# BATTLE ABOVE THE CLOUDS
## CHARTS & TABLES (v1.1)

## COMBAT CHART

**DEFENDER'S COMBAT VALUE (NOT INCLUDING ENTRENCHMENT BENEFITS)** — **ATTACKER'S COMBAT VALUE**

*(Left axis: ATTACKER'S DIE MINUS DEFENDER'S DIE)*

| | ½-3 | 4-6 | 7-11 | 12-18 | 19-26 | 27-37 | 38-49 | 50+ | ½-3 | 4-6 | 7-11 | 12-18 | 19-26 | 27-37 | 38-49 | 50-59 | 60-69 | 70+ |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| ≤-8 | - | - | - | - | - | - | - | - | 3D | 4D | 5D | 5D | 6D | 8D | 10D | 12D | 14D | 16D |
| -7 | - | - | - | - | - | - | - | - | 2D | 3D | 4D | 4D | 5D | 7D | 9D | 11D | 13D | 15D |
| -6 | - | - | - | - | - | - | - | - | 2D | 2D | 3D | 3D | 5D | 6D | 8D | 10D | 12D | 13D |
| -5 | - | - | - | - | - | - | - | 1 | 1D | 2D | 2D | 3D | 4D | 6D | 7D | 9D | 11D | 12D |
| -4 | - | - | - | - | - | - | 1 | 1 | 1D | 2D | 2D | 2D | 3D | 5D | 6D | 8D | 9D | 10D |
| -3 | - | - | - | - | - | 1 | 1 | 1 | 1D | 2D | 2D | 2D | 3D | 4D | 5D | 7D | 8D | 9D |
| -2 | f | f | f | f | f | 1f | 1f | 1f | D | 1D | 2D | 2D | 3D | 3D | 5D | 7D | 8D | 9D |
| -1 | F | F | F | F | 1F | 1F | 1F | 2F | D | 1D | 1D | 1D | 2D | 3D | 5D | 6D | 7D | 8D |
| 0 | D | D | D | D | 1D | 1D | 2D | 2D | D | 1D | 1D | 1D | 2D | 3D | 4D | 5D | 6D | 8D |
| +1 | D | D | D | 1D | 1D | 2D | 2D | 2D | D | 1D | 1D | 1D | 2D | 3D | 3D | 4D | 5D | 7D |
| +2 | Dr | Dr | 1Dr | 1Dr | 2Dr | 2Dr | 2Dr | 3Dr | Da | Da | 1Da | 1Da | 2Da | 2Da | 3Da | 4Da | 5Da | 6Da |
| +3 | Dr | Dr | 1Dr | 1Dr | 2Dr | 2Dr | 3Dr | 4Dr | Fa | Fa | Fa | 1Fa | 2Fa | 2Fa | 3Fa | 4Fa | 5Fa | 6Fa |
| +4 | DR | 1DR | 1DR | 2DR | 3DR | 3DR | 4DR | 5DR | fa | fa | fa | 1fa | 1fa | 2fa | 3fa | 3fa | 4fa | 5fa |
| +5 | 1DR | 2DR | 2DR | 3DR | 3DR | 3DR | 4DR | 5DR | Ea | Ea | Ea | Ea | 1Ea | 1Ea | 2Ea | 2Ea | 3Ea | 3Ea |
| +6 | 1DR | 2DR | 2DR | 3DR | 3DR | 4DR | 5DR | 6DR | a | a | a | a | 1a | 1a | 1a | 2a | 2a | 3a |
| +7 | 1DR | 2DR | 2DR | 3DR | 4DR | 6DR | 7DR | 8DR | a | a | a | a | a | 1a | 1a | 1a | 2a | 2a |
| +8 | 2DR* | 2DR* | 3DR* | 4DR* | 5DR* | 7DR* | 7DR* | 9DR* | a | a | a | a | a | a | 1a | 1a | 1a | 2a |
| +9 | 2DR* | 3DR* | 4DR* | 4DR* | 5DR* | 7DR* | 8DR* | 10DR* | a | a | a | a | a | a | a | 1a | 1a | 1a |
| ≥+10 | 3DR* | 4DR* | 5DR* | 5DR* | 6DR* | 8DR* | 9DR* | 11DR* | a | a | a | a | a | a | a | a | 1a | 1a |

