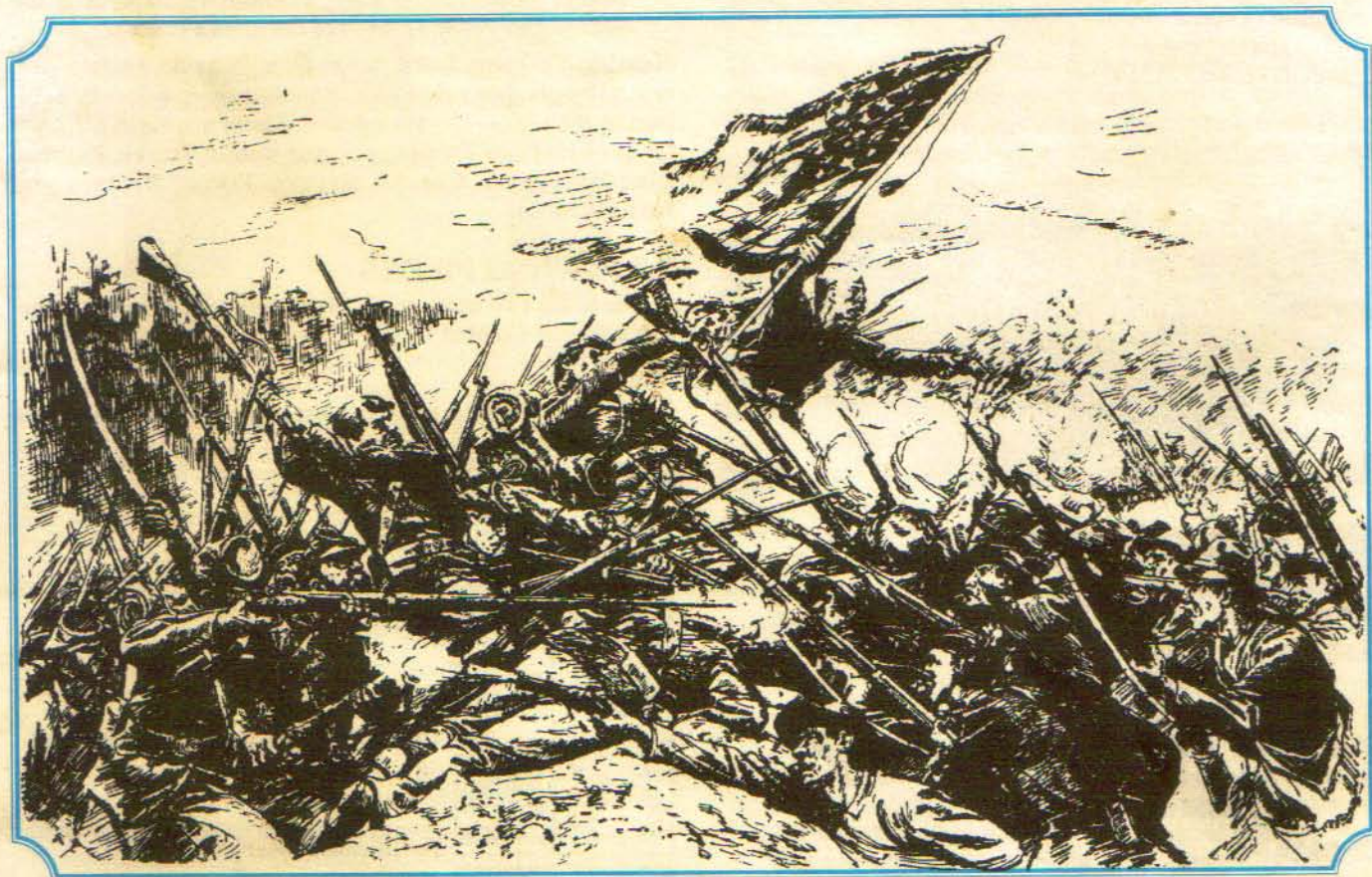


Across Five Aprils

Basic Rules



1.0 Introduction

Across Five Aprils contains five games simulating great battles of the American Civil War in a single package. All five games share a common set of basic rules (which you are presently reading), but each also has a short body of Exclusive Rules that simulate the unique aspects of that specific battle.

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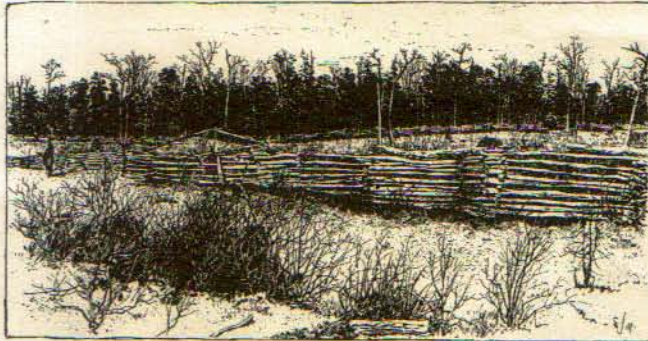
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1.1 GAME QUESTIONS

If you have any questions about the rules to *Across Five Aprils*, please feel free to mail them in, written so that they can be answered with a simple one-word response when possible. Be sure to enclose a stamped, self-addressed envelope. Mail your questions to:

