

1 Command

Check if stands are **In Command** by:

- **Proximity:** within 6" of Division Commander
- **Contact:** touching stand of same Division that is in command (and must end turn in contact with the same stand) ③
- **Skirmishers:** (only) if within 6" of *any* commander or any stand in command ⑩

If **not In Command:**

- No move towards visible enemy
- May not become stationary
- Cannot recover from disorder
- Artillery may not limber or unlimber

May still:

- Free facing change *n/a if Poorly Trained or Militia* [P]
- Move at half-rate but then Disordered
- Remain Stationary. ③

2 Movement

Attacker moves any *unrouted* stands. ④

Type	Move	Free Facing	March*
Infantry	16"	Yes, additional at 1/2M or D	3/0
Commanders or Cavalry 20" if w/Ded. Gun	24"		3/2
Limbered Artillery	16"	Yes, unlimited (may unlimber or limber at no cost)	3
Unlimbered Artillery (manhandled)	2"	No, 1/2M	N/A

March Column: add markers & on Road move at *triple* rate; Cross Country at *double*; may *melee* (no fire allowed). # is March column markers behind stand; if #/#, 1st # is brigade & 2nd # skirmisher; unlimbered may not March. ⑧

To charge (move to contact), reface *first* & enemy must be visible from beginning of turn and not in prohibited terrain: ⑥

Your Stand	Enemy It May Charge
Infantry Brigade†	All except Cavalry Brigade*
Cavalry Brigade†	All
Inf. Skirmisher/Art'y	None*
Cavalry Skirmisher /Mounted Infantry†	Any Skirmisher; Artillery Flank; Brigades only if Routed or in March Column*

*may move up to 1" from all other enemy stands.

†Disordered stands may not charge ASA-cartridge-armed, and newly-disordered are Repulsed and must stop 1" away. ⑤

Charging Cavalry Brigade passes through Skirmishers and may contact stands beyond. Cavalry Skirmishers retreat 6" ahead of attacker and Infantry Skirmishers may retreat to cover (town, forest or friendly brigade) if within half move otherwise destroyed. ②

Routed stands (Fugitives) when contacted, Rout again, and Charger may continue Charge. ⑦

Starting in Contact: must Charge to retain contact or move back 1" (allowed to be Stationary). ⑦ **Pursuit in Woods** option. ⑥

3 Rally

Rally Routed Unit(s) in contact with Corps or Army Commander. Remove Temporary Disorder (but retain Permanent Disorder if present) and face in any direction but may *not* participate in next combat phase. ⑩

4 Morale

(Both) Test Morale for *each* stand in:

- Contact with enemy or
- Enemy's *close* range & firing arc ⑨

Morale Modifiers:			
	Disordered		-1
Defending...	Army Commander attached to stand [A]		+1
...higher ground [H]	+1	Meleeing...	
...building or works	+1	...enemy in flank	+1
...artillery melee'd by Cavalry (not if artillery both stationary and supported)	-1	...Skirmishers only, by close order	+1
...non-secure Infantry melee'd by Cavalry [C]	-1	...unlimbered artillery's front but not Dedicated Guns	-1
...flank attack either melee or in close range fire arc.	-1	Charging any armed with Cartridge weapons that are...	
...March column flank melee'd instead of the -1 Flank attack penalty.	-2	...Stationary, any chargers	-1
		...non-disordered, Cavalry chargers only	-1

Roll each stand separately, Morale Fails if roll is higher than modified #, then drops 1 level at end of phase: ⑩

Morale Levels	FAIL	Marker	Note	RALLY
Good		None	-	←
Temporary Disorder	←	Yellow	May remain in contact with non-ASA enemy.	
Permanent Disorder		Red only	May not move or combat the turn Rallied from Rout.	←
Rout morale failure from Temporarily Disordered goes to Rout; Rally from Rout goes to Permanently Disordered	←	Add Red to Yellow	Any 1 enemy that was in contact may Advance or change Facing.	
Eliminated	←	-	Remove	-

Rout Effects:

- Full move facing away
- Take 1 casualty
- Check forced pass through
- Possible Cavalry breakthrough
- Lose Dedicated Gun
- Mark with Temporary *and* Permanent Disorder
- No fire or movement
- Remain in place until rallied ⑩

5 Combat

(Both) Attacker chooses which enemy stand will be attacked first by fire and/or melee if in contact; defending stand fires (or melee). If melee involved, loser determined and is disordered & must retreat. Winner decides whether to advance a *melee* first before Attacker gets to choose the next defending stand to attack next.

