be simple. Most rules do not apply to every game, and are there to be referenced when they become relevant. Also, some rules relate to expansions which will be released in 2012-2015. Each will relate to a different year of the war and will have rules and unit types that were most prevalent during that year.

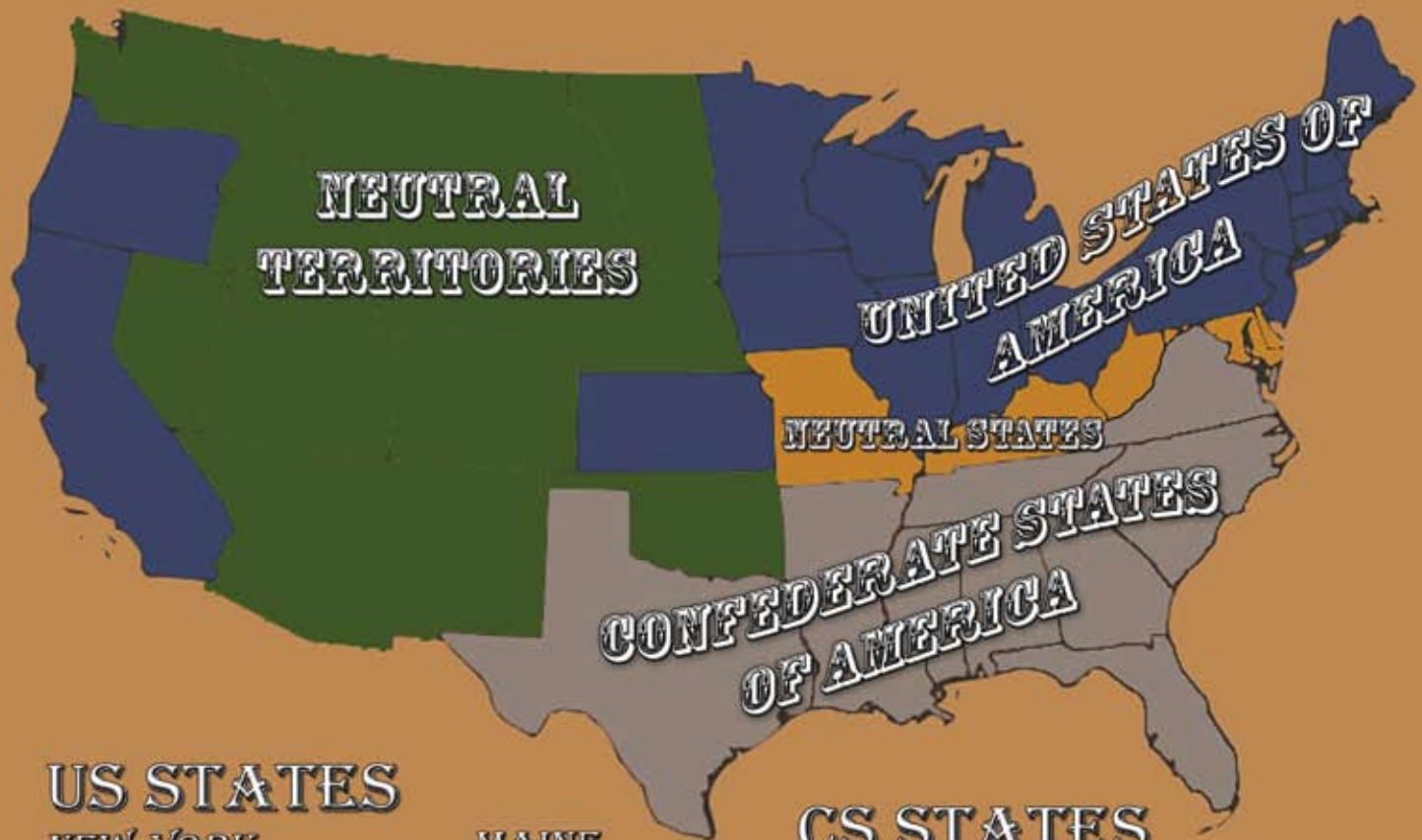If you have any trouble understanding, you can read more at the website:

www.commandcombat.com

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1861

When the United States were formed in 1776, the founders were unable to agree on several issues. The most controversial subjects included slavery and state sovereignty. Many from the Southern states favored slavery and state sovereignty, while many from the Northern states favored centralized government and were anti-slavery. The founders were unable to find common ground on these topics during the revolutionary days of the country's birth, and so, in the interest of winning their war of independence and establishing their fledgling country, they left these issues for future generations to resolve.

