

GRAND HAVOC

PERRYVILLE (October 8, 1862)

THE AMERICAN CIVIL WAR: VOLUME 8

Exclusive Rules



*Perryville Battlefield State Historic Site
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REVOLUTION

G A M E S

October 8th 1862.

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1.0 Introduction

The Battle of Perryville took place in the second year of the American Civil War, 1862, during Confederate General Braxton Bragg's invasion of Kentucky. Despite the brilliant beginning to the campaign, drawing the Union Army of the Ohio under Don Carlos Buell all the way from north Georgia to northern Kentucky, Bragg's offensive had not brought the anticipated influx of Kentucky recruits into the Confederate army. Instead, Bragg now sought a battle to make Kentucky a permanent part of the Confederacy.

Strangely enough, Bragg did not plan for that battle at Perryville. He believed the main Union Army was advancing toward the capital in Frankfort, 40 miles north. He planned to unite with the other Confederate army (under Kirby Smith) in Versailles for the battle that would decide the fate of Kentucky. When he was told that a Union force was moving to Perryville, he ordered Generals Leonidas Polk and William Hardee to launch an attack that would drive back what he took to be a small force but turned out to be nearly the entire Union Army of the Ohio.

General Buell was responsible for Bragg's confusion, having ordered two divisions consisting largely of raw troops toward Frankfort. The plan worked perfectly, as Bragg's attention was focused completely on the decoy force. Buell, however, had no idea how well his diversion had worked and believed he was facing Bragg's entire army, perhaps even augmented by Kirby Smith's troops.

Buell had other reasons to be cautious. A large part of his army consisted of raw recruits, some mustered only a few weeks previously and many armed with muskets of more use as clubs than firing a lead ball. His cavalry was outnumbered

and outclassed by its Confederate opponents and the quality of his officers was generally poor. His Corps commanders, Alexander McCook, Charles Gilbert, and Thomas Crittenden were respectively an untrusted hot-head, a regular officer who'd been a captain two months previous, and a decent amateur. General George Thomas, hero of the battle of Mills Springs early that year, was sulking as "second in command" and was employed mostly to babysit Crittenden.

No surprise then, that confusion was order of the day. Things started off when General Phil Sheridan came onto the field that morning of October 8. Commanding a division for the first time, Sheridan pushed some outnumbered Confederates off of the high ground west of Perryville and caused Polk and Hardee to wonder if there was something more than just a small Union force in front of them. Polk delayed his attack and tried to figure out what to do.

Bragg, 10 miles up the road in Harrodsburg, decided to ride down to Perryville to determine why the attack he'd ordered had not occurred. He urged Polk into action, and around 2 pm the Confederates started forward. The attack that was meant to flank Gilbert's III Corps in the center, instead ran headlong into McCook's I Corps whose parched troops were moving toward the Chaplin River and Doctor's Fork in search of water.

The battle turned into a ferocious brawl, as the veteran rebel troops mauled the I Corps while the rest of the Union army largely stood its ground. Buell and Gilbert were largely unaware that the battle was even taking place until it was nearing its end, while Crittenden waited for orders that never arrived.

This game presents players with the opportunity to relive the frustrations of the historical battle or explore other historical "what ifs." It allows the players the immersive experience of tactical combat without the heavy rules overhead normally found in such games, while also delivering a comprehensive experience of limited intelligence and unexpected events. The game features the Blind Swords chit-pull system, which emphasizes the three "FOW's" of military conflict: fog-of-war, friction-of-war and fortunes-of-war. With each chit pull, players will be challenged to make tough decisions based on their assessment of the situation at that moment. Unlike traditional chit-pull systems, the Blind Swords system ensures that no combat units can be counted on, or conversely, counted out. This yields an environment of tense action and constant surprises – an environment that will challenge each player.

Game Components

- 1 – 22 x 34 inch map
- 2 – Counter-sheets of 176 5/8" counters
- 5 – Player Aid Charts

- 1 – Series Rulebook
- 1 – Exclusive Rulebook
- 2 – Brigade Activation Cards
- 1 – Game Box or Ziplock Bag
- 2 – Dice (Boxed version only)

2.0 Terrain, Unit Counters, Markers & Chits

2.1 Unit ID & Organization: Every infantry or cavalry unit belongs to a **Brigade** and each Brigade belongs to a **Division, or, is independent**. Unlike in other games in the series, Artillery units belong to Brigades or a Division, although they continue to move or fire in the Artillery Phase (6.0).

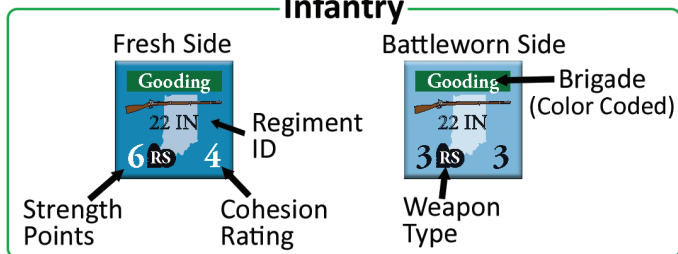


Horse artillery contains both a horse and cannon symbol. Horse artillery has 9 MPs and can use cavalry withdrawal (Series Rules, hereafter SR, 10.8, 11.3b) although it will suffer a morale hit when withdrawing before Close Combat.

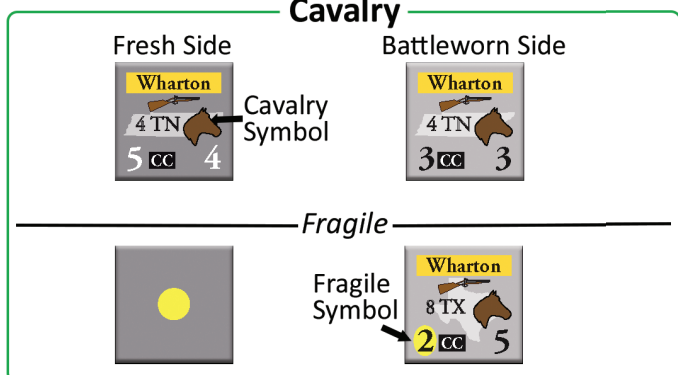


2.1a Antique Weapons: A number of units were armed with muskets so poor to be almost worthless. They are indicated with an **A** for weapon type. They have a range of 1 hex at 50% strength.

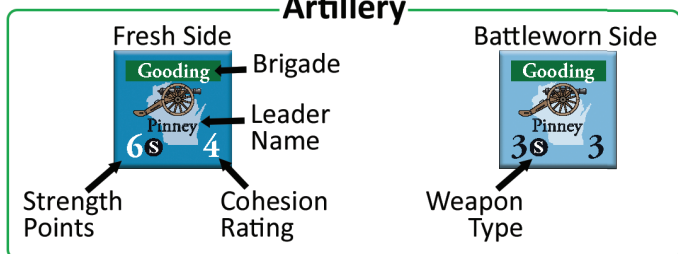
Infantry



Cavalry



Artillery



2.3 Brigade Activation Status Markers: Brigade Activation markers are provided to assist players with tracking which Brigades have been

activated this turn (as shown on the reverse side of these counters). **IMPORTANT:** Unlike **Command Activation chits**, these **Brigade markers never go into the draw cup; they exist solely for player reference**. *Play Note: Brigade Activation Display Cards are included to assist players in keeping their Brigade Activation markers organized.*

2.9 Game Scale: Each map hex is approximately 150 yards across. Infantry and cavalry units represent regiments or battalions, and artillery units represent individual batteries or sections. One Strength Point equals about 50 men, 70 cavalry, or a single gun (light smoothbores are 2 guns per strength point). Each Game Turn represents 20-30 minutes.

2.10 Map Terrain Features: Various types of terrain are depicted on the map and are identified on the Terrain Key on the Player Aid.