### DEFENDER'S DIE ROLL MODIFIERS (SEE 7.4)

- **+2:** Defending across bridge, dam, ferry, ford
- **+2:** Defending in a mountain hex (but only +1 if attacker also in mountain hex or attack is down a ridge)
- **+2:** Defending against attack up a ridge (into any terrain)
- **+1:** Defending in a hill hex (but +0 if attack is from hill, mountain, or down a ridge)
- **+1:** Defending across a creek (+2 in rain turn)
- **-1:** If at least ½ of the Combat Value in the hex is contributed by Demoralized-2 units

**GAME-SPECIFIC MODIFIERS**
- **+1/+2:** Gunboat defensive support (OTR, GTC, BTC)
- **-1:** Union Panic is in effect (SJW)
- **-1:** Hunt bonus (BTC)

### KEY

| | |
|---|---|
| # Manpower Value loss | D = Disorganized/Fatigue (&ammo loss) |
| F = Fatigue -2 | R = Unit is routed & demoralized -1 |
| f = Fatigue -1 | R* = Unit is routed & demoralized -2 |
| E = End Action | a = Unit may advance after combat |
| r = Unit must retreat | *Italicized Results* = Union Panic in SJW |

### ATTACKER'S DIE ROLL MODIFIERS (SEE 7.4)

- **+1 to +4:** Flank Attack bonus
- **-3 to +2:** Artillery modifiers
- **+1 or +2:** Defender's Flanks refused
- **+1:** Assault Action Action
- **+/-:** Ratio Modifier
- **+/-:** Tactical Modifier
- **-1:** Attacks in rain turn

**ATTACK TYPE IN MARCH**
- **+1:** Prepared
- **-1:** Hasty
- **-3:** Column of Route

**GAME-SPECIFIC MODIFIERS**
- **+1:** Assault bonus from Lee (SJW, OTR, HCR, BTC, SLB, GTC); Jackson (SJW, HCR, SLB); Longstreet (GTC, BAC); or Sherman (BAC)
- **-1:** Union Panic in effect (SJW)
- **+1:** Surprise attack (SLB)
- **+1:** Cavalry charge (SLB)
- **+1:** Stafford Height (BTC)
- **+1:** Hunt bonus (BTC)
- **-1:** Hooker Loses Confidence (SLB)
- **-2:** March attack while Insubordinate (BAC)

**Note:** A Combat value may fall between two columns on the Combat Chart (e.g. 3½). If so, round the value up by ½ and use the right column of the two possible choices.

## SUMMARY OF COMBAT RESULTS

**D (Disorganized/Fatigued):** The unit's Strength marker is flipped to the disorganized side. If already disorganized it remains so. The unit gains 3 Fatigue Levels (to a maximum of Level 4). If already at Level 4 it remains so. An active unit obtaining a "D" has its march action terminated.

**F (Fatigue-2):** The unit's Fatigue Level is increased by 2 (to a maximum of 4). If the unit is active, it may not expend any more MPs; its march is terminated.

**f (Fatigue-1):** The unit's Fatigue Level is increased by 1 (to a maximum of 4). If the unit is active, it may not expend any more MPs; its march is terminated.

**E (End Action):** An active unit may not expend any more MPs; its march is terminated.

**r (Retreat):** The unit must retreat 2 to 4 hexes (see 7.6 for restrictions).

**R (Rout/Demoralized-1):** The unit is routed (retreat 4 to 6 hexes). The unit also gains Demoralize-1 marker. If it already is Demoralize-1, flip it to Demoralize-2. If it already is Demoralize-2, its Manpower Value is unaffected.

**R* (Rout/Demoralized-2):** The unit is routed (retreat 4 to 6 hexes). The unit also gains Demoralize-2 marker. If it already is Demoralize-2, its Manpower Value is reduced by 1 in addition to the normal Manpower loss result.

