



# 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			RETREAT CHART 2		
A player must use Retreat Chart 1 in the following circumstances: <ul style="list-style-type: none"> <li>• For the first hex entered in a normal retreat</li> <li>• For each of the first four hexes entered in a rout or cavalry retreat</li> <li>• If in a retreat, rout, or cavalry retreat, the retreating unit exits an enemy ZOC</li> </ul>			A player must use Retreat Chart 2 in the following circumstances: <ul style="list-style-type: none"> <li>• For the second, third, or fourth hexes entered in the normal retreat, assuming the unit is not exiting an enemy ZOC</li> <li>• For the fifth or sixth hexes entered in a rout or cavalry retreat, assuming the unit is not exiting an enemy ZOC</li> </ul>		
PRIORITY NUMBER	MANPOWER LOSS*	RETREAT DESCRIPTION	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.	1	0	Retreat is not into an enemy ZOC or enemy occupied hex.
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.	2	0/1•	Retreat is into an enemy ZOC, but not an enemy occupied hex.
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.	3	3	Retreat is into an enemy occupied hex.
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.	<b>NOTES APPLYING TO RETREAT CHARTS 1 AND 2</b> * 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. <b>Exception:</b> 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.		
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.	<b>OVERRIDING RETREAT PRIORITIES</b> 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.		
<b>Note:</b> 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.					

## CAVALRY RETREAT DIE ROLL MODIFIERS FLANK ATTACK EXAMPLES

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

+?	<b>Terrain:</b> 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.
+2	<b>Very Large Force:</b> If the cavalry unit(s) in the hex have a combined Combat Value of 3 or more, counting entrenchments. <b>Exception:</b> If the cavalry unit(s) are Confederate, the modifier is increased to +4 in <i>OTR</i> , <i>AGA</i> and <i>SIV</i> .
+2	<b>Large Force (Confederate player in <i>OTR</i>, <i>AGA</i> and <i>SIV</i> only):</b> If Confederate cavalry unit(s) in the hex have a combined Combat Value of 2 or more and less than 3, counting entrenchments.
-2	<b>Demoralized:</b> If all the cavalry units are Demoralize-1 or -2.
-2	<b>Fatigue:</b> If all cavalry in the hex are at Fatigue Level 4.
-2	<b>Supply (<i>SIV</i>, <i>SLB</i>, <i>OTR</i>, <i>GTC</i>, <i>BTC</i>):</b> If all cavalry in the hex are out of supply (Advanced Game only).
-2	<b>Small Force:</b> If the cavalry unit(s) in the hex have a combined Combat Value of more than ½ and 1 or less, counting entrenchments. <b>Exception:</b> In <i>OTR</i> , <i>AGA</i> and <i>SIV</i> , Confederate cavalry units ignore this modifier.
-4	<b>Very Small Force:</b> If the only cavalry unit in the hex has a Combat Value of ½. <b>Exception:</b> If the cavalry unit is Confederate, the modifier is altered to -2 in <i>OTR</i> , <i>AGA</i> and <i>SIV</i> .

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 either 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 either 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 5 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.	
<b>Note:</b> 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.”		

# HOOD STRIKES NORTH CHARTS & TABLES

## ADVANCED GAME SEQUENCE OF PLAY (ADV GAME 1.0)

1. WINTER WEATHER PHASE (STARTING TURN 14)
2. RANDOM EVENTS PHASE (STARTING TURN 3)
3. UNION MANPOWER ENHANCEMENT PHASE (TURNS 3 TO 9)
4. REINFORCEMENT PHASE
  - A. UNION REINFORCEMENTS (STARTING TURN 2)
  - B. CONFEDERATE REINFORCEMENTS (TURN 10 & THEN STARTING TURN 24)
5. LEADER TRANSFER PHASE
6. ATTACHMENT PHASE
7. THE ACTION CYCLE
 

CONFEDERATE ARRIVALS (STARTING TURN 2)  
ACTION PHASE  
INITIATIVE SEGMENT  
ACTIVATION SEGMENT
8. RECOVERY PHASE
9. UNION CAVALRY PHASE (STARTING TURN 10)
10. VICTORY POINT PHASE
11. TURN INDICATION PHASE