For more than eighty years, these hotbed topics were avoided as much as possible. Approaching them politically brought raised tempers and little achievement. As a result, the Southern states continued to build upon their agrarian, slave owning culture that valued the separation of states from the federal government, while the North built upon an urban, industrialized culture that valued centralized government. The resulting polarization pulled the two civilizations apart to the brink of collapse.

The pressure boiled over when western expansion brought up the question of how the new states would be ruled. At the center of the debate was whether they would be slave states or free states. The states would be allowed to choose for themselves, so people from both belief systems swarmed the next state expected to join, Kansas, to encourage the residents to join their cause; sometimes at the point of a knife or the end of a gun.

In the 1860 election, a new party called the Republicans ran on an anti-slavery platform of centralized government. Even though their representative for president, Abraham Lincoln, had promised not to change slavery where it currently existed, his name did not appear on the ballot of several Southern states. When he won anyway, hundreds of thousands of Southerners protested, and secession became a reality.

It began with South Carolina, who seceded on December 20, 1860, followed by Mississippi, Florida, Alabama, Georgia, and Louisiana in January, 1861, Texas in February, then Virginia, Arkansas, and North Carolina in the spring, and finally, Tennessee in the summer. Lincoln struggled through his early days as president to hold the remaining states together, particularly the border ones, from Missouri, through Kentucky, across the new state of West Virginia, and Maryland, all slave states who determined to remain neutral during the war.

When Lincoln refused to remove garrisons from several forts in the south, soldiers of the newly formed Confederacy under General Beauregard fired on one of them. These shots on Sumter signaled the beginning of America's Civil War. President Lincoln called on 75,000 volunteers to crush the rebellion. Jefferson Davis, the new president of the Confederacy, made a similar call to arms. The two armies met in late July at a serene railroad juncture known as Manassas, along a creek called Bull Run.

THE UNITED STATES OF AMERICA

At the outbreak of the Civil War, the United States were wholly unprepared for war. Ever since the Mexican war thirteen years earlier, the US had lowered their guard, reducing their numbers in military troops and slowing production of weaponry. With little threat from any direction, it was not believed that military strength was necessary.

So when the Southern states seceded very suddenly in 1860 and '61, the US did not have the military strength to put down a rebellion. Lincoln immediately called for 75,000 volunteers after Fort Sumter was fired on, and gathered a large enough force to march on the rebel states by July. They were almost all green, however, very few having ever seen combat, and many of them having insufficient training to go to war. General McDowell, who was leading the forces, warned Lincoln of this, but Lincoln needed a victory early for both financial and political reasons. And so the army marched on the small railroad junction of Manassas, where it had its first encounter with the enemy.

US forces relied mostly on numbers. They had a vast superiority in men and material. They outnumbered the Confederates with their infantry more than three to one, allowing them to overpower the smaller forces. They also had a superiority in artillery, building more, and having better pieces. The Union primarily used the newest rifled artillery guns, which shot reliably at long range.

Where they were at a disadvantage was their poor leadership and small cavalry at the beginning of the war. After Virginia joined the Confederacy, many of the best generals, who were from Virginia, joined the Southern cause, leaving the Union with the lesser generals, who often bumbled with their large forces. And without much cavalry, it was hard to situate themselves so they could have advantageous terrain.

THE CONFEDERATE STATES OF AMERICA

The Confederacy was born of fury throughout 1860 and '61. Tens of thousands took to the streets and pulled down the stars and stripes to raise the stars and bars. Their spirits were high, but they had no government, no army, no logistics to get men and material where they needed to go. All of that had to be formed in a hurry, and while the US was bearing down on them.

A call to arms brought forth more volunteers than the new government could pay. Militias formed independently and raided Federal armories. But even with all this spirit, the sheer numbers were against them. There were 22 million people in the north, and only 9 million people in the south; and of them, 4 million were black, the very people that slave holders, the ones financing the new government, would not want to arm.

Forces were built up along the border near Washington, intent on holding back the invaders. They met on a railroad hub known as Manassas.

Confederate armies were strong in spirit and had great leadership. Many of the greatest generals came from the south, especially Virginia, where the new capitol was formed, and the largest armies assembled. They also had a strong cavalry, which was expert at utilizing the small country roads to find great positioning for the army.

Their weakness, of course, was their numbers, and in their lack of strong artillery. The Union outnumbered them more than three to one, and their rifled artillery could out-reach the Confederate smoothbore guns. The strength in the smoothbores was in close-range. The wise Confederate commander was the one who knew how to use terrain to his advantage, keeping away from the Union artillery and attacking their infantry wherever they could get the upper hand.

CHOOSING YOUR FORCE

The first thing all players will need to do is decide whether they will play USA forces or CSA forces. Once they have decided, they will either need to utilize the pieces in this book, or purchase miniature Civil War figures.

