

1) Turn Duration Phase

- 1st player is **Union** or last player to declare withdrawal; 2nd player picks turn duration
- Min. turn: 1 hour & reqd if any player attacking; Max. turn: 1 hour + (min. player blocks in play)/3
- 2nd player choosing less than Max turn duration issues Attack or Withdrawal Orders for next turn

2) 1st Player's Action Phase

3) 2nd Player's Action Phase

1) Draw Battle Token(s)

- No tokens if attacking
- Draw 1 token per hour

2) Withdrawal Moves

- Hold & Attack orders: 2
- Withdrawal orders: 4
- Reductions may result if enemy still adjacent

3) Attack Moves

- Legal under Attack Orders only
- No attack under Attack Orders requires return $\geq \frac{1}{2}$ tokens, unless opponent attacked or withdrew

4) Reinforcement Moves

- Flip Time/Arrival token
- All units enter off-road or on-road in any one turn
- 1 block/hour/turn at an entry point

One movement per Action Phase, except a multi-hour turn may apply remaining hours for March Moves after preceding Reinforcement/Withdrawal

5) March Moves

- Basic March: 2 steps
Qualifying blocks:
- 1st player +1 per hour
 - 2nd player +2 per hour
- Expended March Token:
- +1 next 3 blocks

6) Declare General Orders

- Withdrawal Order declaration requires return $\geq \frac{1}{2}$ your tokens
- Reissuing Hold Orders after a mandatory withdrawal requires returning 2 tokens

1) Declaration

Qualifying artillery support

2) Defending Artillery Support

3) Attacking Artillery Support

4) Reveal Tokens (Both players)

5) Attacking Artillery Bombardment

6) Defensive Artillery Fire

7) Final Advance

8) Close combat

Advanced rules for fully obstructed:
*: n/a; **: add +1

9) Attacker Withdrawal

- Failed attacks: 2
- Reductions may result if enemy still adjacent

Used tokens:

- Attacker expend all
- Defender expend hit only, others to tray.

For every 2 tokens expended, draw 1

- Lead must have strength +2
- Must possess & use #tokens = #blocks moving to enemy occupied positions

- **Any**: 1 block match
- **Command**: 2 blocks match
- **Confederate Corp**: All blocks of 2 commands arrived & 3 blocks match
- **Union Reserve**: All blocks of 4 commands arrived (\neq Buford) & 3 blocks match

- ≤ 2 tokens, position must match block
- Attack crosses field of fire

- Token position must match block

- 1) For each offensive position:
 - a) Add token strength up to +3
 - b) Assign a single target
 - c) For every +3, inflict a hit, artillery tokens hit first
 - d) Place all attacker tokens & hit defensive tokens on Used Token Stack

- 1) Advance attacker blocks $\frac{1}{2}$ way
- 2) For each defensive position:
 - a) Add token strength up to +3,
 - b) Divide by 2 if into extended area with no ridge
 - c) Add defensive ridge bonus, up to twice value of a)
- 3) For every +3, inflict a block reduction
- 4) Place tokens on Used Token Stack

Reveal leads. Strength is +0 if lead block was eliminated or block is attacked from rear (reverse facing on attack).

Modifiers:

- +1: **Confederate** attacker
- 1: Attack up slope
- 1: Attack into fully obstructed*
- 1: Attacking field works
- +1: Per bombardment on blocks
- +1: Won @1st position in attack
- +1/-1: Flank threat to defense/attacker
- 2: Lead defender is Iron Brigade

Losses:

- $\geq +2$: Only defender reduced**
- 1 to +1: Both reduced**
- ≤ -2 : Only attacker reduced

4) Objectives Phase

- 1) Add new arrival tokens to Reinforcements Received stack for each hour
- 2) Union acquires objective move for each hour #**Union** tokens <4 and <#**Confederate** tokens
- 3) Apply objective move total at end of turn: spacing >2