**a (Advance):** The unit may advance after combat.

## ARTILLERY MODIFIER SUMMARY

### ARTILLERY VALUE DIFFERENTIAL
*(Attacker's Artillery Value Minus Defender's Artillery Value)*

| DEFENDER'S TERRAIN | -4 OR LESS | -3 TO +1 | +2 TO +4 | +5 TO +7 | +8 OR MORE |
|---|---|---|---|---|---|
| Clear | -3 | -2 | NE | +1 | +2† |
| Rolling | -2 | -1 | NE | +1* | +1 |
| Rough/Hill@ | -1 | -1* | NE | NE | +1* |
| Wds/Cty/Mtn | NE | NE | NE | NE | NE |
| Swamps$ | NE | NE | NE | NE | NE |

* Just prior to combat, roll a die. If the roll is even, indicated modifier is used; if the roll is odd, no modifier is used.

† Just prior to combat, roll a die. If the roll is even, the +2 modifier is used; if the roll is odd, a +1 modifier is used instead.

@Also applies to provisional swamp hexes in non-rain turns.

$ Also applies to provisional swamp hexes in rain turns.

NE: No Effect

**Note:** If neither the attacker nor the defender have Artillery Values, no modifier applies. If the defender's Artillery Value is 0, a negative modifier is converted to a "NE" (no effect). If the defender's Artillery Value is 1, a –2 modifier is converted to –1.

## ATTACK SUMMARY

| ATTACK | INFANTRY MP COST | CAVALRY MP COST | COMBAT MODIFIER TO ATTACKER'S ROLL |
|---|---|---|---|
| Column Of Route | 0* | 0* | -3 |
| Hasty | 1 | 2 | -1 |
| Normal | 2 | 4 | None |
| Prepared | 4 | 8 | +1 |

* A column of route attack may not be declared if a unit's Movement Allowance is 0.

## RATIO CHART

| Attacker to Defender Ratio | 1-13 or less | 1-12 | 1-11 | 1-10 | 1-9 | 1-8 | 1-7 | 1-6 | 1-5 | 1-4 | 1-3 | 1-2 | 1-1 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Attacker's Ratio Modifier | -12 | -11 | -10 | -9 | -8 | -7 | -6 | -5 | -4 | -3 | -2 | -1 | 0 |

| Attacker to Defender Ratio | 2-1 | 3-1 | 4-1 | 5-1 | 6-1 | 7-1 | 8-1 | 9-1 | 10-1 | 11-1 | 12-1 | 13-1 | 14-1 or more |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Attacker's Ratio Modifier | +1 | +2 | +3 | +4 | +5 | +6 | +7 | +8 | +9 | +10 | +11 | +12 | +13 |

# RETREAT CHART

Prior to entering each hex in a retreat, check Retreat Chart 1 or 2 (see 7.6). A unit must retreat into a hex using the "Retreat Description" with the lowest "Priority Number".

| RETREAT CHART 1 | | |
|---|---|---|
| A player must use Retreat Chart 1 in the following circumstances:<br>• For the first hex entered in a normal retreat<br>• For each of the first four hexes entered in a rout or cavalry retreat<br>• If in a retreat, rout, or cavalry retreat, the retreating unit exits an enemy ZOC | | |

| PRIORITY NUMBER | MANPOWER LOSS* | RETREAT DESCRIPTION |
|---|---|---|
| 1 | 0 | Retreat follows road, pike, trail, or RR into a hex more distant from active enemy unit than hex retreated out of. That hex is neither in an enemy ZOC nor enemy-occupied. |
| 2 | 0 | Retreat does not follow road, pike, trail, or RR into a hex more distant from active enemy unit than hex retreated out of. That hex is neither in an enemy ZOC nor enemy-occupied. |
| 3 | 0/1† | Retreat is not into a hex more distant from active unit than hex retreated out of. The hex retreated into is not in an enemy ZOC or enemy-occupied. |
| 4 | 0/1• | Retreat is into an enemy ZOC, but not an enemy-occupied hex. Retreat is into a hex more distant from active enemy unit than hex retreated out of. |
| 4 | 1/2• | Retreat is into an enemy ZOC, but not an enemy-occupied hex. Retreat is not into a hex more distant from active enemy unit than hex retreated out of. |
| 5 | 3 | Retreat is into an enemy-occupied hex. |