If you choose to use the pieces provided in this book, you will need to either scan and print or copy onto card stock the pieces shown on pages 120-123. They need to be in color so players can see which are US and which are CS. This is a cheaper way to play miniatures, and is not preferable to many people, but at least it allows you to play the game if you can't afford the miniatures, or if you can't wait until you have a fully painted army to play.

If you choose to use miniatures, you need to purchase them online or from a local hobby store. Both can be found easily by doing a Google search. It is recommended that players purchase them or order them through their local stores so as to support the local game community.

Generals can be any sort of Civil War generals on horseback, but the best for these purposes is Old Glory's Civil War Generals packs, available on their website.

This game is intended to be for 15mm figures, so it is best if you purchase units of that size.

Once you have your miniatures, you will want to paint them, then base them. For examples of the uniforms, see pages 118 and 119. The sizes of the bases need to be 1" by 1" for infantry, division generals, and dismounted cavalry, 1" by 1.25" for cavalry, 2.5" by 2" for corps and army generals, and 1.5" by 1.5" for artillery. For examples of sizes and sizes for other miscellaneous pieces, see the provided units on pages 120-123.

You will also need "dead markers," which are paper cut-outs of dead units. You will find these among the cut-out pieces on pages 120-123.

Infantry
1" x 1"

Cavalry
1" x 1.25"

Dismounted cavalry
1" x 1"

Artillery
1.5" x 1.5"

Corps/Army general
2" x 2.5"

Division general
1" x 1"

Horses stand
1.5" x 1.5"

Limbered artillery
1" x 1.5"

Players will also need a tape measurer, markers that are red, white, and blue, as well as ammo and low ammo markers, (which can be purchased at the Command Combat website,) paper, a bunch of 10 sided dice of the same color, and one 10 sided die of another color, (preferably blue or gray, depending on which side you are playing.)

Finally, you will need environment models to build the game board, such as small, foam hills, green felt for woods, yellow felt for fields, model houses, etc. (Basically the elements to build a model train set.)

"War is the remedy our enemies have chosen and I say let us give them all they want."

- William Tecumseh Sherman

COMMAND STRUCTURE

"We are Americans, speaking the same language, adopting the same customs, holding the same general opinions... and shall rise and fall with Americans."

- Frederick Douglas

Individual stands in Command Combat represent approximately 500 to 1,000 men, about the size of a regiment. Three to seven stands make up a brigade. Two to eight brigades make a division. Two to five divisions make a corps.

