The Great Campaigns of the American Civil War – The Standard Basic Game Rules
CHARTS & TABLES

COMBAT CHART

Defender's Combat Value (not including entrenchment benefits)   Attacker's Combat Value

Row label: Attacker's die minus Defender's die

Att die − Def 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	3D	3D	4D	6D	7D	9D	11D	12D
-4	-	-	-	-	-	-	1	1	1D	2D	2D	3D	4D	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	1D	2D	2D	3D	3D	5D	7D	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	3DR	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 (+1 if attacker also in mountain hex)
- +1: Defending across a creek (+2 in rain turn)
- +1/+2: Gunboat defensive support (**OTR**, **GTC**, **BTC**)
- -1: Union Panic is in effect (**SJW**)
- -1: If at least 1/2 of the Combat Value in the hex is contributed by Demoralized-2 units.
- -1: Hunt bonus (**BTC**)

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: General Lee (or Longstreet) bonus (**SJW**, **HCR**, **SLB**, **OTR**, **GTC**, **BTC**)
- +1: Assault Action
- +/-: Ratio Modifier
- +/-: Tactical Modifier
- -1: Attacks in rain turn
- -1: Union Panic in effect (**SJW**)
- -1: Hooker Loses Confidence (**SLB**)
- +1: Surprise attack (**SLB**)
- +1: Cavalry charge (**SLB**)
- +1: Stafford Height (**BTC**)
- +1: Hunt bonus (**BTC**)

Attack type in March Action
- +1: Prepared Attack
- -1: Hasty Attack
- -3: Column of Route Attack

KEY

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

Note: A Combat value may fall between two columns on the Combat Chart (e.g. 3 ½). If so, round the value up by ½ and use the right column of the two possible choices.

TERRAIN CHART

Terrain Type	Movement Point Cost	Movement Point Cost in Rain Turn
City	1	1½ L
Clear	3	3
Rolling	3	4
Rough	5	6
Provisional Swamp	5 A	6 A
Woods	6	7
Swamp/Mountain	P B	P B
Pike	1	1½
Road	1	2
Railroad	1 C	2 C
Trail	2/1 D	3/2 D
Major River	P E	P F
Minor River	P E	P F
Creek	NE	P L
Ford	NE E	P F
Bridge/Dam	NE E	NE F
Ferry	Variable G	Variable G
Enter Enemy ZOC	Stop H	Stop H
Exit Enemy ZOC	+1 I	+1 I
Exit Enemy ZOC	All J	All J
Enter Fr-Occ Hex	+1 to +4 K	+1 to +4 K
Water	P M	P M

Towns, Villages, Aqueducts, RR stations, Redoubts, County Borders, Landings, and Naval Batteries have no effect on movement.

TERRAIN CHART KEY:
NE = No Effect
P = Prohibited

TERRAIN CHART NOTES:

A. In non-rain turns, provisional swamp hexes are the same as rough hexes. In rain turns, provisional swamps covert to normal swamp hexes.

B. A unit may not enter/exit a swamp or mountain hex except at a hexside crossed by a road, pike, trail, or RR.

C. See special RR movement rules (**SJW** 16.0, **HCR** 24.0, **RTG** 22.0, **OTR** 21.0, **GTC** 21.0, **RWH** A4.0)

D. If a unit enters a mountain hex through a hexside crossed by a trail, it expends 2 MP (3 MP in rain turns). If it enters a non-mountain hex through a hexside crossed by a trail, it expends 1 MP (2 MP in rain turns).

E. A unit may cross a major or minor river only at a bridge, dam, ferry, or ford.

F. In rain turns, a unit may cross a major or minor river only at an undestroyed bridge, dam, or ferry - never at a ford. Rain causes major/minor rivers to become unfordable for an extended period (See 12.0).

G. In non-rain turns, a unit may cross a minor river ferry hexside at no MP penalty. In rain turns a unit must pay a MP penalty to cross a minor river ferry hexside. A unit must pay the same MP penalty to cross a major rive ferry hexside in rain or non-rain turns. The MP penalty is equal to 1/3 the active unit's Manpower value, dropping fractions.

H. A unit entering an enemy ZOC from a non-enemy ZOC must stop its movement. It may attack. If it does so successfully, it may be permitted to continue its march.

I. A unit may not exit an enemy ZOC unless it starts its march in an enemy ZOC and its first activity is to exit that ZOC. If it moves directly to a non-enemy ZOC, it pays the normal MP cost plus 1 MP to enter that hex.

J. A unit may not exit an enemy ZOC unless it starts its march in an enemy ZOC and its first activity is to exit that ZOC. If it moves directly to another enemy ZOC, it pays a MP cost equal to the unit's entire Movement Allowance. If these two hexes are not connected by a pike, road, trail, or RR, the unit's Strength marker is disorganized. If it is already disorganized, its Manpower value is reduced by 1.

K. Applies only to an infantry/artillery unit entering a hex occupied by friendly infantry or artillery unit(s) with a Combat value of 3 or more (see 6.2).

L. In rain turns, a unit may cross a creek only at a hexside crossed by a road, pike, trail, or RR. Units may cross a creek in a rain turn if at least 1 of the 2 hexes joined by the creek hexside is a city hex.

