

**GREAT BATTLES OF THE AMERICAN CIVIL WAR  
RAPID ACCESS CHART 2005 BY RUSS GIFFORD**

**MORALE AND ROUT NOTES: ( 13.0 )**

Morale Check: dr <= morale, unit passes  
dr > morale, unit routs.

Morale check necessary due to:

- Fire Combat Results of #, R, P/R, or #\*;
- Retreat before Melee
- R result on Melee
- Retreat/Rout of a unit through Friendly Unit's hex.

NOTE:

Morale check also necessary before unit can advance into melee.  
(Failure means unit does not advance.)

*Leaders never check morale. May retreat with a unit, or stay w/ other units in the stack.*

**MORALE CHECK SEQUENCE: ( 13.4 )**

Only top unit checks morale

(EXC: If combat result due to Arty at 3 hexes or >, all units check.)

- If top unit is eliminated by the combat result, treat next unit as top unit.
- If Unit passes, stack passes.
- If top unit fails, unit routs 3 hexes. ALL other units in the stack check morale.

**MORALE CHECK DRM: ( 13.2 )**

- + 1 if unit is enfiladed (Also applies to P/R check)
- + 1 if casualties > 50%
- - 1 if stacked with a leader (Also applies to P/R check)

**MELEE SP MODIFIERS:**

- Leader: +1 SP.
- Charging Mounted Cavalry: Double Current Strength
- Routed Unit defending: Half Current Strength
- Best Def. Morale 2 less than Worst Attacker Morale: + 1 SP
- Advance across Crest or Run: - 1 SP
- Advance across Steep Crest: - 2 SP
- Arty Crew: 1 SP
- Reduced Arty Crew: 0 SP
- Supply Wagon Crew: 1 SP (Never initiates melee)
- If melee crosses front AND enfilade hexsides: +1 Shift

**FIRE CHART MODIFIERS:**

Max net shift: 2 columns (9.51)

Terrain Effects - shift 1 column to the Left:

- Woods (9.53)
- Lower to Higher Slope (9.52)

Enfilade — shift 1 column to the Right:

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

Density Adjustment: (8.35)

|       |        |      |         |         |
|-------|--------|------|---------|---------|
| SP    | 1-2    | 3-6  | 7-9     | 10+     |
| Shift | 1 Left | None | 1 Right | 2 Right |

*Artillery counts as only 1 SP per Battery for Density purposes.*

**WITHDRAWAL FIRE NOTES ( 10.1 )**

Leaving Enemy ZOC triggers Withdrawal Fire (EXC: Leaders NA)

Retreat before Melee treated same as Withdrawal Fire (EXC: Pin results)

Changing formation in enemy ZOC triggers Withdrawal Fire

(Arty changing formation in small arms range also triggers Withdrawal Fire.)

Specifics:

- Range is 1 hex (EXC: Artillery Formation Change is at actual range.)
- Unit normally enfiladed (since unit must face hexside it is moving into.)

NOTE: If another unit is in ZOC, it provides "cover." Takes the attack instead.

RESULTS: Applied in hex. (EXC: If Pin check failed, unit moves one hex and is pinned. EXC: If Retreat Before Melee, unit pins in the original hex.)

If firing at Artillery changing formation, Pin or Rout failure or crew casualty prevents formation change.

**RETREAT FIRE NOTES ( 10.2 )**

Retreat into an enemy ZOC triggers Retreat Fire. Treated as Withdrawal Fire, but happens when a unit retreats **into** enemy ZOC.

*Attacks and results take place AFTER unit enters hex.*

**CAVALRY SPECIAL RULES:**

Movement:

- Formation Change ALWAYS ends movement.

Fire Combat:

- If mounted may only fire out single front hexside. (EXC: P may fire out three front hexsides.)
- May fire mounted only if armed with P, C or CR
- Mounted Cavalry are always enfiladed - *Mounted Cavalry Enfilade is 2 columns Shift to the Right.*

Charge/Melee:

- Mounted Cavalry may Charge if within 4 hexes. (Must charge through single frontal hexside.)
- 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 melee arty or other dismounted Cavalry. MUST Retreat before Melee with any other units.

**ARTILLERY SPECIAL RULES:**

Movement: (Must be Limbered to move, Unlimbered to fire.)

- May not enter new hex and fire in same turn (EXC:RetirebyP)
- May change facing and fire
- Movement and formation change not affected by reduced crew.

Fire Combat:

- Arty Fire at 3 hexes or > attacks each unit in hex (with separate die roll. Density Adjustment is *per unit*)
- Arty Fire at 9 hexes or > may scatter. Resolve accuracy first.
- Counter Battery fire may affect Caissons (roll of 1 on sub. dr)
- Reduced crew may fire up to half the original SP.

Small Arms Fire vs. Artillery

- Affects only Crew, only if no other units stacked with it.
- Treat "P/R" as automatic Pin (9.84)
- Treat "R" result as "P" result (9.84)
- "1" reduces crew, "2" or > eliminates crew