**Note**: A hex "more distant from the active enemy unit" is defined as one that places the retreating or routing unit one hex further from the active enemy unit triggering the retreat than the hex from which the retreating unit exits, counting by the shortest path possible.

| RETREAT CHART 2 | | |
|---|---|---|
| A player must use Retreat Chart 2 in the following circumstances:<br>• For the second, third, or fourth hexes entered in the normal retreat, assuming the unit is not exiting an enemy ZOC<br>• For the fifth or sixth hexes entered in a rout or cavalry retreat, assuming the unit is not exiting an enemy ZOC | | |

| PRIORITY NUMBER | MANPOWER LOSS* | RETREAT DESCRIPTION |
|---|---|---|
| 1 | 0 | Retreat is not into an enemy ZOC or enemy-occupied hex. |
| 2 | 0/1• | Retreat is into an enemy ZOC, but not an enemy-occupied hex. |
| 3 | 3 | Retreat is into an enemy-occupied hex. |

## NOTES APPLYING TO RETREAT CHARTS 1 AND 2

* A cavalry unit does not suffer Manpower loss in a cavalry retreat even if it retreats into a hex calling for Manpower loss on a Retreat Chart. **Exception**: If it retreats into an enemy-occupied hex, it is eliminated.
† Use number to left of slash for Manpower loss if retreat or rout is along road, pike, trail, or RR. Otherwise use number to right of slash for Manpower loss.
• Use number to left of slash for Manpower loss if retreat or rout is along a road, pike, trail, or RR or into a friendly-occupied hex. Otherwise use number to right of slash for Manpower loss.

## OVERRIDING RETREAT PRIORITIES

If a retreating unit cannot avoid elimination, it may "override" retreat priorities no more than once in its retreat. If so, a unit may retreat using any Retreat Description on the appropriate chart – not just the lowest Priority Number.

# CAVALRY RETREAT DIE ROLL MODIFIERS

The cavalry retreat modifiers below apply to all *GCACW* games, superceding all previous modifiers. Modifiers are cumulative.

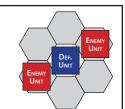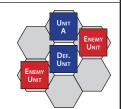| | |
|---|---|
| **+?** | **Terrain** (All Games): If a cavalry unit occupies a location where it would receive a positive die roll in combat due to terrain (for occupying a mountain or hill hex, or for being separated from the active unit by a river, creek, or ridge hexside) that same modifier is used to increase their roll in the cavalry retreat. Note that this change adds a cavalry retreat die roll modifier of +1 to creeks (which did not have such a modifier in earlier versions of the rules.) |
| **+2** | **Very Large Force**: If the cavalry unit(s) in the hex have a combined Combat Value of 3 or more, counting entrenchments. **Exception**: If the cavalry unit(s) are Confederate, the modifier is increased to +3 in *SJW* and *HCR*, and +4 in *OTR* and *SIV*. |
| **+2** | **Large Force** (Confederate player in *OTR* and *SIV* only): If Confederate cavalry unit(s) in the hex have a combined Combat Value of 2 or more and less than 3, counting entrenchments. |
| **+1** | **Large Force** (Confederate player in *SJW* and *HCR* only): If Confederate cavalry unit(s) in the hex have a combine Combat Value of 2 or more and less than 3, counting entrenchments. |
| **-2** | **Demoralized** (All Games): If all the cavalry units are Demoralize-1 or -2. |
| **-2** | **Fatigue** (All Games): If all cavalry in the hex are at Fatigue Level 4. |
| **-2** | **Ammunition** (*RTG, SIV, SLB, OTR, GTC, BTC*): If all cavalry in the hex are out of ammunition (Advanced Game only). |
| **-2** | **Small Force**: If the cavalry unit(s) in the hex have a combined Combat Value of more than 1/2 and 1 or less, counting entrenchments. **Exception**: If the cavalry unit(s) are Confederate, the modifier is altered to −1 in *SJW* and *HCR*. In *OTR* and *SIV*, Confederate cavalry units ignore this modifier. |
| **-4** | **Very Small Force**: If the only cavalry unit in the hex has a Combat Value of ½. **Exception**: If the cavalry unit is Confederate, the modifier is altered to -3 in *SJW* and *HCR*, and -2 in *OTR* and *SIV*. |