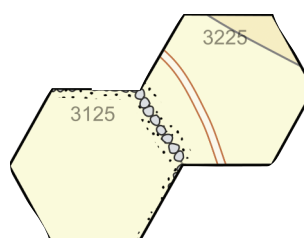
a. Elevation Levels: Every hex is at one of six elevation levels, from 1 to 6. Each level is approximately 30 feet. Example hexes of the different levels are: **1** (1611); **2** (1612); **3** (1712); **4** (1614); **5** (1714); **6** (1813). A hex's Level is important for Line of Sight (LOS) purposes. Hexes are color-coded to indicate their level, with the darkest brown being the lowest elevation and tan-ish white as the highest. The levels also have a black contour line between them where the elevation changes one level. Multiple black lines indicate a change in level equal to the number of lines. At numerous points on the map are small numbers indicating the level of the hex. The map needs to be read like a topographic map using the contour lines and the level numbers along with the colors to make it clear.

b. Terrain Features: Each hex contains only one terrain feature. If the terrain's graphic occupies or traverses at least half of the hex, the entire hex contains that terrain for all purposes.

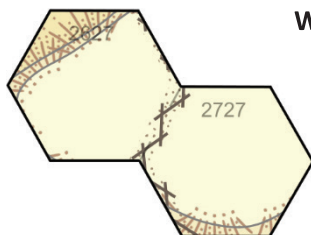


c. Buildings: Single buildings are informational and have no effect. Hexes with multiple buildings represent the city of **Perryville**. Units in **Perryville** do not receive or benefit from Unit Support (SR 12.4). Fire and Close Combat into **Perryville** hexes is shifted 2 columns left.

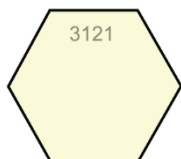
d. Fences:



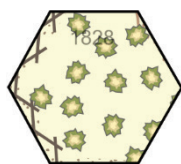
Stone fences provide a 1 column left shift for Fire and Close Combat for units directly behind the fence. They do not affect infantry or cavalry movement. Artillery unit movement is slowed crossing stone fences.



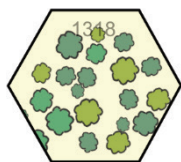
Wood fences also provide 1 column shifts for Fire and Close Combat for units directly behind them. Wood fences were significant obstacles and affect movement for all units.



e. **Clear:** Clear affects movement only.

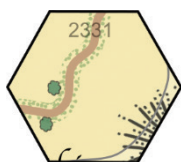


f. **Corn Fields:** provide a shift of one column left for Fire Combat into or through the corn field, but does not affect support or Close Combat. Corn Fields do not obstruct fire between units on different levels. They also affect movement.

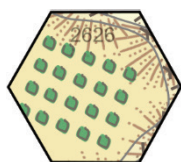


g. **Woods:** Woods block LOS for units on the same level, penalizes fire between units on different levels, causes units to be unsupported even if adjacent to other units, prevents units from supporting other units, affects movement and penalizes fire combat into a woods hex. Woods have no effect on Close Combat. Artillery may not retreat through a woods except along a road or trail.

h. **Roads:** There are two types of Road hexes: **Trails** and **Roads**. Units traveling from one Trail/Road hex to an adjacent Trail/Road hex with a **connecting** "Road" graphic pay only **1 Movement Point**, regardless of the other terrain in the hex or the hexside crossed. Units moving along Road hexes (not trails) may use the **March Column** movement rate (SR 10.5a) and thus pay only ½ Movement Point per hex when under **Maneuver Orders**. Artillery units moving along Road hexes (not trails) pay ½ Movement Point per hex.

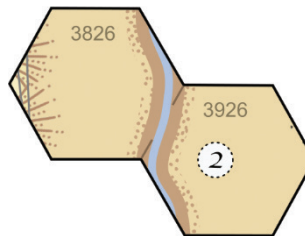


i. **Dry Stream:** hexes with a Stream graphic within the hex have no effect in the game. They are included for historical and geographical accuracy only.

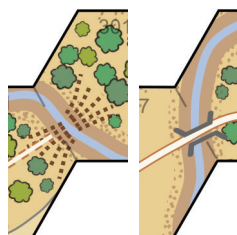


j. **Orchard:** the orchard hex (2626) affects movement of cavalry and artillery.

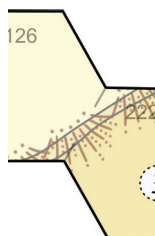
k. **Chaplin River:** This is distinguished from the dry stream by its greater width and the fact it goes along hexsides instead of through hexes. Chaplin River affects movement, Close Combat, and Retreat. Attacking across the river, including at a ford or bridge, causes a 2 column shift



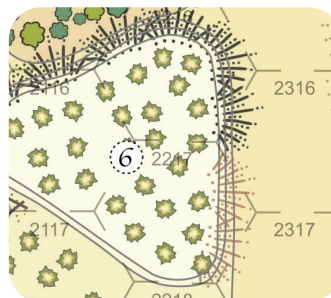
to the left for Close Combat. Retreating across the river, except at a Bridge or Ford, adds a Morale Hit to those retreating units, but can't cause a break test. (The worst that can happen to such a unit is to be Disrupted). [The River was dry or in muddy pools on the day of the battle, but the steep and rocky banks presented a significant obstacle to units crossing it.]



i. **Fords and Bridges:** Fords and Bridges across the Chaplin River affect Movement, Close Combat, and Retreat. (see k above) Bridges over Dry Streams have no impact on movement or combat.



m. **Slope Hexsides:** These **hexsides** represent a either a large change in elevation or a sudden rise over a short area from one hex to the adjacent hex. One of the hexes bordering the relevant Slope hexside is on a higher Level than the adjacent hex. Moving/Attacking from the lower-Level hex through a Slope hexside to a higher-Level hex is going "upslope" and vice-versa is going "downslope". *Slope hexsides have movement and combat effects when the relevant unit is going Upslope.*



Note that some hexsides may change up to two levels (shown to the left), but do not have a Slope hexside (these are very gentle and do not effect movement or combat).

n. **Steep Slope Hexsides:** These **hexsides** are the same as Slope hexsides except that they represent a sharp change elevation from one hex to the adjacent hex. Notice the above example of hexes 2216 and 2217. Hex 2316 is three levels below both 2216 and 2217, but moving or attacking 2216 would cross a Steep Slope while 2217 would cross a normal slope. Also note that hex 2217 is two levels higher than 2218, but there is no slope at all. *Note that Steep Slope hexsides have movement effects going both upslope (for all units) and downslope (for Artillery and Cavalry units), but combat effects only when going upslope.*

2.11 Charts and Tables: Included in the game are two sheets with the **Combat Results Table** and **Cohesion Tables** (one for each player), two **Player Aid** sheets (one for each player) that include various charts and tables on one side and the Unique Events Descriptions on the back, and the **General Records Track**, which contains various tracks needed for gameplay.



2.12 Buell Marker and Track: The Buell Marker tracks Union General Buell's awareness of the battle occurring a few miles away from his headquarters. Brigades and Divisions may remain "On Hold" and unavailable for activation until the Buell Marker allows them to be released.



2.3 Brigade Attack Coordination: Each Brigade Activation Marker has an Attack Coordination Rating that is used to determine the number of regiments in the Brigade which may end the Movement Step of an **any order** adjacent to enemy units (See 8.2a).



3.0 Unit Stacking

3.1 Stacking Limits: The maximum number of SPs allowed in a single hex is **12 SPs**. However, Woods terrain, Roads and Trails each affect stacking limits, as follows:

- Woods Hexes:** Artillery units may only occupy a **Woods** hex if it is a **Trail/Road** hex.
- Road Hexes:** If any moving unit wishes to use any **Road**, **Trail** or **March Column** movement cost (SR 10.5a) when entering a hex, the 12 SP stacking limit is in effect always, **not just the end of the turn**.
- Mixed units:** Infantry may stack with other infantry (even units from other brigades) or artillery. Cavalry may stack with other cavalry units (even those from other brigades) or horse artillery. Artillery and horse artillery may stack.
- Large units:** Units with more than 12 SPs may always exist alone in a hex.

5.0 Command Decision Phase

5.1 The Key Chit: Each player selects **1** Key Chit to add to the chit cup per turn.

5.2 Included & Excluded Chits: Each player selects **3** random chits from the remaining event chits and excludes the rest for the remainder of the Turn. **Exception:** The first intro scenario uses fewer chits (see 16.0) The Union player has one Event (Hidden Enemy) which is removed from play after being used.