Corps General

Division General

Artillery Brigade

Infantry Brigade

Infantry Brigade

Infantry Brigade w/ Artillery

Division General

Infantry Brigade

Infantry Brigade w/ Artillery

Cavalry Brigade

Infantry Brigade

Division General

Infantry Brigade
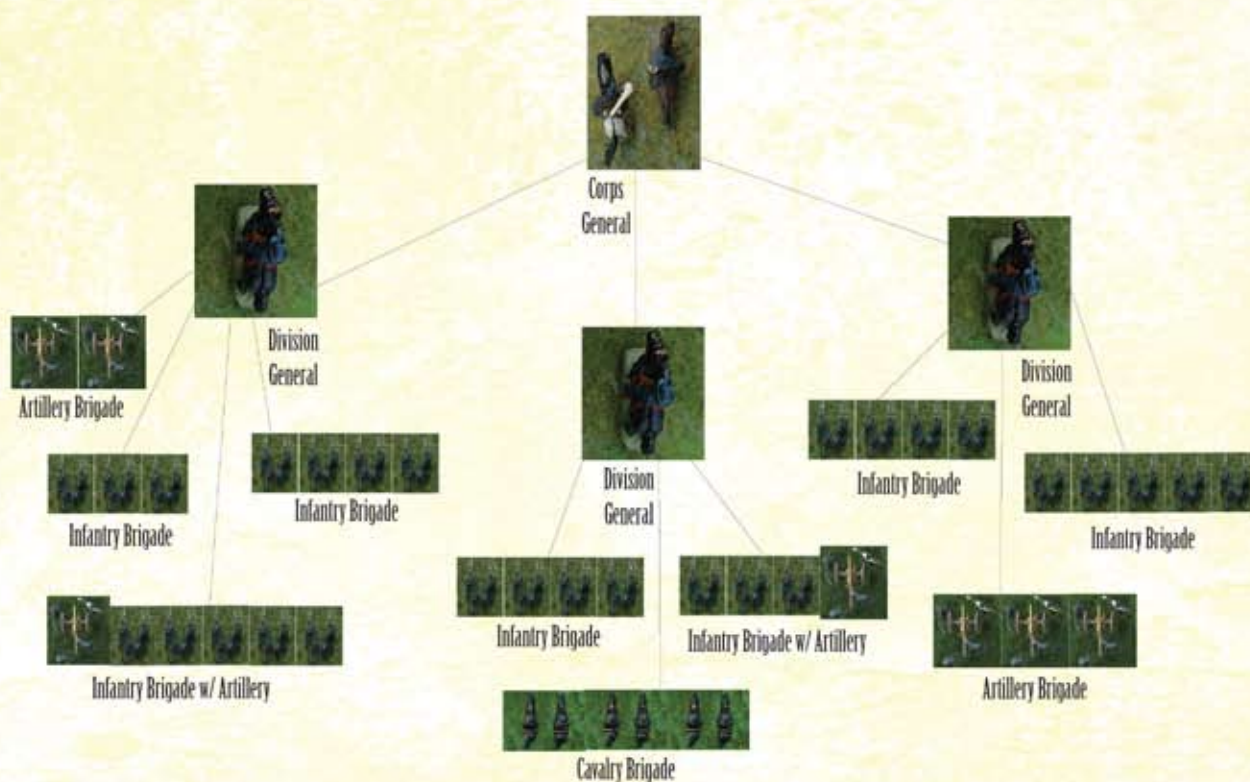
Artillery Brigade

Brigades are the basic units in Command Combat: Civil War. They can be either infantry, cavalry, or artillery. Brigades move and fight together, and are made up of a flag bearer stand and two to six other stands placed in one of these formations:

Line:
Standard formation
from which to fire.

Line with skirmishers:
Formation that is
unable to fire, but
is protected against
surprises.

March column:
Bad for firing, charging,
and being charged, but
faster movement and
able to use roads & paths.

Attack column:
Bad for firing & being
charged. Good for
charging.

Disorder:
Bad for everything.
Units do not choose to
go into this formation.

Artillery is never in the formation with other units. Even if they are part of the infantry or artillery brigade, they stand by themselves in one of two formations:

Limbered:
The unit cannot fire,
but it moves at the
limbered speed.

Unlimbered:
The unit can fire,
but it moves at the
unlimbered speed.

When an artillery stand of either type becomes disordered, turn it directly away from the direction it had been moving. It cannot move or fire. During the following fire phase, it will check its morale to see whether it can turn back around to start firing again.

Artillery can be in a brigade of its own or part of an infantry or cavalry brigade. If it is attached to infantry or cavalry, it does not line up in formation, and is separate from the brigade. If artillery is not bought with an infantry or cavalry brigade, it is considered "reserve artillery" and can go anywhere on the board, but cannot support brigades in charges unless a division commander attaches it.

Several brigades will make a division. A division has a general, represented by a single general figure on a horse. These brigades are intended to remain close to their general, but they sometimes get further away.

There will typically be several divisions, each with a general and the corresponding brigades. There will also be a corps general with no brigades directly under him. He instead gives orders to the division generals. (More on all of this later.)

"The valley was filled with an impenetrable smoke and nothing could be seen but the fire belching from the guns. Loud above all was the exultant, fiendlike yell of the Confederate soldiers."

- Private Thomas Southwick, 5th New York, at Gaines's Mill, June 27, 1862

GETTING STARTED

"The warlike scene was fascinatingly grand beyond description. The battlefield presented a scenic view that the loftiest thought of my mind is far too low and insignificant to delineate, describe, or portray.

- Corporal George M. Neese, Stuart's Horse Artillery

Choose a Scenario

Once players have chosen sides and have gotten their miniatures or cut-outs, it is time to decide on a scenario. You can either play the provided historical scenario: Bull Run, you can choose from one of the other provided scenarios, or you can create one of your own.

If you choose to play the historical scenario, Bull Run, go to page 94 to see what pieces you will need for the armies and for the table.

If you choose to play your own scenario, decide on rules with your opponent, build your armies, and go at it.

If you choose to play one of the other provided scenarios, continue below.

Building Your Own Corps

You will see on pages 101-115 that every general and every unit has a point value. This is the worth of each unit type. Players will build their armies, agreeing on a total points value they will both have to spend, then spend their points on their units.

Players begin by purchasing a corps general. This will be the commander in charge of all the player's forces for the game.

The player then chooses the first division general. He builds the first division by purchasing units that will be under the command of the chosen general, following the rules listed for the side that is being built.

Once the player is satisfied with the size of the division, or when he makes it as large as it can be, he moves on to the second division by first purchasing a division general, then purchasing units for that division.

The player creates a record sheet of all his choices, denoting generals, brigades, artillery, their special abilities, their skill levels, etc.