Range					
Small Arms	Close	Long	Artillery	Close	Long
Smoothbore	-	2"	Dedicated Gun	-	4"
Rifled Carbine	-	3"	SB-Field	4"	10"
Rifled Musket	-	4"	SB-H/Siege	4"	12"
Cart. Carbine*	2"	4"	Rifled-Field	4"	15"
Cart. Rifle*	3"	6"	Rifled-Heavy	4"	18"

*ASA cartridge-armed; *Repulses* disordered charges. ⑤ Note: SB=Smoothbore, H=Heavy

Combat - Number of Dice Rolled					
Type	Roll to Hit	Normal		Stationary	
		Fire	Melee	Fire	Melee
Inf. Bde.† w/smoothbore	6	2	4	4	6
" with R-Carbine/Musket	6	2	4	5	7
" with C-Carbine/Musket	6	2	4†	6	8†
Infantry Skirmisher	6†	1	1	-	-
Cavalry Brigade†	6	-	2	-	-
" Dismounted	6	2	3	4	5
" Skirmisher	6	-	2	-	-
Artillery Bn., SB CLOSE RNG.	4-6	1	1	2	2
" Rifled, CLOSE RANGE	5-6	1	1	2	2
" ALL at LONG RANGE	6	1	1	2	2
Artillery Battery	6	1*	1*	1	1

*Target receives saving throws. †Hit on 5-6 if Skirmisher is a Sharpshooter, or Cartridge-armed troops *Meleeing*. †+1 Die for each Dedicated Gun or Reinforcing *Inf.* Skirmisher.

Saving Throws: ⑩

- Fire & Melee from Disordered stand
- Skirmisher against Fire if open space of base width
- *Unlimbered* Artillery from *Field* Artillery
- If Cavalry opts then must retreat 6" each (vs. Fire only)

Melee won by side with fewer casualties.

If tie, each side adds stand with highest morale to a die roll and following modifiers. Side with higher modified roll wins (reroll if tied).

Melee Tie Victory Modifiers	
Infantry vs. Militia i.e. with Elites vs. Infantry with No Elites	+2
Stationary or Cavalry-secure Infantry against Cavalry	+2
Supported* Artillery vs. Infantry	+1
Non-flank-secured Infantry vs. Cavalry	-2
Artillery versus Cavalry	-2

*Artillery in side or back contact and facing same direction as a friendly non-disordered Infantry brigade. ⑩

6 Exhaustion

(Both) each division that received enough casualties to match its Exhaustion level (if so, place yellow marker on Divisional Commander) division may not:

- Go stationary again (remove all stationary markers)
 - Move into contact with the enemy
- Then, roll for each Exhausted division that received casualties *this turn* for Collapse. If roll is the same or lower than those casualties, then its morale Collapses (place red marker on Divisional Commander) and all stands drop one level of morale. 24

End of player turn go to 2nd player or next turn.

Miscellany

[A] **Army Commander** must roll a 6 to be killed if stand he is attached to suffers any casualties. 9

Cartridge Weapon armed troops may Go To Ground at the start of any fire phase at no movement cost but standing up takes half movement allowance. GTG may not remain or go Stationary but receives an additional Saving Throw. If melee'd they receive -1 morale modifier. 35

[C] **Cavalry Secure** infantry receive no penalty: (see also 7.3.3 10) back to back or with adjacent stand facing to threatened flank 7.1.4. 9 NOTE 4

Cavalry Skirmisher may dismount and becomes like an Infantry Skirmisher.

Dedicated Gun adds a die but does not add a strength point.

[H] **Higher ground** bonus only if stationary and fired on from or if contacted by enemy coming from lower ground. Not awarded to Cavalry. 9 NOTE 1

Mounting & Dismounting each take half movement allowance. 24

Mounted Infantry dismounts as a normal Infantry Brigade. 24

Page numbers of rule shown in circle (33).

[P] **Poorly Trained** optionally, through 4/1862.

Repeating Rifles are Cartridge weapons that hit at close range on 5-6 instead. Includes the Spencer, Henry & Winchester. 35

Scale: 1 hour turn, 100 yards per inch, 1 strength point equals 500 men or 6 artillery pieces.

Sequence of Play: If phase says (Both) then both attacker (phasing player) & defender act; otherwise only the attacking player takes action. 1



VOLLEY & BAYONET: Road To Glory

General Reference Card in Sequence of Play

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Charts for the American Civil War

Terrain

Abbreviations:

"-" - No Effect; 1/2M - costs half movement allowance; 2x - cost double distance moved; **B LOS** - blocks line of sight; BR - blocks road; DE - disordered entering feature (or between town blocks); DI - disordered inside & may not recover until out; DL - disordered leaving feature; **m** - see morale modifier chart; NA - stand inside may make no attacks; up - penalty for moving uphill only; ST - get saving throw against fire & melee; STf - saving throw against fire only; STm - saving throw against melee only; STs - saving throw against small arms only; V/M/C - affecting Visibility, Movement and Combat; XX - prohibited.

