

VOLLEY & BAYONET: Road To Glory

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. ⑩

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

Stands may not overlap

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

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.	
<i>Permanent Disorder</i>		<i>Red only</i>	<i>May not move or combat the turn Rallied from Rout.</i>	
Rout morale failure from Temporarily Disordered goes to <i>Rout</i> ; Rally from Rout goes to Permanently Disordered		Add Red to Yellow	<i>Any 1 enemy that was in contact may Advance or change Facing.</i>	
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'r* 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"

*Only ASA *cartridge*-armed *Repulses* disordered charges. ⑥/ERRATA 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 *DG-fire only	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 ALL RANGES	6	1 ^S	1 ^S	1	1

*+1 Die for each Dedicated Gun or Reinforcing *Inf.* Skirmisher. †Hit on 5-6 if Sharpshooter Skirmisher *firing*; Cartridge-armed troops or Undisordered Cavalry vs. Disordered *meleeing*

Saving Throws: roll of 4-6 ⑧ *Target gets save.

- Fire & Melee from Disordered stand
- Fire vs. Open Order: Skirmisher with open base width either side, or, *Unlimbered* Artillery but not from Hvy/Siege Arty
- If Cavalry opts then must retreat 6" each (vs. Fire only)
- See terrain chart: **ST**

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

Melee Tie Victory Modifiers	
Infantry vs. Militia/Poorly Trained (No Elites)	+2
Stationary or Cavalry-secure Inf. vs. 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 at end of player turn; *add exhausted 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 (Normal become Permanently Disordered). ⑫

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 If within, 3" all commanders may retreat or advance with friendly/elim. ③ **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. ⑤

[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 (2 for every *Field SP* at beginning of game) 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. ⑫ **Mounted Infantry** dismounts as a normal Infantry Brigade. ⑫

Page numbers of rule shown in circle (③). [P] **Poorly Trained** *optionally*, through 4/1862. May be Militia which are Permanently Disordered.

Repeating Rifles are Cartridge weapons that hit at close range on 5-6 instead. Includes the Spencer, Henry & Winchester. ⑩ **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



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.	
B LOS - blocks line of sight							
Bridge [or Ford, where different] ⑩	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 ⑩	V	- (unless if scenario indicates)					
	M	2x	2xDI	2x	-	2x	-
Crops, Standing ⑫	V	B LOS					
	M	NE, all but Skir. trample flat moving through					
	C	-					
Field Works ⑬ m	V	-					
	M	-	DE DL	-	DE DL	-	-
	C	ST ex. siege	-	ST except from siege art.	-	-	-
Forest ⑭ *may NOT recover from disorder; may NOT go stationary unless if along a feature like stream/road.	V	B LOS ; see out or seen only if on edge; 1" within					
	M	2x	2x DI	2x no unlimbr	-	2x	-
	C	STf *	*	No Fire *	STf *	*	*
Fort ⑬	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 ⑬	V	As Fort					
	M	As Fort except only access is via breach and then disordered.					
	C	As Fort					
Hasty Works /Low Walls ⑬ m	V	-					
	M	-					
	C	STs	-	STs	-	-	-

A stand is in or moving through the terrain under the center of the front edge of the stand. 4.7" Area within 1" of front edge is zoc & halts enemy movement if unable to charge to contact. 4.8" *ERRATA

Hill 1C= 1 Contour 2C= 2 Contours ⑫	V	B LOS (if higher than obstacle may look over)					
	M	1C - ; 2C 1/2M DE	1C 1/2M up; 2C XX	-	-	-	-
Marsh ⑬	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 ⑬	V	-					
	M	1/2M DI & lose Dedicated Gun	XX	1/2M DI	1/2M		
Orchard ⑭	V	B LOS ; see out or seen only if on edge; 3" within					
	M	-	2x DI	-	-	-	-
	C	-					
River ⑮	V	-					
	M	XX except at Bridge or Ford					
Road ⑯	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 ⑰	V	-					
	M	1/2M (1st stream; & 2nd stream Disorders)					
Swamp ⑱	V	-					
	M	XX	2x	XX	2x		
	C	-					
Town ⑲	V	B LOS stand(s) in block may see out & be seen					
	C	DE DL	DI BR NA	-	DI BR NA	-	-
Tree Line ⑲	V	B LOS unless if either viewer or target is adjacent to tree line.					
	M	-					
	C	-					
Village ⑲	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 <i>after the next</i> , roll to see if the fire has gone out: 5-6 if village or 6 if town. Once out, <i>can</i> be treated as Broken Ground with B LOS .					