For an example of how a record sheet should look, see the Bull Run scenario. Normally, the brigade name and/or brigade commander do not need to be denoted unless they are a specialty unit, such as the Stonewall Brigade, but a player can name each brigade or give their brigade commanders names if he wants.

Finish Preparing Stands

Once you have built your army in list form, collected the appropriate miniatures, then painted and mounted them, it is time to organize your stands according to your army list. To do this, you must place markers on: Division generals, brigade flag stands, and all artillery stands.

Division Generals

Begin with the general of your first division and choose any color for him except green, white, or blue. Stick a pin of this color into his base. Then write the general's name, or an abbreviation, on a small piece of tape and stick that to the pin like a small flag, as seen in this picture:

Brigade Stands and Artillery

Take more pins that are the same color as the division general's pin. Place one in each brigade flag stand and one in each artillery stand that is within that general's division. Write each brigade's number or name on a piece of tape and stick it to the pin like a small flag. This will help keep track of which artillery belongs to which brigade, and which brigades are specialized.

Next, place a second colored pin in each flag stand and artillery stand that corresponds with its skill level:

Green = Green
White = Standard
Blue = Veteran

Generals

Generals have four statistics, which must be recorded on the record sheet: Initiative, Leadership, Damage, and Special.

Initiative: This is how likely a general is to act when it is a good time to do so, and how quickly he will take that action. This is the number of cards that will have this general's name, which will be shuffled with the other cards to determine the order of the turns. Therefore, the more cards with this general's name, the more likely it will come up, and the more choices he has as to when he wishes to move during the turn. This is also the number that needs to be rolled if the general decides he wants to change his own order.

Leadership: This is how good the commander is at inspiring his men. It also denotes a number of actions the general can take as he will use this number while taking extra actions, such as attaching an artillery battery to a brigade it doesn't belong to. Leadership is used in the game as the amount the general is able to lower a brigade's morale number, thus giving them a better chance to overcome their morale rolls.

Damage: This is how the general reacts to taking damage. It is used differently for division and corps generals. This number is always checked during the "Orders" phase.

Division - Whenever an entire brigade is lost, the division general for that brigade rolls. If he rolls above his damage number, he immediately receives a blue order and must remain in it for at least one turn before he can be changed. Every time a division general fails this number, the corps general adds 2 against his damage number, which is cumulutive and builds up throughout the game.

Corps - This number is the percentage of damage that a corps general can take before leaving the field. Every time a player takes a loss of an entire brigade, write down the total cost of that brigade. During the "Check for a Victor" phase, check this casualty number against the total amount the army started with. When it reaches a percentage equal to the corps general's percentage number, the game ends. For example, if a corps general has a damage number of 20% and starts the game with 1,500 points. When his corps loses 300 points, the game ends.

Special: Instead of a number, "Special" is an extra rule that applies to this general or brigade. Read the special rule, and apply it to the game. If it contradicts a rule in the rulebook, go with the special rule. Some special rules have a color written next to them. This means that the special rule can only be applied when that general or brigade is under that order color.

Measuring

In miniature war gaming, players measure distances to travel and to fire. Throughout the rules, references will be made to inches. This is the distance measured utilizing a measuring tape. Measure only when the action is being taken. No pre-measuring is allowed, and no measuring distances of enemy units is allowed.

Orders

Before radios were invented, commanders had to rrely on couriers to send orders and obtain information. They were unable to micro-manage every movement and every action of each unit. They had to rely on giving basic orders that would have to be interpreted by the commanders closer to the action.

This is reflected in Command Combat by utilizing color coded markers which are placed next to division commanders to show what sort of orders they are under.

There are three order colors:

Red: Attack

White: Maneuver

Blue: Defend

The corps commander has no color code. His order is to take the objectives on the board, defend objectives, and/or crush the enemy. He is the one who sends color codes to the division generals to achieve his goal. Any division general who is within 15" of the corps commander can receieve a new color code during the "Orders" phase. When a corps general wishes to send an order to a division general that is more than 15" away, he sends the new order marker 15" toward the general during the "Orders" phase, ignoring all terrain except impassible, terrain, and taking any route the player chooses, as long as it is in the general direction of the division general. (It cannot move in a path that is more than 90 degrees away from the division general unless they are forced to by impassible terrain.) Order markers that are already on the board also move during the "Orders" phase, moving by the same rules listed above.