# FLANK ATTACK EXAMPLES

See rule 7.4 for details.
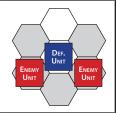
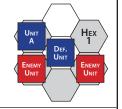| | | |
|---|---|---|
| +4 | The two enemy units exert ZOC into the 6 shaded hexes adjacent to the defender. If one enemy unit attacks, the attacker has a +4 basic flank bonus since all 6 hexes are "covered". The final flank bonus remains +4 as there are no applicable conditions reducing the basic flank bonus. |  |
| +3 | The two enemy units exert ZOC into the 6 shaded hexes adjacent to the defender. Unit A is friendly to the defender. If one enemy unit attacks, the attacker has a +4 basic flank bonus since all 6 hexes are "covered". The final flank bonus is reduced to +3 as 1 of the 6 covered hexes is occupied by a unit friendly to the defender. |  |
| +2 | The two enemy units exert ZOC into the 5 shaded hexes adjacent to the defender. If one enemy unit attacks, the attacker has a +2 basic flank bonus since 5 of the 6 hexes are "covered". The final flank bonus remains +2 as there are no applicable conditions reducing the basic flank bonus. |  |
| +1 | The two enemy units exert ZOC into the 5 shaded hexes adjacent to the defender. If one enemy unit attacks, the attacker has a +2 basic flank bonus since 5 of 6 hexes are "covered". The final flank bonus is reduced to +1 as 1 of the 6 covered hexes is occupied by a unit friendly to the defender. Had another unit friendly to the defender occupied Hex 1, the final flank bonus would have been reduced to 0. |  |

**Note**: If the enemy units occupy or exert a ZOC into a hex adjacent to the defender, and those enemy units have a Combat Value less than ¼ the defender's Combat Value, that hex is not considered "covered".

## Advanced Game Sequence Of Play

Each turn in the Advanced Game is performed according to the following "sequence of play:"

### 1. Random Events Phase

Two dice are rolled; the players consult the Random Events Table.

### 2. Reinforcement Phase

Both players determine if they are due reinforcements or want to return wagon trains to the map.

### 3. Off-Map Transfer Phase

Units may transfer by road to or from some off-map boxes, and may RR transfer to, from or within the off-map boxes (see section 10.6).

### 4. Leader Transfer Phase

Leaders may be transferred from one subordinate unit to another.

### 5. County Control Phase

The players determine whether control of a county has changed from one player to another since the last turn.

### 6. Attachment Phase

Substitute units may be reattached to other units.

### 7. The Action Cycle

#### Action Phase:

A. **Initiative Segment**: Both players roll a die. The player with the higher roll wins. The winner must take initiative or pass. If both players roll the same number, several different things can happen:

- If both players roll 1's, the Action Cycle may end (see 3.0).
- If both players roll 2's or 3's, the Union player wins the initiative.
- If both players roll 4's or 5's, the Union player performs an "Insubordination Check" (see 14.0 of the BAC Basic Game Rules).
- If both players roll 6's, the Confederate player wins the initiative.

B. **Activation Segment**: The player who has taken initiative must perform a single action with an eligible leader or unit. At the end of an Activation Segment, the players return to the Initiative Segment and a new Action Phase begins. Players continue to perform Action Phases indefinitely until both players pass in the same Action Phase or a roll of a 1 by both players leads to the end of the Action Cycle.

### 8. Recovery Phase

Eligible units may forage, entrench, build bridges, repair bridges and ferries, and recover from fatigue, disorganization, exhaustion and demoralization.

