

## TERRIBLE SWIFT SWORD 2ND EDITION

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### MORALE CHECK DRM: (13.2)

- + 1 if unit is enfiladed (Also applies to P/R check - 9.83)
- + 1 if casualties > 50%
- + 1 if unit is stacked with units from a different friendly brigade.
- 1 if stacked with a leader (Also applies to P/R check - 9.83)
- +1 if unit is in a Gettysburg town hex. (14.5)

### FIRE CHART MODIFIERS:

Max net shift: 2 columns (9.51) - EXC: Skirmishers (23.0) - 3 shifts

#### Terrain Effects - shift 1 column to the Left:

- Woods, Woods/Rough, Orchard, Town (9.53)
- Lower to Higher through Steep Crest (9.52)

#### Enfilade - shift 1 column to the Right:

- Units in Column
- Routed Units
- Limbered Artillery
- Mounted Cavalry (EXC: shift 2 columns to the Right) (16.34)

### MORALE CHECK: (13.0)

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

- Fire Combat Results - #, P, R, P/R, or ##\* (12.85)
- Retreat before Melee (12.85)
- Retreat/Rout of a unit through friendly Unit's Hex (14.32)
- Retreat result on Melee (12.92)
- Rpls result on Melee (12.95)

### MELEE SP MODIFIERS:

- Leader: +1 SP (12.4)
- Charging Mounted Cavalry: Double Current Strength (16.24)
- Dismounted Cavalry vs. Infantry loses 1 SP (16.53)
- Routed Unit defending: Half Current Strength FRD (12.51)
- Best Def. Morale 2 less than Worst Attacker Morale: + 1 SP (12.52)
- Advance across Stream, Crest, Ridge or Breastwork: - 1 SP (12.31)
- Advance across Steep Crest, Bridge or Ford: - 2 SP (12.31)
- Defending unit adds 1 SP if in a Wooded Rough hex (12.32)
- Defending unit subtracts 1 SP if in a town hex (12.33)
- If melee crosses front AND enfilade hexsides: +1 Shift (7.32)

### MELEE INITIATION DRM: (12.27)

Melee generally requires a successful morale dr to initiate, though if unit stacked with leader, no dr necessary. (EXC. See below. Also see Night 21.25)

#### 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 with zero command points.

### LEADER CASUALTY:

### INFANTRY SPECIAL RULES: (TSS 2ND)

#### Pinned Units: (9.85)

- May not fire Offensively
- May fire Defensively at half strength but only at units in ZOC. FRD.

- May fire Retreat/Withdrawal Fire at half strength. FRD.
- May change facing.
- May not initiate melee. (May not move.)
- May not change formation.

#### Out of Command Units (5.8, 17.11)

- May fire Offensively only at units in ZOC. (9.0)
- May fire defensively and Retreat/Withdrawal Fire.
- May change facing
- May move 1 hex (but may not move adj. to enemy unit.)
- May not initiate melee.
- May not change formation.

#### Ammo Depleted Units (11.24)

- May not fire Offensively or Defensively
- May fire Retreat/Withdrawal Fire at half strength (but not in Retreat before Melee Phase!) FRD.

### CAVALRY SPECIAL RULES:

#### Movement:

- Formation Change
- If mounted (See 16.35)

#### Fire

- If hex-3 SP. FRD
- If Mounted to the Right. (16.54)

#### Charge/Melee:

- Mounted Cavalry may Charge if within 4 hexes. May only charge if in command. Some terrains prevent charges. (See Terrain Effects Table.)
- If Cavalry unit survives PB Defensive Fire, they are DOUBLED in strength after charge. 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 initiate melee against artillery crews, other dismounted Cavalry, supply wagons or trains.
- Dismounted Cavalry melee vs. Inf. Loses one SP. (16.53)

### ARTILLERY SPECIAL RULES:

#### Movement: (Must be Limbered to move.)

- May not enter new hex and fire in same turn EXC:Retire by Prolong (15.5)
- May change facing or formation and still fire (15.0)
- If fired on changing formation, enfilade, NO density shift. (8.35)
- 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 type in hex (with separate die roll.) (8.22)
- Arty Fire at 9 hexes or > may overshoot. (15.6)
- Counter battery fire gets no density shift. (8.33)
- Counter Battery fire may affect Caissons - - roll of 1 on sub. dr (If hit, roll another dr = rounds of ammo lost. (15.3)
- Reduced crew may only fire half the initial # of guns. FRU (15.13)
- Treat "P/R" as automatic Pin. Treat "R" result as "P" (9.84)
- Small arms fire affects only Crew (if no other units in stack).