Even if a division general moves onto an order marker, he does not receive the order until the "Orders" phase.
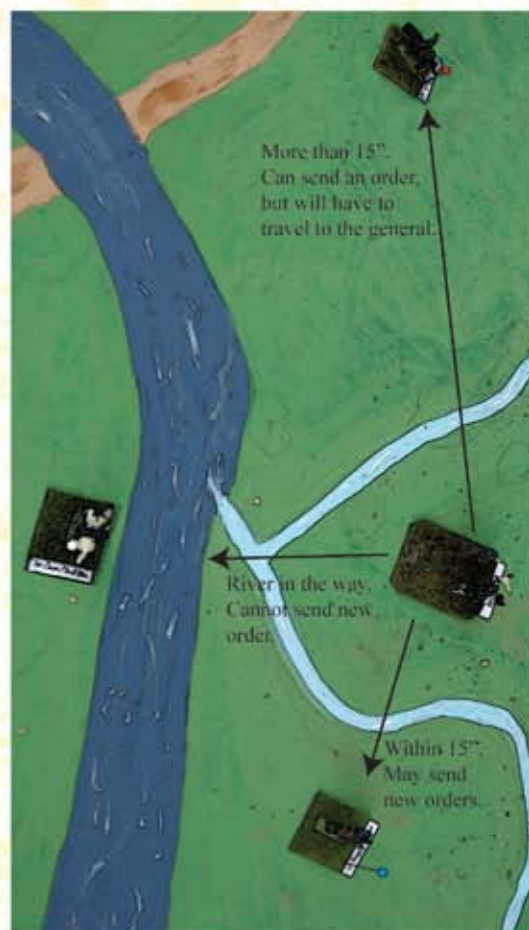
Division commanders start the game with a color coded order, and they must always have one throughout the entire game. Everyone under that general's command is under that color coded order, and gets the benefits and drawbacks of that order.

If a unit gets separated from its division general, (more than 15" away,) it is given a marker of the same color it is currently under at the time of separation. It will remain under that order, with the drawbacks and advantages, until the division commander gets back into range of it, at which time it immediately loses its separated order and conforms to the order the division general is under.

A unit is also considered separated from its general if it cannot draw a straight line to it without going through an enemy unit.

A division general can try to change his own order without waiting for the corps commander to send him one by rolling equal to or less than his initiative. A brigade that is separated from its division commander can do the same thing, but it must roll a 1 to change the order, unless it has an initiative rating, in which case it will use that.

Color Codes of Orders

Red (Attack):
> Brigades may charge.
> Brigades may counter charge when charged.
> Brigades are free to move toward the enemy at any time.
> Artillery may support the charge of a brigade it is attached to.

White (Maneuver):
> Units may move at +1 speed.
> Units must move away from the enemy when it comes within 4".
> Units may be placed in react mode, (can interrupt enemy turn to move.)
> Units may do marches at the double.

Blue (Defend):
> Brigades may ignore the first inch of pulling back when forced to do so.
> Artillery may conduct defensive fire with a brigade it is attached to.
> Brigades that are charged get +1 to their defensive fire.
> Units may not move closer than 6" toward enemy units.
>> Exception: A unit may move up to 2" toward the enemy if it is retaking ground it lost in the previous turn, or it reaches defensive terrain within 2". It may not make contact with the enemy in this manner.

Players can use hidden or revealed orders. All players determine at the beginning of the game which they will use.

Revealed orders:
Order markers are placed next to the generals and other units that require them, as well as in transit. All players can see the orders of all units on the table.

Hidden orders:
Orders are placed under the units, or under the units' sheets. When orders are traveling from the corps general to division generals, players use a blank marker.

Have Fun!

It sounds like a cliche', but it cannot be emphasized enough. These games are intended to be fun. Yes, there's a rush that comes with winning, but it's an empty victory if you didn't have fun, or you damaged a friendship to get there. Discuss the rules before you begin. Make sure all players are on the same page regarding terrain, types of units, whether you will have hidden or revealed orders, what kind of pizza to order, etc.

Command Combat is designed to be playable with two players while still retaining the feeling of various personalities on the board. However, it is easily playable with more players. Typically, one player per general is the best way to handle it, but it is also possible for someone to run part of a division if you have more players than generals, or a novice who wants to learn before taking a command. Always remember that the higher ranking general is in charge, but he also isn't always there when the lower ranking general makes a decision, so if a division commander makes a choice the corps commander doesn't like, the corps commander might have to accept what his subordinate has done.

Some historians might notice I have bypassed certain elements of the war, or might disagree on interpretations of history. While I tried to remain as accurate as possible, there were a lot of points where I sacrificed some accuracy for playability, while still attempting to reflect what really happened.

Nevertheless, there might be some points where improvement is generally needed. In this case, go to the forum on the website, look for other posts, and post your own thoughts as well. There will be amendments to the rules, and ideas from other gamers, that will make the game better. A community always improves everything created, so check the website and add your own views to the game.

www.commandcombat.com

"It is well that war is so terrible, we should grow too fond of it."