6.0 Artillery Phase

Although Artillery belongs to a Brigade or Division, they conduct their activities during the **Artillery Phase**. The Movement Allowance of foot Artillery units is **6 MPs**. Horse Artillery has a movement allowance of **9 MPs**.

6.5 Artillery Movement and Fire Considerations:

- Artillery units may only enter or exit a **Woods** hex via a **connected Trail/Road** hex including during Retreat.
- Artillery units may only cross a **Steep Slope** via road or trail.
- An Artillery unit moving along a Road in a **Woods** or **Steep Slope** hex that wants to enter a hex that would then be over-stacked is charged **3 MPs** for the hex (this represents the delay time incurred waiting for the other units to clear the road).
- Artillery units located in a Woods hex **may not Fire**. This includes all types of Fire combat.
- Artillery units belonging to brigades and divisions "On Hold" may fire at targets within **Effective Range** and be fired upon. They may not move or Rally (except by using the "Rally" Event).

7.0 Chit Draw Phase

7.3 Drawing and Applying a Chit:

- Command Events:** There are no Command Events. Disregard the printed back side of the event chits.



- The Fog of War:** The *Fog of War* chit allows for the occurrence of those unusual or unexplained troop movements and attacks that have often happened throughout military history. Instances of misidentified friendly and enemy formations and seemingly suicidal charges are also represented with this chit. In addition, officers of both sides were at great risk and this chit reflects the high casualty rate amongst Civil War generals.

When the *Fog of War* chit is drawn, the non-chit-pulling player rolls one die and consults the Fog of War Chit Table on the player aid.

After all effects are resolved, the *Fog of War* chit is discarded (unless deployed onto the map) and the next chit is drawn.

Results are applied as follows:

- [Affected Side] Battlefield Chaos:** The *opposing player* to the affected side selects any one enemy-occupied hex and places the *Fog of War* chit on that hex. **All units** in that marked hex are under following restrictions:

- They may not voluntarily move or initiate combat of any kind for the remainder of the Game Turn. **Exception:** see bullet below.
- No *friendly Event Chit* can be played by the owning side on this hex (but the opponent can play chits there).
- They may not receive Unit Support (SR 12.4) nor do they provide Unit Support.
- They may use Defensive Fire (SR 11.3a) but **with only ½ SPs**. They retreat (SR 12.3) normally.

The chit is removed if the unit(s) retreats or at the end of the turn.

- **Wayward [Affected Side] Move:** The player selects any one enemy unit to affect. The player may then move this enemy unit one hex in any direction. The unit may not be moved into a hex that it is prohibited from entering, a hex that would be over-stacked, or off the map edge. This move may trigger Opportunity Fire. Artillery that is not engaged could not be moved into engagement as this is a prohibited move.
- **Possible General Casualty:** The owning player rolls two dice and reads them as the Combat dice roll (SR 9.3a) resulting in a number from **11** to **66**. The player then consults the General Casualty Table located on the player aid.
 - The dice result identifies the General who has been killed, wounded or otherwise incapacitated. Remove the affected chit from the game and replace it with its corresponding **Casualty** version (the one with the “red cross” on it). If the affected Activation chit is still in the cup, place the Casualty version of the chit next to the cup, and when the relevant chit is drawn, immediately replace it with the Casualty chit (before any Command Rating roll, etc.)
 - If the rolled General is already a Casualty chit, **the original (normal) chit is returned to play** (he has recovered, an able replacement has taken command, etc.). Replace the Casualty version of the chit with the corresponding regular chit. This switch back and forth can take place any number of times in a game. See the General Casualty Table for the exact dice rolls needed to bring a chit back.
 - If the rolled General is not in play (see **On Hold**, 7.5, 14.2), treat the roll as “no effect.”
 - If **A. McCook** is rolled as a casualty and the chit is either in the cup, on the Buell Track, or has already been played, remove the chit and place it on the Turn Track two boxes right of the Turn Marker. The chit is returned to the cup when the Turn Marker

reaches that box. If the **A. McCook** result is rolled when the chit is on the Turn Track or otherwise not in the game, treat the result as No Casualty.

- **Courier to Buell:** Roll a d6. On a 1-3 a courier is lost or provides confusing information. Do not make a roll for the Buell Marker this turn. Place the Fog of War marker on the Buell track as a reminder to skip the roll. On a 4-6 the courier reaches Buell with useful information. Flip the Buell Marker to the +2 side and add two to the roll for the Buell marker this turn.

c. CIC Chit: In certain scenarios, the Union player receives **A. McCook** as a CIC Chit only for I Corps (Rousseau and Jackson’s divisions).



A. McCook: This CIC Chit is always active when drawn. The Union player may either use the chit as a CIC Chit (on a division of the I Corps only), a Rally Event, or be placed on the Buell Marker for a +1 modifier to the Buell roll.

Historical note: Alexander McCook was both hero and villain for the Union at Perryville. He led his corps courageously and with some skill, but also failed to report the Confederate attack to Buell which endangered his troops and the Army.



d. Divisional Activation Chit: Confederate Division Chits are Cheatham, Anderson, and Buckner. Union Division Chits are Rousseau, Jackson, Sheridan, Schoepf, Mitchell, Wood, and Van Cleve.



e. Brigade Activation Chit: Gay, Wharton, and Wheeler’s cavalry brigades have separate activation chits. The printed number is the activation number in the circle. They do not have Brigade Activation Status marker and are not limited by Brigade Attack Coordination (8.2a).

7.5 “On Hold” or “Released”

- Some brigades and divisions begin scenarios “On Hold.” Their Brigade Activation Chits are set aside, as are their Division Activation chits if no brigades of that division have been “released.”
- For brigades or divisions to be released, the **Buell Marker** must reach the appropriate box (2.12, 14.2a).
- Characteristics of On Hold units.** Units belonging to On Hold Brigades...
 - may not move or engage in combat except with the Brigade Initiative event and only if on the map.
 - May have event chits and Fog of War events played on them.
 - If artillery, may fire if in effective range during the Artillery Phase, but may not move.

8.0 Brigade Orders

8.2a Brigade Attack Coordination: The Brigade Attack Coordination Rating is a number printed on each Brigade Activation Status marker. It indicates the maximum number of units in the brigade that can move next to the enemy during the movement step. If the brigade starts the movement step with more units already next to the enemy than its Attack Coordination Rating allows, those units do not have to move away from the enemy. However, no additional units from the brigade can move next to the enemy until the number of units next to the enemy falls below the brigade's Attack Coordination Rating.

9.0 Fire Combat

9.1 Firing Eligibility:

a. Line of Sight (LOS): LOS cases, organized by elevation changes traversed, are:

Firing unit and Target unit are on the same level:

- i. Any intervening hex that is higher than both units will **Block** the fire.
- ii. If all intervening hexes are lower than both units any intervening **Woods or Perryville** hex causes an **Obscured** LOS.
- iii. If any intervening hex is at the same level as both units, the LOS is **Blocked** if there is any **Woods or Perryville** terrain or any **unit** (friendly or enemy) in the hex.

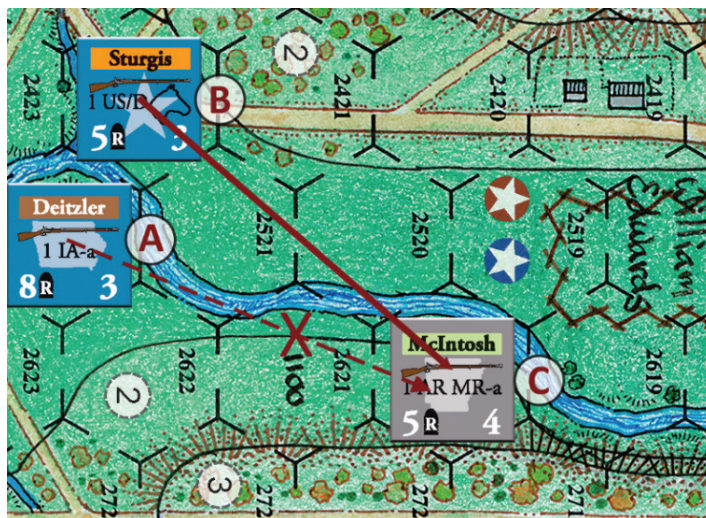
Example: The CSA infantry unit C wants to fire at the USA infantry unit A. Both units are on Elevation 2 and the USA dismounted Cavalry B is on Elevation 1 and would Obscure but not Block the fire. Note that infantry or cavalry may not fire over friendly troops; artillery can but not while using canister. Of course in this situation the CSA unit is firing over enemy units and the fire is allowed.