Empty wagon trains may be removed from the map to return during a future Reinforcement Phase. Emergency supply may be provided to out-of-supply units.

### 9. The Strategic Cycle
### (Only on turns divisible by 4)

A. **Off-Map Segment**: The players undertake activities in the Knoxville and Atlanta off-map theaters.

B. **VP Segment**: County control is determined again. The players may be awarded VP.

C. **Supply Segment**: Players repair damaged or destroyed RR stations, construct new depots, place new supply points they are due to receive, and determine the supply status of all of their units. Empty wagon trains may be removed from the map to return during a future Reinforcement Phase. This segment is skipped on the very last turn of a scenario.

### 10. Turn Indication Phase

The Turn marker is advanced one box on the Turn Record Track and the players begin a new turn.

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## Scenario 8 Random Events Table

See rule 2.0 for details.

| DR | Event |
|---|---|
| 2 | Rain (Current +1) |
| 3 | Delay Confederate Reinforcements |
| 4 | Rain |
| 5 | Anti-Bragg Talk |
| 6 | Stanley |
| 7 | Command Paralysis |
| 8 | Accelerate Confederate Reinforcements |
| 9 | Beat the Federals |
| 10 | Delay Confederate Reinforcements |
| 11 | Cache of Flatboats |
| 12 | Local Guide |

## Scenario 8, Confederate Reinforcements

### Cavalry Reinforcement Table
See rule 12.3 for details.

| 2-5 | NE |
|---|---|
| 6-12 | Reinforcement |

### Mississippi Reinforcement Table
See rule 12.4 for details.

| 2-6 | NE |
|---|---|
| 7 or greater | Reinforcement |

**Modifier:**

-2  Each increment of Mississippi reinforcements which has already been received (**Note**: This includes Mississippi Reinforcements which have been received during the Confederate Set-Up, section 11.1.)

+8  If a "No reinforcement" result has been received on the Virginia Reinforcements table (**Note**: The Confederate player cannot receive Virginia Reinforcements if he has received this result. See the "Historical Note" in the Virginia Reinforcements section (12.5).)

### Virginia Reinforcement Table
See rule 12.5 for details.

| 2 | No reinforcement |
|---|---|
| 3 | "NE" if prior to Turn 8. "No reinforcement" if Turn 8 or later. |
| 4-9 | "NE" if prior to Turn 14. "No reinforcement" if Turn 14. |
| 10 | "NE" if prior to Turn 8. "Two divisions (Law, Kershaw, Longstreet)" if Turn 8 or later. |
| 11 | Two divisions (Law, Kershaw, Longstreet) |
| 12 | Three divisions (Law, Kershaw, Longstreet, Pickett) |

## Scenario 8, Union Reinforcements

### Reserve Corps Reinforcement Table
See rule 12.10 for details.

| 2-8 | NE |
|---|---|
| 9 or greater | Reinforcement |

**Modifier:**

+3  If at least one increment of Reserve Corps reinforcements has already been received

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## Scenario 9 Random Events Table

See rule 2.0 for details.

| DR | Event |
|---|---|
| 2 | Rain (Current +3) |
| 3 | Quarles & Baldwin |
| 4 | Cheatham |
| 5 | Rain (Current) |
| 6 | Accelerate Reinforcements |
| 7 | Anti-Bragg Talk |
| 8 | Delay Reinforcements |
| 9 | Rain (Current) |
| 10 | Command Paralysis |
| 11 | Stanley |
| 12 | Beat the Federals |

## Scenario 9, Reinforcement Arrival Table

See rule 2.0 for details.