- Robert E. Lee

SCENARIOS

"Rapid change of conditions in all human affairs bring unexpected results."

-Colonel William Oates, commander of Confederate forces on Little Round Top

While most battles of the Civil War involved one group defending a piece of land while the other tried to take it, there were instances when unforeseen events caused major battles. Gettysburg, for instance, occurred because a small band of Confederate soldiers went back to the town to get some shoes and ran into Union cavalry.

Once players have purchased and built their armies, they are ready to play a scenario. Scenarios in this book are intended to give standardized rules that are even for both players, but give interesting situations to play in. However, players might have situations of their own that they want to play, and will simply need to agree on what the conditions are.

All scenarios in this book are intended for a standard 6' by 4' table, but can be adjusted to fit about any size, expanding the set-up lengths proportionate to the size of the table.

Rain:

Before determining the scenario, players roll to see if it is currently raining, or if it has recently rained. Roll and consult the following chart:

1-7: No rain

8-9: Recent rain - Road movement (except turnpikes) and movement through creeks is -2". All other movement is -1".

0: Rain imminent. Roll at the beginning of every turn. On a roll of 9 or 0, it starts raining. Road movement (except turnpikes) and movement through creeks is -2". All other movement is -1". Low ammo happens on rolls of 9 or 0. Command distance is 10".

Determine Scenario:

Players now either choose a scenario, or roll on the following chart:

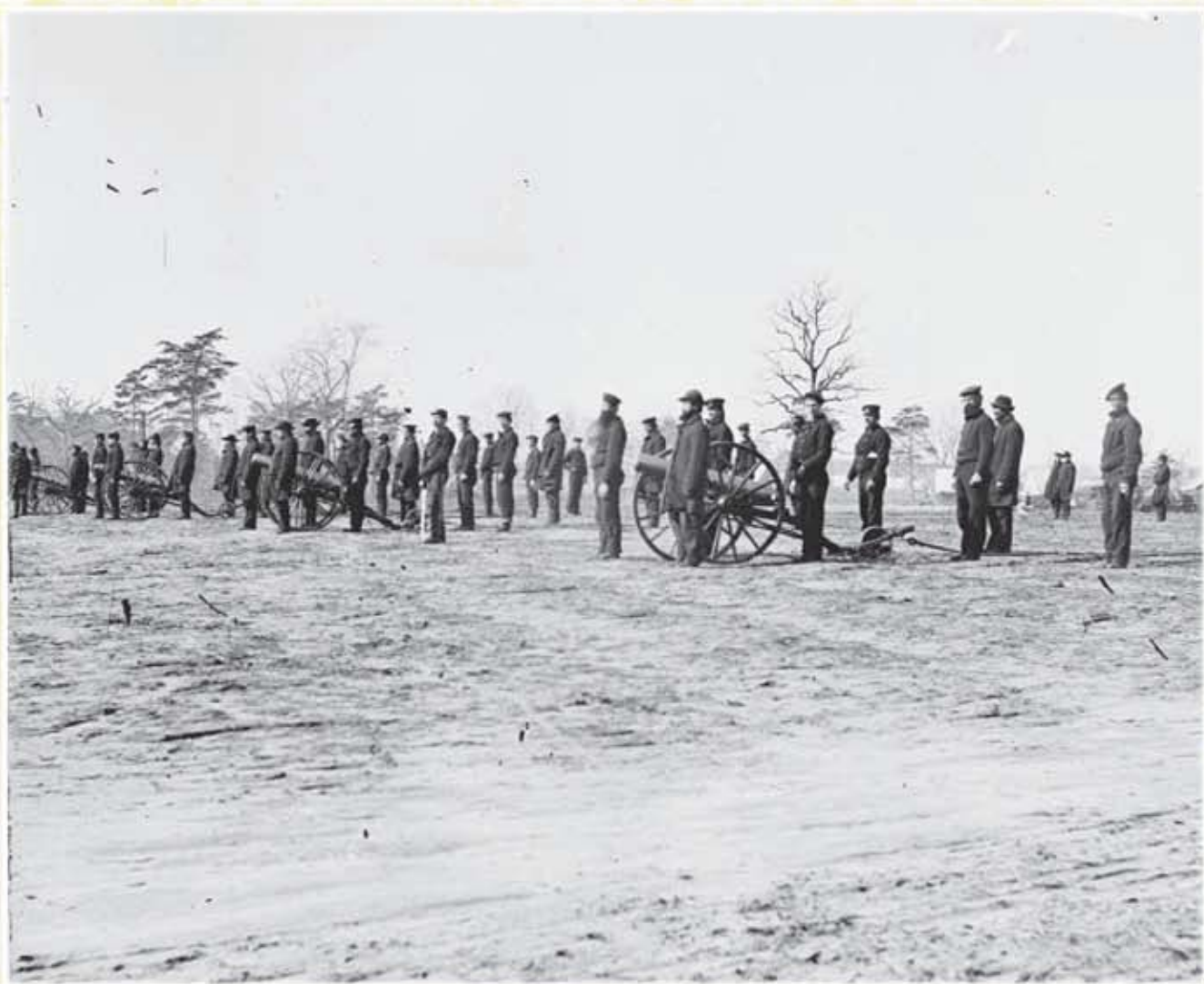1-3: Defense/Attack

4-5: Meeting Engagement

6-7: Stumble Upon Each Other

8: Flanking!

9: Withdrawal

0: Siege/Breakout

SCENARIOS

Scenario 1: Defense/Attack

The most common combat situation in the American Civil War was when one army was defending a spot while another was trying to take it. One player will set up defensive positions while the other tries to take it through an assault.

To determine who will attack and who will defend, roll a die. If the result is a 1 or a 2, the Union player is defending. If the result is anything else, the Confederate player is defending.

Pre-Battle:

The attacking player decides whether he will play along the long ends of the table or the short ends. The defending player then chooses which end he will defend.

Players then create the battlefield using the terrain rules, (see page 37.)

The attacker now publicly chooses two terrain pieces on the defender's side of the table to be objectives. He secretly writes down which one is the primary target and which is the secondary target. The objectives must be within 18" of the defender's side of the table, and must be at least 18" away from each other. (They do not need to be completely within 18" of the opponent's side of the table, but must have some portion of them within 18" of the opponent's side of the table.

If there is not enough terrain within these parameters, the attacker places a house as an objective.

The defender now places all of his cavalry within 30" of his own side of the table, and all other units within 24" of his side of the table. (Only cavalry generals can be up to 30" from the player's edge of the table.) Cavalry may be out of command from their division generals, but their orders must be white or blue. All other units must be within command distance of their respective generals. All divisions and cavalry brigades separated from their divisions are given color coded orders.

The defending player may take one brigade and all its corresponding artillery and either:

a) place it somewhere that is not in the command radius of its division commander, (providing it with its own order, which must be either blue or white.)

b) hold it off the table until the attacker has placed his units, then place the brigade within 24" of his side of the table. This again may be out of its division general's command radius, but it must have a blue order assigned to it.

The attacker may place one division on the table up to 12" from his own table edge in any formation with whatever color coded order he wishes. For every road or turnpike that enters his side of the table, he may choose one brigade from another division to be entering through it in march column formation. On each turn, another brigade from that division may enter through that road in march column, or within 12" of the road in line.

The Battle:

The attacker may bring on one new brigade every turn for every road or turnpike that enters his side of the table. The unit must enter in column along the road or turnpike. If the attacking player does not want his brigade in column or on the road, he may keep it off the table for a turn and have it enter the following turn anywhere within 12" of the road or turnpike. The entire brigade does not have to be within 12", just some part of it does.

If there is no road or turnpike entering the attacker's side of the table, then one brigade may enter every other turn from anywhere on the attacker's side of the table in any formation, as long as it is not within 10" of the enemy.

Cavalry may delay up to three turns and enter up to 24" along the two sides of the table the players are not occupying. Cavalry entering this way may enter in any formation, but may not enter within 10" of any enemy unit.

A division general may enter at any point and at any time, as long as he has at least one brigade on the table.

Brigades that enter are given an order color. Brigades of the same division must all have the same order color. This color cannot change until the division commander enters the table and is given a new order color, unless it succeeds at changing its own order. (See the information about changing one's own orders under the "Orders" section on page 87.)

1) Attacker chooses long or short table sides. (In this example he chose long.)

6) The attacker places 1 division up to 12" onto his side of the table. He may also place one brigade per road or turnpike from other divisions entering his side of the table in march column.

7) The attacker brings on 1 brigade per turn in march column for every road or turnpike, or 1 brigade every other turn in any formation off the roads and turnpikes.

8) Attacker cavalry units may enter 3 turns after their expected entrance up to 24" on either side, but not within 10" of any enemy.

12"

30"

5) The defender places cavalry up to 30" from his own side of the table, and all other units up to 24" from his side of the table. He may place one unit out of command, or hold it off the table and place it after the attacker has placed all of his units.

24"

24"

3) Players build the terrain using terrain building rules.

18"   18"

4) The attacking player chooses 2 terrain pieces within 18" of the defender's side of the table as objectives. They must also be at least 18" away from each other. He secretly writes which one is the primary and which is the secondary objective.

2) Defender chooses table edge. (In this example he chose this side.)