Firing unit is at a lower level than Target unit:

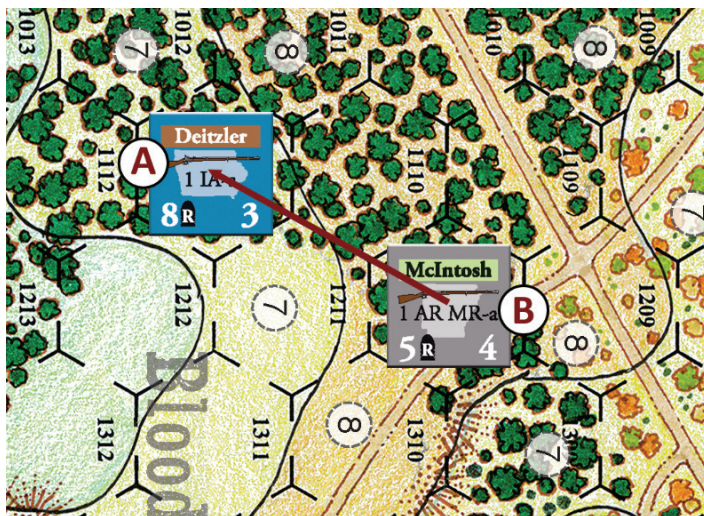
- i. Any intervening hex that is higher than both units will **Block** the fire.
- ii. If all intervening hexes are lower than both units any intervening **Woods, Perryville, or unit** (friendly or enemy) causes an **Obscured** LOS.
- iii. If any intervening hex is at the same level as the Firing unit, or higher than the Firing unit and lower than the Target unit, any intervening **Woods, Perryville, or unit** (friendly or enemy) causes an **Obscured** LOS.
- iv. If any intervening hex is at the same level as the Target unit, the LOS is **Blocked**.

Example: The USA infantry unit A wants to fire at the CSA unit C. A is on Elevation 1 and C is on Elevation 2. Both hexes 2622 and 2621 are on Elevation 2 and would Block LOS to unit C. Think of hexes 2622 and 2621 as filling the whole hex with Elevation 2 even though it looks like part of their hex is Elevation 1. USA unit B on Elevation 1 does have a clear LOS to unit C as the intervening hexes between the two units is Elevation 1.



Firing unit is at a higher level than Target unit:

- i. Any intervening hex that is higher than both units will **Block** the fire.
- ii. If all intervening hexes are lower than both units any intervening **Woods, Perryville, or unit** (friendly or enemy) causes an **Obscured** LOS.
- iii. If any intervening hex is at the same level as the Firing unit, the LOS is **Blocked**.
- iv. If any intervening hex is at the same level as the Target unit, or lower than the Firing unit and higher than the Target unit, any intervening **Woods or unit** (friendly or enemy) causes an **Obscured** LOS.



Example: The CSA Infantry unit B on Elevation 8 wishes to fire at USA Infantry unit A on Elevation 7. The LOS is Blocked because hex 1110 is Elevation 8. If unit B was on Elevation 8, the LOS would still be Blocked because of the Woods in 1110.

An LOS is **always Obscured** if the Target unit is in a **Woods** hex. If an LOS passes **exactly along a hexside**, the LOS is affected by the more restrictive of the two hexes. **Blocked** fire is prohibited. **Obscured** fire is allowed but suffers a detrimental column shift. Fire that is both **Blocked** and **Obscured** is **Blocked**.

Note that the map's elevation levels should be viewed as "wedding cake". This means that units on a higher level must be at the "edge" of the level in order to see down to a lower level. If they have backed away from the "cliff side" of that level (reverse slope, as some would call it), then they cannot view any targets on a lower elevation. This also applies in reverse – units on a lower level cannot see higher units unless those higher units are located on the edge of the hill's terrace.

f. Artillery in Difficult Terrain: An Artillery unit located in a **Woods** hex *may not* Fire.

9.3 Fire Combat Procedure:

CRT Column Shifts:

The column shifts are as follows:

- Target in a Woods hex = shift two columns to the left
- Target in a Perryville hex = shift two columns to the left
- Target in a Cornfield hex = shift one column to the left
- Target directly behind a wood/stone fence = shift one column left

- Target is a cavalry unit = shift one column to the right.
- Overhead Fire = shift one column to the left.
- LOS to Target is Obscured = shift one column to the left
- Target or Firing unit is in Skirmish Order = shift two columns to the left
- Half or more of Firing Artillery SPs are "S" Weapon Type firing Canister = shift one column right. (A unit at canister range but not able to fire canister because it was over friendly troops would not get the shift)
- Flanking Fire (SR 9.3c). = shift one column to the right

10.0 Movement

10.8: Cavalry Withdrawal: In this game, cavalry and horse artillery may withdraw as in SR 10.8.

10.9: Cavalry Mounting and Dismounting: In this game, cavalry is considered to be employing a mix of mounted and dismounted troopers. Thus there are no mounted or dismounted counters, nor penalties to change modes.

10.10 Cavalry Charge: In this game, cavalry unit may not charge. Cavalry may initiate Close Combat normally, but suffers a penalty when attacking infantry.

11.0 Close Combat

11.1 Close Combat Ineligibility: Cavalry may not conduct Close Combat across Steep Slope hexsides in either direction.

11.3 Close Combat Procedure:

b. Cavalry Withdrawal: Cavalry and Horse artillery (a unit containing an artillery and cavalry symbol) may withdraw per SR 11.3b. Horse artillery takes 1 morale hit when withdrawing before close combat.

c. CRT Column Shifts:

- Total Attacking SPs are Triple the Defending SPs (3:1 Odds): Shift three columns to the right.
- Total Attacking SPs are Double the Defending SPs (2:1 Odds): Shift two columns to the right.
- Total Attacking SPs are 50% more than the Defending SPs (3:2 Odds): Shift one column to the right.
- Defending SPs are 50% more than the Total Attacking SPs (2:3 Odds): Shift one column to the left.

- v. Defending SPs are Double the Total Attacking SPs (1:2 Odds): Shift two columns to the left.
- vi. Defending SPs are at least Triple the Total Attacking SPs (1:3 Odds): Shift three columns to the left.

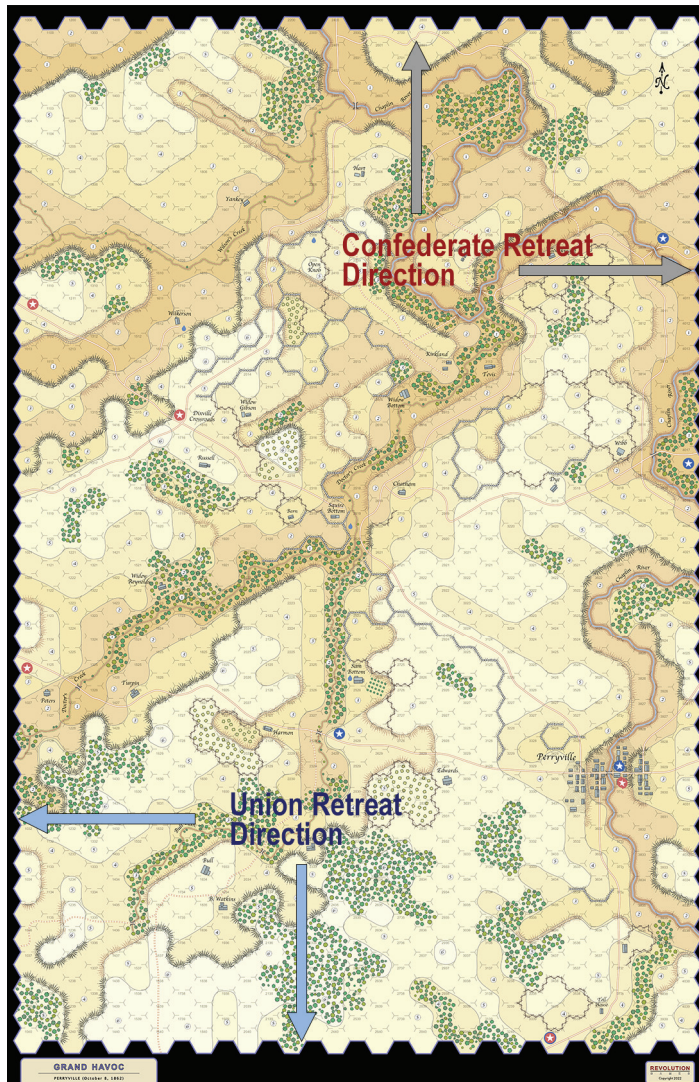
Only one of the above six Odds column shifts can apply in each combat. Other column shifts are cumulative.