1    Candy

2    Martin, Morgan, Tyler, Joe Wheeler, Kelly, Wade, Wharton, Davidson, Harrison

3    Hardee, Pettus

4    Sherman, Ewing

5    JE Smith, Wagon Train 7

6    Blair, ML Smith, Osterhaus, Wagon Train 8

## Scenario 9, Wagon Reduction Table

See rule 8.12 for details.

| 1-3 | No Effect |
|---|---|
| 4-5 | Lose 1 |
| 6 | Lose All / Eliminate Wagon |

## Forage Table

See rule 8.7 for details.

| 1-3 | In Supply |
|---|---|
| 4 or greater | No Effect |

**Modifiers:**

+X  The unit's current fatigue level

+2  If the unit is on top of a Plateau or in a mountain hex

+1  If all six hexes adjacent to the foraging unit are enemy-occupied or in enemy ZOC (even if occupied by a friendly unit), or are hexes into which the foraging unit cannot move due to terrain restrictions

+1  If Scenario 9 is being played

# MOVEMENT SUMMARY

## DETERMINING A UNIT'S MOVEMENT ALLOWANCE IN A MARCH ACTION

| | Unit | Type | Allowance |
|---|---|---|---|
| **USA** | Negley XIV-2 (2 3) | Infantry or Artillery Unit | 1D6 |
| **USA** | Minty CAV-2 (2 1) | Cavalry Unit | 2D6 |
| **CSA** | Cleburne-A H (3 2) | Infantry or Artillery Unit | 1D6+1 (In *OTR*, 1D minimum 2) |
| **CSA** | Dibrell F-A (1 1) | Cavalry Unit | 2D+1 |

## FORCE MARCH

1. Only an organized unit may force march. Flip the unit's Strength marker to its disorganized side.
2. In infantry force march, roll 1 die and subtract 1. In cavalry force march, roll 2 dice and subtract 1 from sum. Result is number of MP added to unit's Movement Allowance. Minimum MP bonus for infantry is 2. Minimum MP bonus for cavalry is 4.
3. If unmodified Step 2 roll is 6 (for infantry), unit's Manpower reduced by 2. If unmodified roll is from 2 to 5 (for infantry) or 8 or more (for cavalry), unit's Manpower reduced by 1. If unmodified roll is 1 (for infantry) or 7 or less (for cavalry), unit's Manpower is unaffected.

## DETERMINING A MOVEMENT ALLOWANCE IN AN ACTIVATE LEADER ACTION

| | Leader | Type | Allowance |
|---|---|---|---|
| **USA** | Thomas-A XIV (3 4 7) | Infantry Leader | 1D6+1 (In *SIV* or *OTR*, 1D6 minimum 2) |
| **USA** | Crook CAV-2 (2 4) | Cavalry Division Leader | 2D6+1 |
| **USA** | Stanley CAV (2 4) | Cavalry Corps Leader | 2D6+2 |
| **USA** | Franklin Left (3-6) | Grand Division Leader (*BTC* only) | 1D6+1 (In Nov. 15 to 17, 1862, 1D6+2) |
| **CSA** | Polk-A P (3 5) | Infantry Leader | 1D6+2 (In *OTR*, 1D6+1) |
| **CSA** | Pegram F-P (2 4) | Cavalry Division Leader | 2D6+2 |
| **CSA** | Joe Wheeler W (3 6) | Cavalry Corps Leader | 2D6+3 |

# EXTENDED MARCH TABLE

### STATUS OF MARCHING UNIT'S STRENGTH MARKER…

| MODIFIED DIE ROLL | ORGANIZED ANY MANPOWER VALUE | DISORGANIZED MANPOWER ≤ 5 | DISORGANIZED MANPOWER 6 TO 9 | DISORGANIZED MANPOWER ≥ 10 |
|---|---|---|---|---|
| ≤5 | NE | NE | NE | NE |
| 6 | D | 1 | 1 | 1 |
| 7 | D | 1 | 1 | 2 |
| ≥8 | D | 1 | 2 | 3 |

## MODIFIERS (CUMULATIVE)

**+1** If march by unit on its normal side increase its Fatigue Level from 3 to 4.
**+1** If march by unit on its exhausted side increase its Fatigue Level from 2 to 3.
**+3** If march by unit on its exhausted side increase its Fatigue Level from 3 to 4.
**+1** If march by Wagon Train.