## Random Events Table (Adv Game 2.0)

- 2 Command Paralysis
  - 3 Accelerated Union Reinforcements or Grant Relieves Thomas@
  - 4 Rain\*
  - 5 Winter Weather End Change or Enhanced Movement+
  - 6 Late Rain\*
  - 7 Late Rain\*
  - 8 Army Initiative Change—A or Union Night March%
  - 9 Lyon's Kentucky Raid or Union Pontoon Bridge Prohibition#
  - 10 Late Rain\*
  - 11 Late Rain\*
  - 12 Army Initiative Change—B
- @ "Accelerated Union Reinforcements" is the effect on Turns 3-16; "Grant Relieves Thomas" is the effect after Turn 16.
- \* Convert to "No Effect" if winter weather is in effect (see 4.0).
- + Apply "Winter Weather End Change" if winter weather is in effect (see 4.0). Otherwise apply "Enhanced Movement" event.
- % "Union Night March" is the effect on Turns 3-10; "Army Initiative Change - A" is the effect on Turns 11 until the end of the game.
- # If "Lyon's Kentucky Raid" has already occurred, apply "Union Pontoon Bridge Prohibition" event instead.

## UNION REINFORCEMENT TABLE (STARTING TURN 2, ADV GAME 12.0)

Die	# of Sets
1 or less	0
2	1
3	1
4	2
5	2
6	3

### Modifiers

- 4: Reinforcement rolls on Turns 2, 3, and 4
- 3: Reinforcement roll on Turn 5
- 2: Reinforcement rolls on Turns 6 and 7
- 3: If Union reinforcement set 11 (J. Miller's division) has been made available as a reinforcement in an earlier turn of the game.

## WINTER WEATHER TABLE (ADV GAME 4.0)

Roll	Effect
3 or less	No Effect
4 or more	Winter Weather Start

### Modifiers

- 2 On Turn 14 (December 6)
- 1 On Turn 15 (December 7)
- +1 On Turn 17 (December 9), and thereafter

## UNION FORTS (ADV GAME 8.0)

Class A Forts	Combat value 2 Artillery value 2
Class B Forts	Combat value 1 Artillery value 1

## ARMY INITIATIVE (ADV GAME 3.0)

Confederate	The Confederate player wins tied initiative rolls
Union	The Union player wins tied initiative rolls
Neutral	The Union player wins tied initiative rolls of 1 to 3; the Confederate player wins tied initiative rolls of 4 to 6

## UNION MANPOWER ENHANCEMENT (TURNS 3-9; ADV GAME 11.0)

Roll	Effect
1	No Effect
2, 4	1 cavalry manpower
3, 5	1 infantry manpower
6	1 cavalry & 1 infantry manpower

## CONFEDERATE ARRIVAL TABLE (STARTING TURN 2; ADV GAME 13.0)

Die	# of Sets
-3 or less	0
-2	1*
-1	2*
0	2
1	3
2	4
3	5
4 or more	6

### Modifiers

- 7: Turn 2 die roll
- 4: Turn 3 die roll
- 0: Turn 4 die roll
- +3: Turn 5 die roll

\* Place a Fatigue Level 1 marker under the Confederate division arriving on the map.

## UNION CAVALRY PHASE (STARTING TURN 10; ADV GAME 5.1)

- A. **Horses Worn Out Segment (Turn 10 only):** On Turn 10 only, during this segment, all Union cavalry units (not cavalry leaders) on the map have a "Horses Worn Out/Unmounted" counter added to them, on the Horses Worn Out side.
- B. **Remount Segment:** The Union player must attempt to "remount" each off-map Union cavalry unit (see 5.2).
- C. **Off-Map Removal Segment:** If one or more cavalry units occupy hex 5805 or 5806, the Union player may place none, some, or all of them temporarily off map as desired. Each removed unit flips its "Horses Worn Out/Unmounted" counter to the "Unmounted" side if not already on that side.
- D. **Unmounted Segment:** All Union cavalry units on the map with a "Horses Worn Out" marker must determine if the counter flips to the "Unmounted" side (see 5.3).
- E. **Cavalry Return Segment:** The Union player may place one or more off-map Union cavalry units in hexes 5805 or 5806 as desired, regardless of their mount status (they may still have an "Unmounted" counter).