- vii. Half or more Defending SPs are Artillery: Shift four columns to the right.
- viii. The best Attacking unit's CR (from the Assaulting Hex) is higher than the defending Lead Unit's CR: Shift one column to the right.
- ix. The Defending Lead Unit's CR is higher than the best Attacking unit's CR (from the Assaulting Hex): Shift one column to the left.
- x. Defending unit is on Higher-elevation side of a Slope hexside than Attacker: Shift two columns to the left.
- xi. Defending unit is on Higher-elevation side of a Steep Slope hexside than Attacker: Shift three columns to the left.
- xii. Defending unit is across a Chaplin River hexside (with or without fords) from some of the attacking units: Shift two columns to the left
- xiii. Defending unit is across stone or wood fence from some attacking units: Shift one column to the left.
- xiv. Attacking unit is cavalry and the defending hex contains an infantry unit: Shift one column to the left.
- xv. Half or more of Attacking SPs are "S": Shift one column to the right.
- xvi. Half or more of Defending SPs are "S": Shift one column to the left.
- xvii. Confederate "Rebel Yell!" attack: Shift two columns to the right.
- xviii. Union "Spontaneous Charge" attack: Shift one column to the right.
- xix. Flanking Attack: Shift two columns to the right if a Flanking Hex is at least two hexes away from the Assaulting Hex in the same combat or if there are two or more Flanking Hexes involved in the same attack (regardless of their position relative to the Assaulting Hex).

12.0 Cohesion Tests

12.3 Retreat Movement: After all other priorities of retreat are met add the following. The Union player must try to retreat towards the **West or South** map edge and the

Confederate player towards the **North or East** map edge. If a retreating unit reaches the map edge and has not yet completed its retreat, place it in **Broken Box 1** on the **Broken Track**. Exception: Artillery units are eliminated, also see Scenario exception 16.4f.



12.4 Unit Support:

a. Unit Support Qualification:

- i. **Infantry and cavalry:** An Infantry or Cavalry unit is supported if there is at least one non-Shaken and non-Disrupted unit (**including artillery**) from the same Brigade stacked with it or in an adjacent hex. Note that the unit providing support can be Battleworn.
- ii. **Artillery:** An Artillery unit is **Supported** only when stacked with or adjacent to any non-Shaken and non-disrupted unit **from the same Brigade** (or in the case of Sheridan's division, any Brigade of the division. Sheridan's two artillery units are shown with all of his brigades colors at top of counter as an aid to remembering this.).

- iv. **Any Unit in Woods or Perryville:** A unit located in a **Woods or Perryville** hex (even if it has a Road or Trail) *never* receives Support, nor does it provide Support to any other Unit. This supersedes all other Support qualifications.

14.0 End of Turn Procedures

14.2 On Hold Units and the Buell Track:



- a. **Buell Marker roll:** After Victory Point Awards, the Union rolls to see if the Buell Marker will move to the right on the Buell Alert Track located on the Union Brigade Activation card. A modified roll of 6 or more will move the marker to the right one box. (See 2.12, 7.5, Player Aid)

If the result moves the marker into a box that indicates that one or more brigades are released, the Union player may choose any available brigade(s).

Modifiers to the Buell Roll:

- Union has suffered more combined units broken and eliminated than the Confederate side - +1
- The **A. McCook** chit is on the Buell track - +1
- On Hold unit was targeted with small arms fire (including Defensive or Opportunity Fire) or Close Combat - +2
- Turn is 5:30 PM or later - +1
- No units currently engaged - -2
- **Fog of War** result of "Courier Finds Buell" - +2

- b. **Released Brigades:** If conditions allow a Brigade to be released, the owning player

- Adds its activation marker to the board; and
- Adds the brigade's Division Activation Chit to the cup if a brigade of that division has not already been released; and
- [if not already on the map] sets up the brigade on its entry hex
- Immediately activates the brigade (**not** including artillery) for a maneuver order.

- c. **Divisions with Released and On Hold Brigades:** A Division may have some of its Brigades released while others remain On Hold. Sheridan's artillery units (Barnett and Hescoek) are released when any of Sheridan's On-Hold Brigades (Laiboldt, Greusel, or D McCook) are released.

15.0 Skirmish Order

Infantry and Cavalry units can enter Skirmish Order, meaning that they are deployed in an open, spread-out formation. This formation conveys certain benefits and penalties. These units are designated by placing a "Skirmish" marker on top of the unit counter. Each side may have a maximum of **two** units in Skirmish Order at any given time. Units may enter and leave Skirmish Order multiple times.

15.1 Entering and Leaving Skirmish Order:

Units may enter Skirmish Order by paying 2MP when not in Engagement range of an enemy unit (10.6).

Units may remove a Skirmish marker by remaining stationary for an entire order (Must be under orders, not a limited activation). A Skirmish marker is involuntarily removed when a unit is broken.

15.2 Skirmish Order Movement and Stacking:

Units may move normally but pay one fewer MP for each hex (minimum one MP per hex). They may not use March Column and may not Engage (SR 10.6).

Skirmishing units may never stack with another unit.

15.3 Skirmish Screen Effects:

An enemy unit that moves adjacent to a Skirmishing unit must pay 1MP in addition to the normal terrain cost. After this move, the Skirmishing unit must immediately withdraw one hex away from the moving enemy unit into a legal hex that is not adjacent to an enemy unit. If it cannot withdraw one hex and meet those conditions, it must continue to withdraw until it reaches a legal hex that is not adjacent to an enemy unit. This procedure is conducted with each individual move by an enemy unit. Skirmishing units never suffer Opportunity Fire.

If a skirmisher cannot withdraw due to encirclement or impassable terrain, it is placed in the Broken 1 box.

Units in Skirmish Order neither provide nor receive Unit Support (SR 12.4).

15.4 Skirmish Order Fire Effects and Close Combat:

Units in Skirmish Order and units targeting them for Fire Combat have their fire shifted two columns to the left.

Skirmishing units may never be involved in Close Combat. If a Skirmishing unit ever finds itself adjacent to an enemy unit, immediately move it one hex away as in 15.3.

16.0 Scenarios

In all scenarios, control of objectives is determined by being the last player to have an infantry or foot artillery unit in the hex. Cavalry and horse artillery may deny the hex to their opponent but cannot control an objective.

Some units set-up “within 2 hexes of” a given hex. Artillery units are NOT allowed to set up in all-Woods hexes. They may set up in Woods hexes with roads or trails.