## UNION ARMY MODIFIERS

**+0** Late War Cavalry: If march is made by any Union cavalry unit (*BAC*, *RWH*) or by a Union cavalry unit belonging to the Army of Potomac (*RTG*, *GTC*).
**+2** Garrison Units: If march is made by a Union unit not belonging to the Army of the Potomac (*SJW*, *HCR*, *RTG*) or by a Union unit which is not a "Regular Army" unit (*RWH*).
**+1** Other Union Units: All Union units not covered by the two cases above.

## GAME-SPECIFIC MODIFIERS

**+1** If a "Heat" event is in effect. (*RWH* only)
**+1** If, in Advanced Game, the unit is "out of supply". (*SJW*, *HCR*, *RWH* only)

## RESULTS

**NE:** No Effect.
**D:** Disorganized. Unit's Strength marker is flipped to its disorganized side.
**1/2/3:** Unit's Manpower Value reduced by indicated number. Replace Strength marker with new Disorganized marker reflecting its reduced Manpower value.

## WHEN TO CONSULT THE EXTENDED MARCH TABLE

- If a unit on its normal side reaches Fatigue Level 3 or 4 (Exception: see Strategic Movement rules)
- If a unit on its exhausted side reaches Fatigue Level 2, 3 or 4 (Exception: see Strategic Movement rules)

# RR MOVEMENT ALLOWANCE TABLE

## CONFEDERATE UNITS

| HEX(ES) MOVED | FATIGUE LEVEL GAIN |
|---|---|
| 1 to 13 | 1 |
| 14 to 26 | 2 |
| 27 to 40 | 3 |

## UNION UNITS

| HEX(ES) MOVED | FATIGUE LEVEL GAIN |
|---|---|
| 1 to 20 | 1 |
| 21 to 40 | 2 |
| 41 to 60 | 3 |

# MP COSTS TO ENTER FRIENDLY–OCCUPIED HEX

An active infantry, artillery, or wagon train unit must pay an MP penalty to enter a hex occupied by 1 or more friendly infantry and/or artillery units with a combined Combat Value of 3 or more, or a hex occupied by a wagon train. The MP penalty depends on the terrain in the hex entered. Cavalry units do not pay such MP penalties and do not trigger them if a friendly infantry, artillery, or wagon train unit enters their hex.

| COMBINED COMBAT VALUE IN HEX | TERRAIN IN HEX… CITY, CLEAR, ROUGH, ROLLING, HILL | WOODS, SWAMP, MOUNTAIN |
|---|---|---|
| Less than 3 | NE | NE |
| 3 to 11 | +1 MP | +3 MP |
| More than 11 | +2 MP | +4 MP |
| Wagon Train | +2 MP | +4 MP |

# STRATEGIC MOVEMENT ALLOWANCE TABLE

## CONFEDERATE UNITS

| FATIGUE LEVELS EXPENDED | INF/ART MOVEMENT ALLOWANCE | CAVALRY MOVEMENT ALLOWANCE | WAGON TRAIN MOVEMENT ALLOWANCE |
|---|---|---|---|
| 2 | 14 (12) | 24 (20) | 12 (10) |
| 3 | 21 (18) | 36 (30) | 18 (15) |
| 4 | 28 (24) | 48 (40) | 24 (20) |

## UNION UNITS

| FATIGUE LEVELS EXPENDED | INF/ART MOVEMENT ALLOWANCE | CAVALRY MOVEMENT ALLOWANCE | WAGON TRAIN MOVEMENT ALLOWANCE |
|---|---|---|---|
| 2 | 12 (10) | 22 (18) | 10 (8) |
| 3 | 18 (15) | 33 (27) | 15 (12) |
| 4 | 24 (20) | 44 (36) | 20 (16) |

**Note:** Parenthesized numbers are Movement Allowances if the player is suffering from "command paralysis" (see 2.0).

# COMMAND RADIUS SUMMARY

1. Command radius is a path of 3 or fewer hexes between a leader's hex and a subordinate unit's hex.
2. Terrain is irrelevant when tracing command radius.
3. A command radius may not enter an enemy-occupied hex or an enemy ZOC (unless that ZOC is occupied by a friendly unit).

(Red outline defines Leader's Command Radius)