Terrain	Affects	Brigades		Bn.	Skirmishers		Cmdr.
		Inf.	Cav.	Art'y	Inf.	Cav.	
Bridge [or Ford, where different] 20	V	-					
	M	Bridge: no effect if in march column or if not, pay 1/2M or may choose Disorder [Ford: across River or Marshy Stream are instead treated as a Stream]					
	C	Disordered if crossed & contacting Defender facing & touching far bank					
Broken Ground 31	V	- (unless if scenario indicates)					
	M	2x	2xDI	2x	-	2x	-
	C	If Skirmisher attacked by cavalry, it is not eliminated, it melees as if fighting close order infantry & if survives, withdraws.		STf see at left	-		
Crops, Standing 28	V	B LOS					
	M	NE, all but Skir. trample flat moving through					
	C	-					
Field Works 33 m	V	-					
	M	-	DE DL	-	DE DL	-	-
	C	ST ex. siege	-	ST except from siege art.	-	-	-
Forest 28 no stand may recover from disorder; may not go stationary unless if along a feature like stream.	V	B LOS ; see out or seen only if on edge; 1" within					
	M	2x	2xDI	2x no unlimb'r	-	2x	-
	C	STf	-	-	STf	-	-
Fort 33	V	Stands on edge may see or be seen from outside. Normal visibility inside.					
	M	Disordered when crossing works including advance after melee except when in march column through entrance. Cavalry & artillery may only enter via march column through entrance.					
	C	Fire from small arms, field artillery have no effect. Only heavy artillery at close range or siege artillery at any range have effect. ST vs. melee, and all artillery except close range siege.					
Fortress 33	V	As Fort					
	M	As Fort except only access is via breach and then disordered.					
	C	As Fort					
Hasty Works /Low Walls 33 m	V	-					
	M	-					
	C	STs	-	STs	-		

Hill 1C= 1 Contour 2C= 2 Contours 22	V	B LOS (if higher than obstacle may look over)					
	M	1C - ; 2C 1/2M DE	1C 1/2M up; 2C XX	-	-	-	
	C	m					
Marsh 31	V	-					
	M	Roll: 1-2 no effect, 3-4 2x, 5-6 4x DI (+1 Artillery & each additional stand through same spot).		-	Roll as at left	-	
	C	-					
Marshy Stream 31	V	-					
	M	1/2M DI & lose Dedicated Gun	XX	1/2M DI	1/2M		
	C	Disordered if crossed & contacting Defender facing & touching far bank					
Orchard 28	V	B LOS ; see out or seen only if on edge; 3" within					
	M	-	2x DI	-			
	C	-					
River 30	V	-					
	M	XX except at Bridge or Ford					
	C	-					
Road 32	V	-					
	M	Artillery (any move formation) & rest in March Column ignore terrain penalties					
	C	- (<i>Sunken Roads</i> are treated as Field Works except no ST vs. melee by enemy Inf. & no ST vs. fire by Siege Artillery.)					
Stream 30	V	-					
	M	1/2M (1st stream; & 2nd stream Disorders)					
	C	Disordered if crossed & contacting Defender facing & touching far bank					
Swamp 31	V	- (unless if scenario indicates other veg.)					
	M	XX	2x	XX	2x		
	C	-					
Town 26	V	B LOS stand(s) in block may see out & be seen					
	M	DE DL	DI BR NA	-	DI BR NA	-	
	C	Holds Infantry: 4 Skirmishers (while considered as 1 defender, they check morale separately) or 1 Brigade. Cavalry & artillery in town have no combat dice and do not take away from Infantry capacity. Never flanked. Combat with 1/4 dice (round up) from each of 4 sides but no more than total dice allowed. See below re construction: Stone/Wooden.					
Tree Line 29	V	B LOS unless if either viewer or target is adjacent to tree line.					
	M	-					
	C	-					
Village 26	V	-					
	M	-					
	C	Holds only 1 Infantry Skirmisher. Stone Buildings - Small Arms fire has no effect. All artillery treated as long range & no fire during occupier's turn even if in "close" range. Wooden Buildings - may catch fire on a roll of 6 any turn that artillery fires at them or attacked by melee. If they do catch fire, then occupier(s) must retreat at the end of the combat phase, disordered. Each turn after the next, roll to see if the fire has gone out: 5-6 if village or 6 if town. Once out, can be treated as Broken Ground with B LOS .					