16.0 Who The Devil Is Sheridan? (Introductory Scenario)

Scenario Length: 8 turns (7:00 AM to 9:20 AM)

Special Scenario Rules:



Union Available Event Chits



Confederate Available Event Chits



Activation and Event Chits in Draw Cup

 4	USA 1 Key Chit	USA 1 Random Chit	Fog of War
 3	CSA 1 Key Chit	CSA 1 Random Chit	Fortunes of War

- Eligible Chits: Union Chits** – Sheridan, Firefight, Firing on Friends, Rally. **Confederate Chits** – Buckner, Rebel Yell!, Sharpshooters, Rally. **Neutral Chits** – Fortunes of War, Fog of War (rolled normally, but a roll of 6 has no effect). Each side may pick one Key Chit, then randomly remove one event chit, and put the final chit in the cup without looking at it. Each side thus has 2 chits in the cup and one chit that was excluded.
- First Turn:** No Artillery Phase is conducted on the first turn. When Sheridan is drawn, he automatically activates his brigade, no need to roll. The 7th Arkansas may perform a maneuver order regardless of the Brigade Order chosen or the result of the roll for Buckner’s Activation.
- Map restrictions:** no unit is allowed to move north of XX22 or south of XX32. Units unable to retreat without moving into a prohibited hex are placed in the Broken 3 box.
- Solo Variant: Union Player versus the Liddell-bot**
Do not make an activation roll when the Buckner

Division Activation Chit is drawn, instead roll each turn on the Command Confusion event to determine Liddell’s orders. All three Confederate Event Chits are placed in the cup each turn. Use the order to determine Liddell’s behavior, aggressive when attack is rolled, defensive when Defend is rolled. [Exception – on the first turn the 7th Arkansas will always move to rejoin the brigade, using a Maneuver order.] Use Event Chits at the first opportunity.

Set-up:

Union: [D McCook’s brigade] 52OH-1127; 85IL-1128; 125IL-1126; 86IL-1523; Barnett’s Artillery-1125; Sheridan - in cup.

Confederate: [Liddell’s Brigade] 2AR-2727; 5AR-2627; 6AR-2726, 7AR(skirmish)-1628, 8AR-2725, Swett’s Artillery-2627, Buckner in cup.

Reinforcements:

Turn 2: (Union) [Gay’s Brigade] Gay chit (add to cup), 2MI CAV, 9KY CAV-1025, Hotchkiss Artillery-1025

Turn 3: (Union) [Laiboldt’s Brigade] 2MO, 15MO, 44IL, 73IL, Hescoc’s Artillery – 1025

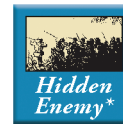
Victory Conditions: The Union Player wins by controlling 3 of the following hexes (cavalry cannot control a hex): 2127 (Harmon), 2428 (Union objective hex), 2525 (Sam Bottom), and 2929 (Edwards) . If the Union player does not control 3 of the objective hexes, the Confederate player wins.

16.1 The Battle of Perryville (The Historical Battle or Too Many McCooks)

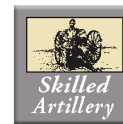
Scenario Length: 14 turns (2:20 PM to 7:30 PM)

Special Scenario Rules:

Union Available Event Chits



Confederate Available Event Chits



Activation and Event Chits in Draw Cup

 McCook	 Rousseau 5	 Jackson 4	 Gay 3	 Fortunes of War
 Buckner 3	 Cheatham 4	 Anderson 4	 Wharton 3	 Fog of War
CSA 1 Key Chit	CSA 3 Random Chit	USA 1 Key Chit	USA 3 Random Chit	

rose soon after sunset and several commanders wanted to continue the battle. Players can agree to end the game after the final daylight turn (7:30PM) or play three additional night turns if either side wishes to press on.

Line of Sight is reduced to a maximum of one hex (i.e., to an adjacent hex). Units not using Road movement must double the regular Terrain Movement Cost of other hexes moved through. Units moving along Road may use the March Column Rate. No unit may receive support during a night turn (so all units' Cohesion Ratings are reduced by one at all times and may be further reduced by Shaken or Disorder markers).

The "Firing on Friends" event may be played when enemy regiments are adjacent to a unit or units of a different brigade (friendly or enemy). A Fire Combat is immediately conducted with the player of the event selecting the firing hex and target.

Set-up:

Union: [Terrill's brigade] 123IL-2209, 105OH-2310, Garrard's-2013, 80IL-1913, Parson's Artillery-2309; [Starkweather's brigade] 21WI-2212, 79PA-2113, 24IL-2114, 1WI-1912, Bush and Stone's Artillery-2012; [Webster's brigade] 50OH-2014, 121OH-1715, 80IN-1714, 98OH-1915, Harris's Artillery-1815; [Harris's brigade] 2OH-2215, 33OH-2614(skirmish), 10WI-2216, 94OH-2116, 38IN-2217, Simonson's Artillery-2216; [Lytle's brigade] 10OH-2617(skirmish), 88IN-2017, 15KY-2118, 3OH-2219, 42IN-2519(shaken), Loomis's Artillery-2218.

On Hold: Hescoc's artillery* – 1925; Barnett's artillery* – 1826; D McCook's brigade – within 2 hexes of 1826; Greusel's brigade – within 2 hexes of 1827; Laiboldt's brigade – within 2 hexes of 1627; Gooding's brigade – within 2 hexes of 1426; Fry's brigade – within 2 hexes of 1024; Steedman's brigade – within 2 hexes of 1027; Caldwell's brigade – within 2 hexes of 1328; Carlin's brigade – within 2 hexes of 1528.
*Released when any of Sheridan's brigades are released.

[Gay's brigade] 2MI CAV-1619, 9KY CAV-1620 Hotchkiss Artillery-1620.

Off-board: Walker's brigade – when released may enter the map anywhere between 1018 and 1025; II Corps (Van Cleve and Wood's divisions) – when released up to two brigades can enter the map as reinforcements on the south edge of the map per turn, west of row 28XX before 6 PM and any hex west of 34XX 6PM or later. Use the reinforcements arrival rules (SR 10.11 and follow 14.2.b).

Set aside/On Hold: Mitchell, Sheridan, Schoepf, Van Cleve, Wood Division Activation Chits; Caldwell, Carlin, Gooding, D. McCook, Greusel, Laiboldt, Fry, Steedman, Walker, Beatty, Hawkins, Matthews, E. McCook, Harker, Hascall, Wagner Brigade Activation Markers.

- a. **Chits in cup: Confederate:** All seven events (1 key, 3 random in cup), Cheatham, Buckner, Anderson, and Wharton. **Union:** All events (1 key, 3 random in cup), A. McCook, Rousseau, Jackson, Gay. **Neutral Chits:** Fortunes of War, Fog of War.
- b. **Powell's and Smith's Brigades** are **On Hold** until a Union unit moves within 2 hexes of 2428 or within 8 hexes of a Perryville town hex. Immediately add Powell's and Smith's Brigade Activation Chits to the display. Powell's brigade is released at 4PM if not already released.
- c. **Wheeler's Brigade** is placed on the board within 2 hexes of 3736 when the first II Corps unit is Released. Add Wheeler's Brigade Activation Chit to the cup. If 3736 is occupied by Union troops, Wheeler enters as a reinforcement in any unoccupied hex within 5 hexes of a Perryville hex. If there are no such hexes, Wheeler does not enter the game.
- d. **Starkweather Hill:** Hex 2012 commanded the surrounding terrain and any Confederate advance past this position would have been perilous. No Confederate infantry units may move west of row 18XX (north of XX12) until 2012 and all surrounding hexes are free of Union units. Once this has been triggered, ignore this rule.
- e. **Bragg's Plan:** Bragg directed, and Polk and Hardee implemented a plan for the Confederate attack. All Confederate activation rolls receive a -1 modifier (making it more likely to activate) for the 2:20PM and 2:40PM turns.
- f. **[Optional Rule: The Designer's Great-Grandfather]:** Albert Grossman was a private in the 24th Illinois Regiment at Perryville. If the 24th Illinois is sent to the broken track, roll a die. If the roll is a six, Albert is killed, the designer never existed, and the game ends immediately. All components must be immediately destroyed, or the space-time continuum will be fractured and the universe destroyed.
- g. **[Optional Rule: Night]:** A bright full moon (harvest moon)

Confederate: [Wharton's Brigade] 2GA CAV-1903, 8TX CAV-1803, 1KY CAV-1803, 4TN CAV-1903; [Maney's brigade] 41GA -2505, 27TN-2705, 6TN-2605, 9TN-2806, 1TN-2807, M.Smith's Artillery-2605; [Stewart's brigade] 4TN-2809, 24TN-2709, 5TN-2909, 33TN-2810, 31TN-2910, Stanford's Artillery-3413; [Donelson's brigade] 15TN-2711, 16TN-2612, 38TN-2812, 8TN-3008, 51TN-3108, Carnes's Artillery-3108; [Smith's brigade, see 16.1.b] within 3 hexes of 4031;

[Jones's brigade] 27MS-2915, 34MS-2916, 30MS-2917, Lumsden's Artillery-2915; [Brown's brigade] 41MS-3017, 1FL-3016, 3FL-3015, Palmer's Artillery-3016; [Adams's brigade] 14LASS-2825, 20LA-2926, 13LA-2826, 25LA-2827, 16LA-2726, Slocomb's Artillery-2924; [Powell's brigade, see 16.1.b] 29TN-2928, 1AR-2929, 45AL-2930, 24MS-3031, Barret's Artillery-2928;

[Wood's brigade] 15MSSS-3117, 33AL-3316, 32MS-3217, 3CSA-3317, 45MS-3317, 16AL-3318, Semple's Artillery-3218; [Johnson's brigade] 17TN-3221, 23TN-3121, 44TN-3121, 5CSA-3321, 37TN-3222, 25TN-3322, Darden's Artillery-3221; [Cleburne's brigade] 13/15AR-3323, 35TN-3224, 48TN-3224, 2TN-3424, Key's Artillery-3324; [Liddell's brigade] 2AR-3717, 5AR-3617, 6AR-3618, 7AR-3618, 8AR-3617, Swett's Artillery-3817.

