

**GREAT BATTLES OF THE AMERICAN CIVIL WAR
RAPID ACCESS CHART 2005 BY RUSS GIFFORD**

MORALE CHECK DRM: (13.2)

- + 1 if unit is enfiladed (Also applies to P/R check)
- + 1 if casualties > 50%
- - 1 if stacked with a leader (Also applies to P/R check) (17.4)

MELEE INITIATION MODS: (12.27)

Melee generally requires a successful morale die to initiate, though that varies by game. (EXC: If unit stacked with leader, no die necessary)
These DRMs apply to 2nd Edition TSS. Only those with an * apply to Antietam. Pea Ridge has specific melee initiation die—see 27.0. Battle of Corinth has special rules as well—see 22.0.

Add 1 to the die roll if:

- Checking unit is Ammo Depleted*
- Checking unit current strength is less than half its initial strength.
- If units from more than one brigade are in the hex.
- The melee occurs in a night game turn.

Subtract 1 from the die roll if:

- All defending units are ammo depleted.*
- The checking unit occupies one of the defending unit's enfilade hexes.*
- The checking unit is adjacent to its leader in a daytime turn.
- The checking unit is stacked with a leader in a night game turn.

MELEE SP MODIFIERS:

- Leader: +1 SP (12.4)
- Charging Mounted Cavalry: Double Current Strength (16.24)
- Routed Unit defending: Half Current Strength (12.51)
- Best Def. Morale 2 less than Worst Morale: + 1 SP (12.52)
- Advance across Crest or Run: - 1 SP (12.31)
- Advance across Steep Crest: - 2 SP (Optional)
- Arty Crew: 1 SP (12.12)
- Reduced Arty Crew: 0 SP (12.12)
- Supply Wagon Crew: 1 SP (Never initiates melee) (12.14)
- If melee crosses front AND enfilade hexes: +1 Shift (Optional)

MORALE CHECK: (13.0)

Top unit checks morale. Unit passes, stack passes. Fails, ALL units check.

- Fire Combat Results—#, P, R, P/R, or #*#
- Retreat before Melee
- R result on Melee
- Retreat/Rout through Friendly Unit's Hex

FIRE CHART MODIFIERS:

Max net shift: 2 columns (9.51)

Terrain Effects - shift 1 column to the Left:

- Woods (9.53)
- Lower to Higher Slope (9.52)

Enfilade - shift 1 column to the Right:

- Units in Column
- Routed Units
- Limbered Artillery
- Mounted Cavalry (EXC: 2 column shift to the Right)

WITHDRAWAL FIRE NOTES (10.1)

Leaving Enemy ZOC triggers Withdrawal Fire (EXC: Leaders NA)
Retreat before Melee treated same as Withdrawal Fire (EXC: Pin results)
Changing formation in enemy ZOC triggers Withdrawal Fire
(Arty changing formation in small arms range also triggers Withdrawal Fire.)

RESULTS: Applied in hex. (EXC: If Pin check failed, unit moves one hex and is pinned. EXC: If Retreat Before Melee, unit pins in the original hex.)
NOTE: If another unit is in ZOC, it provides "cover." Takes the attack instead.

RETREAT FIRE NOTES (10.2)

Retreat into an enemy ZOC triggers Retreat Fire. Treated as Withdrawal Fire, but happens when a unit retreats into enemy ZOC.
Attacks and results take place AFTER unit enters hex.

CAVALRY SPECIAL RULES:

Movement:

- Formation Change ALWAYS ends movement.

Fire Combat:

- If mounted may only fire out single front hexside. (EXC: Pistols may fire out three front hexsides.)
- May fire mounted only if armed with P, C or CR
- Mounted Cavalry are always enfiladed - 2 columns Shift to the Right.

Charge/Melee:

- Mounted Cavalry may Charge if within 4 hexes. (Must charge through single frontal hexside.)
- Some terrains prevent charges. (See Terrain Effects Table.)
- If Cavalry unit survives PB DOUBLED in Defensive Fire, they are strength after charge. (EXC: Mounted Cavalry) Defending unit may not retreat before melee. (EXC: Mounted Cavalry)
- Charging Cavalry ALWAYS Routed after completion of Charge.
- Mounted Cavalry in melee with Infantry or dismounted Cavalry defends at twice current strength.
- If Dismounted, will ONLY melee arty or other dismounted Cavalry. MUST Retreat before Melee with any other units.
- (Optional) Dismounted Cavalry morale is 2.

ARTILLERY SPECIAL RULES:

Movement: (Must be Limbered to move.)

- May not enter new hex and fire in same turn (EXC: RetirebyP)
- May change facing and fire
- Movement and formation change not affected by reduced crew.

Fire Combat: (Must be Unlimbered to fire.)

- Arty Fire at 3 hexes or > attacks each unit in hex (with separate die roll.)
- (Optional) Arty Fire at 9 hexes or > may scatter.
- Counter Battery fire may affect Caissons (roll of 1 on sub. dr)
- Reduced crew may fire up to half the original SP.
- (Optional) Treat "P/R" as automatic Pin. Treat "R" result as "P" (TSS 9.84)

Small Arms Fire vs. Artillery

- Affects only Crew and only if no other units stacked with it.