## UNION CAVALRY UNMOUNTING TABLE (ADV GAME 5.3)

Roll	Effect
5 or less	No Effect
6 or more	Unmounted

### Modifiers (all cumulative):

- +1 If the unit is exhausted
- +1 If the unit's strength marker is disorganized
- +1 If the unit is demoralized

## DEATH OF CLEBURNE (ADV GAME 6.0)

In any combat in which Cleburne's Confederate division is attacking (not defending), and the Confederate and Union combat die rolls are identical before modification, Cleburne is killed. If Cleburne is killed, his division is immediately removed from the map and replaced by the Smith-A counter.

## UNION CAVALRY REMOUNT TABLE (ADV GAME 5.2)

Roll	Effect
5 or less	No Effect
6	Remounted

# MOVEMENT SUMMARY

DETERMINING A UNIT'S MOVEMENT ALLOWANCE IN A MARCH ACTION				DETERMINING A MOVEMENT ALLOWANCE IN AN ACTIVATE LEADER ACTION			
USA		Infantry or Artillery Unit	1D6	USA		Infantry Leader	1D6+1 (In <i>SH</i> , <i>AGA</i> or <i>OTR</i> , 1D6 minimum 2)
		Cavalry Unit or Mounted Infantry	2D6			Cavalry Division Leader	2D6+1
CSA		Infantry or Artillery Unit	1D6+1 (In <i>OTR</i> & <i>AGA</i> , 1D minimum 2)	CSA		Cavalry Corps Leader	2D6+2
		Cavalry Unit	2D+1			Grand Division Leader ( <i>BTC</i> only)	1D6+1 (In Nov. 15 to 17, 1862, 1D6+2)
<b>FORCE MARCH</b>							
<ol style="list-style-type: none"> <li>Only an organized unit may force march. Flip the unit's Strength marker to its disorganized side.</li> <li>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.</li> <li>If the unmodified roll in Step 2 is 6 (for infantry), the active unit's Manpower Value is reduced by 2 if its current Manpower Value is 6 or more; otherwise, its Manpower Value is reduced by 1. 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.</li> </ol>							
				CSA		Infantry Leader	1D6+2 (In <i>OTR</i> & <i>AGA</i> , 1D6+1)
						Cavalry Division Leader	2D6+2
						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 increases its Fatigue Level from 3 to 4.
- +1 If march by unit on its exhausted side increases its Fatigue Level from 2 to 3.
- +3 If march by unit on its exhausted side increases its Fatigue Level from 3 to 4.
- +1 If march by Wagon Train. For Union Wagons, this modifier is in addition to +1 modifier for "Other Union Units"; see below)

**UNION ARMY MODIFIERS**

- +0 Late & Early War Cavalry: If march is made by any Union cavalry unit (*HSN*, *AIO*, *BAC*, *RWH*, *AGA*) or by a Union cavalry unit belonging to the Army of Potomac (*RTG*, *GTC*).
- +2 Garrison Units (infantry, artillery, & cavalry): 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 (including wagon trains) not covered by the two cases above.

**GAME-SPECIFIC MODIFIERS**

- +1 If a "Heat" event is in effect. (For all games with Heat events)
- +1 If, in Advanced Game, the unit is "out of supply". (For all games with supply rules)
- +1 All units in 1861 scenarios (*AGA* only)
- 3 In 1861 scenarios, if the marching unit is a cavalry unit (*AGA* only)
- 3 If the unit is executing a Retreat March (only *AGA* scenarios 2, 5, 6, & 7)

**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)

# 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(s). The MP penalty depends on the terrain in the hex entered. MP penalties to enter a friendly-occupied hex are not cumulative: the highest MP penalty in city, clear, rough, rolling, and hill hexes is +2; the highest MP penalty in woods, swamp, and mountain hexes is +4. 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(s)	+2 MP	+4 MP

# STRATEGIC MOVEMENT ALLOWANCE TABLE

Strategic Movement is only used in Advanced scenarios in *OTR*, *BAC*, *GTC*, & *AIO*. However, for *OTR* players must use the table in the *OTR* Advanced Rules.

## 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

- Command radius is a path of 3 or fewer hexes between a leader's hex and a subordinate unit's hex. *Exception:* in 1861 scenarios (*AGA*), the command radius is 2 hexes
- Terrain is irrelevant when tracing command radius.
- 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)