Off-board: [Wheeler's brigade] – see 16.1.c

Set aside/On Hold: Powell and Smith's Brigade Activation Markers and Wheeler chit.

Markers: Buell Marker in the "Buell is unaware" box. VPs at 0. Union control markers in 2012, 2419, and 2127.

[Units in bold are released.]

Victory Conditions: Each player receives 1VP per turn for occupation of Squire Bottom (2419), Harmon (2127), and Starkweather Hill (2012). At the end of the battle, Union objective hexes: 2428 (5VP), 3729 (10VP), 3908 (10VP), 4017 (10VP). At the end of the battle, Confederate objective hexes: 1715 (10VP), 1011 (10VP), 1025 (10VP), 3440 [10VP ONLY if a brigade of the Union II Corps (Van Cleve or Wood's division) has entered the map. This vp marker printed on the map has a blue border around the red CSA symbol as a reminder]. Each player loses 1VP for each unit with a starting CR of 2 or more eliminated or on the broken track. If one player has three to five more VPs than his opponent, he achieves a marginal victory. A 6 to 10 VP margin is a tactical victory (Historical Confederate result). A margin 11 VP or more is a smashing victory and the permanent loss of Kentucky for the losing side.

Sudden Death: Should either player hold the three end of turn objective hexes, plus two of their end of battle objective hexes, during the Victory Point Awards (SR 14.2) at the end of the turn, the player is awarded a smashing victory.

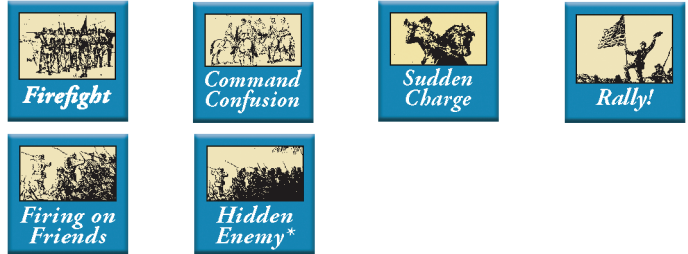
16.2 Polk Follows Orders (Early Confederate Attack)

The scenario allows players to examine what might have happened if Polk had followed Bragg's orders to attack the Union troops in the morning of October 8 before the arrival of the Union I and II Corps. Sheridan has just received Gilbert's orders to withdraw to Peters's Hill. Van Cleve's division of Crittenden's II Corps receives orders to hurry his command to the field (he historically arrived around 2PM).

Scenario Length: 16 turns (9:00 AM- 2:00 PM)

Special Scenario Rules:

Union Available Event Chits



Confederate Available Event Chits



Activation and Event Chits in Draw Cup

CSA 1 Key Chit	CSA 3 Random Chit	USA 1 Key Chit	USA 3 Random Chit	

- Chits in cup: Union:** Four events (1 key, 3 random in cup) from the six available event chits (remove Brigade Initiative which is not used in this scenario), Sheridan, Schoepf, Mitchell, and Gay. **Confederate:** Four events (1 key, 3 random in cup) selected from the seven available event chits, Cheatham, Buckner, Anderson, and Wharton. **Neutral Chits:** Fortunes of War, Fog of War.
- Released Brigades** – all Confederate troops EXCEPT Wheeler's Brigade; for the Union, Sheridan, Schoepf, and Mitchell's (regiments belonging to Laiboldt, Greusel, D. McCook, Fry, Steedman, Walker, Carlin, Caldwell, and

Gooding) and Gay's Cavalry. Use the Buell Marker to track when other Union troops are released.

- c. **Sheridan's orders:** III Corps commander Gilbert was shocked to discover Sheridan's exposed position and ordered his retreat (Note: The Union player is not required to retreat Sheridan's troops. Sheridan's troops may operate as the Union player desires). Activation rolls for Sheridan automatically succeed on Turn 1. (Note: the Confederate player may still play Fog of War or Command Confusion Events to interfere with Sheridan's moves.)
- d. **Union reinforcements** are "On Hold" unless activated by the Buell Marker. Follow the procedure in 14.2 (Exclusive Rules) for activating "On Hold" brigades held off-board. Note: These units will not appear on board until they are released, in which case they use the procedure in 14.2 (Exclusive Rules)
- e. **Wheeler's Brigade** is placed on the board within 2 hexes of 3736 when the first II Corps unit appears as a reinforcement. Add Wheeler to the cup. If 3736 is occupied by Union troops, Wheeler enters as a reinforcement in any unoccupied hex within 5 hexes of Perryville. If there are no such hexes, Wheeler does not enter the game.

Set-up:

Union (sets up first): Hescoc's artillery – 2927; Barnett's artillery – 1826; D McCook's brigade – within 2 hexes of 3027; Greusel's brigade – within 2 hexes of 1727; Laiboldt's brigade – within 2 hexes of 2929; Gooding's brigade – within 2 hexes of 1426; Walker's brigade – within 2 hexes of 1021; Fry's brigade – within 2 hexes of 1024; Steedman's brigade – within 2 hexes of 1027; Caldwell's brigade – within 2 hexes of 1328; Carlin's brigade – within 2 hexes of 1528. [*Gay's brigade*] 2MI CAV-1619, 9KY CAV-1620, Hotchkiss's Artillery-1920.

Reinforcements:

10:20 AM: Rousseau chit; Harris's and Lytle's brigades – 1011

11:00 AM: Jackson chit; Webster's and Terrill's brigades – 1011

11:40 AM: Starkweather's brigade – 1011

NOON: Van Cleve chit; Beatty's, Hawkins's, and Matthews's brigades – south edge of board, west of row 27XX.

Confederate: Wharton's Brigade – within 2 hexes of 2400; Maney's brigade – within 2 hexes of 3912; Stewart's brigade – within 2 hexes of 3712; Donelson's brigade – within 2 hexes 3512; Jones's brigade – within 2 hexes of 3614; Brown's brigade – within 2 hexes of 3814; Adams's brigade – within 2 hexes of 3529; Powell's brigade – within 2 hexes of 3532; Wood's brigade – within 2 hexes of 3617;

Johnson's brigade – within 2 hexes of 3620; Cleburne's brigade – within 2 hexes of 3624; Liddell's brigade – within 2 hexes of 4025.

Reinforcements:

11:00 AM: Smith's brigade – 4026

Markers: Buell Marker in the "Buell hears artillery fire" box. VPs at 0.

[Units in bold are released.]

Victory Conditions: Each player receives... 1VP per turn for occupation of Squire Bottom (2419), Sam Bottom (2525), and Watkins (2332).

At the end of the battle, Union objective hexes: 2428 (5VP), 3729 (5VP), 3908 (10VP), 4017 (10VP)

Confederate objective hexes: 1715 (10VP), 1011 (10VP), 1025 (10VP), 3729 (5VP), 3440 (10VP ONLY if a brigade of the Union II Corps - Van Cleve or Wood's divisions - has entered the map) Each player loses 1VP for each unit with a starting CR of 2 or more eliminated or on the broken track.