M. Units may only enter water hexes during amphibious movement (see **OTR** 23.0, **GTC** 22.0).

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@	-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.

Jan.20, 2005   Toshikazu Takasawa

RATIO CHART

Attacker to Defender Ratio	Attacker's Ratio Modifier
1-13 or less	-12
1-12	-11
1-11	-10
1-10	-9
1-9	-8
1-8	-7
1-7	-6
1-6	-5
1-5	-4
1-4	-3
1-3	-2
1-2	-1
1-1	0
2-1	1
3-1	2
4-1	3
5-1	4
6-1	5
7-1	6
8-1	7
9-1	8
10-1	9
11-1	10
12-1	11
13-1	12
14-1 or more	13

SUMMARY OF COMBAT RESULT

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. In the Advanced Game, the unit has one box checked off on the Ammunition Pad.

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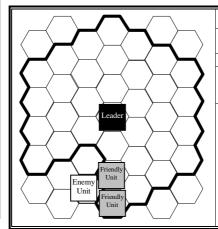
f (Fatigue-1): The unit's Fatigue Level is increased by 1 (to a maximum of 4). If the unit is active, it may not expend any more MPs; its march is terminated.

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.

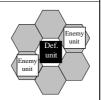**A (Advance)**: The unit may advance after combat.

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).

(**Bold** outline defines Leader's Command Radius)

FLANK ATTACK EXAMPLE

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 exerted 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 exerted 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 $\frac{1}{4}$ the defender's Combat Value, that hex is not considered "covered".

CAVALRY RETREAT DIE ROLL MODIFIERS

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

+3	**Mountains** (All Games): If a cavalry unit occupies a mountain hex. This modifier is reduced to +1 if the active unit also occupies a mountain hex.
+2	**Rivers** (All Games): If a cavalry unit is separated from the active unit or leader by a bridge, dam, ferry, or ford across a major/minor river. This modifier also applies if the cavalry unit is separated from the active unit by a creek during a Rain turn (however there is no creek modifier on non-rain turns).
+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 combined 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** (All Games): 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 $\frac{1}{2}$ 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 $\frac{1}{2}$. **Exception:** If the cavalry unit is **Confederate**, the modifier is altered to –3 in **SJW** and **HCR**, and –2 in **OTR** and **SIV**.

MOVEMENT SUMMARY

Determining a Unit's Movement Allowance In a March Action

USA	Infantry or Artillery Unit	1D
	Cavalry Unit	2D
CSA	Infantry or Artillery Unit	1D+1 (In **OTR**, 1D minimum 2)
	Cavalry Unit	2D+1

Determining a Movement Allowance in an Activate Leader Action

USA	Infantry Leader	1D+1 (In **SIV** or **OTR**, 1D minimum 2)
	Cavalry Division Leader	2D+1
	Cavalry Corps Leader (Sheridan)	2D+2
	Grand Division Leader	1D+1 (In Nov. 15 to 17, 1862, 1D+2)
CSA	Infantry Leader	1D+2 (In **OTR**, 1D+1)
	Cavalry Division Leader	2D+2
	Cavalry Corps Leader (Stuart, Hampton)	2D+3

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.

MP COSTS TO ENTER FRIENDLY-OCCUPIED HEX

An active infantry or artillery 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. 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 or artillery unit enters their hex.

Combined Combat Value in Hex	Terrain in Hex…	
	City, Clear, Rough, Rolling	Woods, Swamp, Mountain
Less than 3	NE	NE
3 to 11	+1MP	+3MP
More than 11	+2MP	+4MP
Wagon Train	+2MP	+4MP

EXTENDED MARCH TABLE

Status of Marching Unit's Strength Marker…

Mod. Die Roll	ORGANIZED Any Manpower Value	DISORGANIZED Manpower 5 or less	DISORGANIZED Manpower 6 to 9	DISORGANIZED Manpower 10 or more
≤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 is made by Union unit. (**Exception:** In **RTG** and **GTC**, does not apply to cavalry units belonging to the Army of the Potomac. In **RWH**, does not apply to cavalry units)

+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, in **SJW**, **HCR**, or **RTG**, a Union unit not belonging to the Army of the Potomac marches. (This modifier is in addition to the one for any marching Union unit, above.)

+1 If the marching unit is a Union unit which is not a "Regular Army Unit". (**RWH** only)

+1 If a "Heat" event is in effect. (**RWH** only)

+1 If, in Advance Game, the unit is "out of supply". (**SJW**, **HCR**, **RWH** only)

+1 If march by Wagon Train.

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 **OTR** 20.0, **GTC** 20.0).

● If a unit on its exhausted side reaches Fatigue Level 2, 3 or 4 (**Exception:** see **OTR** 20.0, **GTC** 20.0).

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:

● For the first hex entered in a normal retreat

● For each of the first four hexes entered in a rout or cavalry retreat

● If in a retreat, rout, or cavalry retreat, the retreating unit exit 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 place 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:

● For the second, third, or fourth hexes entered in the normal retreat, assuming the unit is not exiting an enemy ZOC

● 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 retreat 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.