If one player has three to five more VPs than his opponent, he achieves a marginal victory. A 6 to 10 VP margin is a tactical victory. A margin 11 VP or more is a smashing victory and the permanent loss of Kentucky for the losing side.

16.3 Crittenden's Right Hook (Union II Corps Attacks)

Scenario Length: 14 turns (2:20 PM to 7:30 PM)

Special Scenario Rules and Set-up: Use all the special rules and unit set up as **16.1 The Battle of Perryville**. Use the same victory conditions except as modified below.

Crittenden and Thomas seize the initiative: Before the battle the Union player secretly decides whether to make the Union II Corps available early. He chooses the appropriate side of the marker (Crittenden's Right Hook or No Right Hook) and places it under a heavy immovable object (such as a copy of *Cuba Libre*). He may reveal Crittenden's Right Hook immediately after the Buell roll of any turn and immediately:

- Award the Confederate Player 5VP.
- Neither player receives end of turn VP from this turn forward.
- Place the Buell Marker TWO turns ahead on the turn track. It will return in the leftmost box of the Buell Track.
- Remove the A. McCook chit from the game.
- Place the Van Cleve and Wood chits in the cup and the Brigade Activation Markers near the board.

Up to two brigades can be set up as reinforcements on the

south edge of the map per turn, west of row 18XX before 6 PM and any hex west of 26XX 6PM or later. Use the reinforcements arrival rules (SR 10.11).

The Crittenden's Right Hook marker, should it be selected, must be played by the 4PM turn.

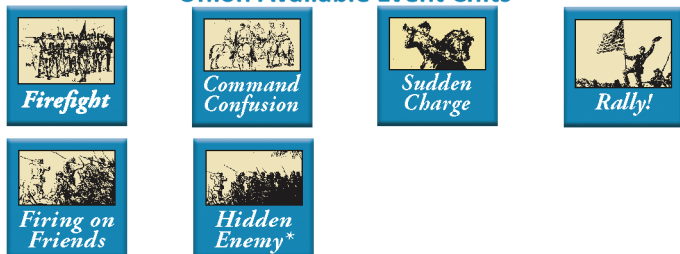
Victory conditions: Use the Victory Conditions from **16.1 The Battle of Perryville** as modified above.

16.4 Buell's Great Day (Coordinated Union Attack)

Scenario Length: 14 turns (2:20 PM to 7:30 PM)

Special Scenario Rules:

Union Available Event Chits



Confederate Available Event Chits



Activation and Event Chits in Draw Cup

		USA 1 Key Chit	USA 3 Random Chit	
		CSA 1 Key Chit	CSA 3 Random Chit	

a. Chits in Cup: Union: Four events (1 key, 3 random in cup) from the six available event chits (remove Brigade Initiative which is not used in this scenario), Rousseau and Jackson Division Activation Chits (DACs).

Confederate: Four events (1 key, 3 random in cup) selected from the seven available event chits, Cheatham, Buckner, Anderson, and Wharton.

Neutral Chits: Fortunes of War, Fog of War.

b. Released Brigades: All Union and Confederate Brigades are released. As Command and Control would not

be fully functional in the Army of the Ohio (later Cumberland) for at least another year.

c. Army of the Ohio effectiveness: Each End Turn Phase, the Union player may add, remove, or swap any **one** of his DAC into or out of the cup. After he makes this decision, count the number of Union DAC which will be in the cup next turn. The Union player may have four DACs in the cup with no penalty. If the Union player has five DACs in the cup, one is **added** to the Union activation die roll. If the Union player has six or seven DACs in the cup, two is added to the Union activation die roll.

d. No Buell roll: The Buell marker and the Buell Alert Track are not used in this scenario.

e. Buell Commands! If a Fog of War result is "6," the Union player may activate any brigade and performs a full activation, even if it has already been activated this turn by a DAC. Do not flip the Brigade Activation Chit when finished. [Essentially this is a CIC chit that is automatically available but must be used immediately.]

f. Wheeler's Brigade is placed on the board within 2 hexes of 3736 when the first II Corps unit appears as a reinforcement. Add Wheeler chit to the cup. If 3736 is occupied by Union troops, Wheeler enters as a reinforcement in any unoccupied hex within 5 hexes of Perryville. If there are no such hexes, Wheeler does not enter the game.

g. Exiting the map: Starting at 6PM both players may exit units from hex 4009 or 4017 or any hex adjacent to these hexes. If the Union player occupies 4009, the Confederate player may not exit any units until hex 4009 is free of Union units. Units that retreat off the map do count as exited if they otherwise meet the requirements.

Set-up and Victory Conditions: Use the unit set up as **16.1 The Battle of Perryville**. To win the Union player must hold three of the Union victory hexes (2428, 3739, 3908, and 4017) and exit more units from the map than the Confederates (see 16.4g). The Confederate player wins if there are twice the number of broken or eliminated Union units as Confederate units or if twice the number of Confederate units have exited the board than Union units exited. If both players fulfill their victory conditions the battle is a draw, with both Buell and Bragg gaining favorable press coverage.

Designers Notes

Like a previous design of mine, *Grand Havoc* was a design in search of a system. I'd first started work on a Perryville game more than a decade ago, soon after my first Perryville visit. I played the Brigade Series game by David Powell and found it useful for understanding the basics of the battle, but for me it never produced the narrative that I found in Ken Noe's excellent history of the battle. Playing Hermann Luttmann's *Blind Swords* system, I thought Perryville would be a great fit. From the first playtests, I started seeing the same chaos and confusion, the sudden collapses, and the plans that simply fell apart. I hope you will enjoy this vision of Perryville as much as I do.

Here are some quick tips for playing the historical scenario.

Confederates –

Attack ferociously. You have a big advantage in troop quality initially and it is much easier to rally your high morale troops than it will be for your opponent.

Hit Open Knob and Starkweather Hill hard and early. The Union will be hard pressed to stop a determined rebel advance once they have fallen.

Consider having Adams threaten to take the Harmon house. The object is to prevent the Union from using Brigade Initiative to send reinforcements to the Dixville Crossroads area.

Try to bring Liddell's brigade forward early in the battle. As in the actual battle, this elite brigade can be the key to breaking stubborn Union defenses.

The Aggressive Leader and Rebel Yell chits may seem like "must have" choices for your Key Chit, but try to mix in the Rally chit as well.

The big, raw Union regiments usually will melt away quickly when your attack them, but they can be very dangerous when attacking damaged or unsupported regiments.

Union (many thanks to playtester Louis Rotundo):

The Buell Track dominates Northern strategy. Holding out against the Confederate assault without any help from the II or III Corps is a tall order. To help that strategy, make sure you are engaged at all times. The Southern player may avoid engagement to give you a minus two modifier to the Buell roll. Be prepared to move to engage to prevent that strategy. Spontaneous Charge (hold until the end of the turn) or Hidden Enemy chits are extremely useful for that purpose should you draw them.

Mass your artillery and Fire, Fire, Fire.

Fight to the death for Starkweather Hill. If you lose it early not only do you forfeit the victory points, its loss allows the South to swing a brigade around the Union lines to head for the VP hex at 1011.

Union cavalry (Gay's brigade) can slow Southern infantry advances if in skirmish order and they are difficult to hit with artillery fire.

Stone walls, fences, corn and forests are your good friends: useful as cover, and to channel the Southern attacks into potential killing zones. Because the terrain between Dixville Crossroads and

Squire Bottom is so constricted, the Southern artillery will be hard pressed to be useful. Use that knowledge to delay your retreats for as long as possible.

Squire Bottom is a VP hex, but it is a trap. Hold it initially, but lingering too long will usually cause your troops to be broken or morale leveled and that is dangerous unless you have other units who can protect the "wounded" units.

When tempted to attack --- position your units to fire instead of close combat. Close combat will damage your own troops and put the Union in further trouble because you cannot recover close to the enemy and will waste activations falling back. If you must attack, do so with strong morale units preferably using the Spontaneous Charge chit.

The Command Confusion chit is your best friend. It can mess up the best laid plans of the South. Use it wisely during the turn because later attacks against damaged units may be more deadly than the initial attacks against your fresh units.

Bibliography

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