Across Five Aprils Questions
 VICTORY GAMES
 4517 Harford Road
 Baltimore, MD 21214



2.0 Game Equipment

A complete game of *Across Five Aprils* contains these items:

- One Rules Booklet
- One Exclusive Rules Booklet
- 352 5/8-inch Playing Pieces
- Two 22" X 32" Mapsheets
- Two identical Player Aid Cards
- Two 6-sided dice

2.1 MAPS

The maps are divided into six-sided spaces called hexagon—hexes for short—that are used to regulate the movement of the playing pieces. Each hex represents an area 300 yards across, and contains one or more types of terrain that affect both movement and combat during the course of play. The different types of terrain can be identified by examining the Terrain Key printed each game map. The effects of terrain on movement and combat are summarized on the Terrain Effects Chart printed on the Player Aid Cards.

Note: The isolated farmsteads, fences and orchards (and the two ponds on the SHILOH map) have no effect upon play whatsoever. These have been included for purely aesthetic reasons, and have no influence on combat, movement or the tracing of Lines of Sight in any way.

Hex Terrain: Each hex contains a symbol that indicates what type of terrain is present in that hex. There are seven different types of Hex Terrain symbols: Clear, Woods, Hills, Wooded-Hills, Swamps, Rough and Towns. Each hex consists of only one type of Hex Terrain; if a hex contains the symbols for more than one type of Hex Terrain, the entire hex is considered to consist of the terrain type that covers the majority of its land area.

Example: A hex that is mostly Clear terrain, but which also has some Woods terrain "spilling" over into it from

one or more adjacent hexes, is considered to consist solely of Clear terrain when judging terrain effects on movement, combat and lines of sight.

Note: There are no Rough terrain hexes on any of the maps in *Across Five Aprils*. This is not an error; information for Rough terrain was included on the Player Aid Cards and maps for sake of completeness. There will be Rough terrain on the maps in future installments of the *Across Five Aprils* series (see Designer's Notes).

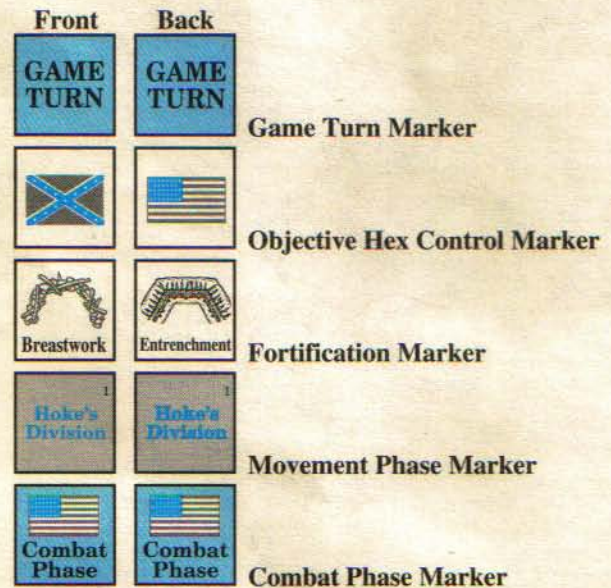
Hexside Terrain: Some hexes have Hexside Terrain (terrain symbols that run *along* or *across* their sides) in addition to their Hex Terrain symbol. There are eight different types of Hexside Terrain symbols: Roads, Tracks, Railroad Lines, Streams, Creeks, Rivers, Fords, Bridges and Embankments.

2.2 PLAYING PIECES

There are two basic types of playing pieces in the game: Markers and Combat Units.

Markers

Markers are used to record essential information during the course of play and to determine in what order units move and fight. The following playing pieces are all markers:



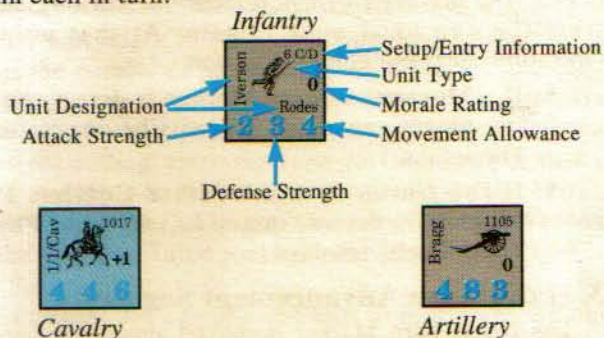
Combat Units

Combat Units represent the military formations that historically participated in the battles simulated in *Across Five Aprils*. Most of the Combat Units represent Brigades, although there are also some that represent smaller units such as Regiments and Battalions. These terms have no effect on play.

Each combat unit has a series of symbols and numbers printed on it that affect its ability to move and conduct combat. Note that the backs of most Combat Units also have symbols and numbers printed on them—some of which are different from those printed on the front. These reduced values are used to represent the decline in a unit's capabilities that occurs when it suffers losses. Thus, when a two-sided Combat Unit takes its first loss in combat, it is flipped so that its back side is face-up; when it takes another loss, it is eliminated (removed from play).

Casualties caused by combat are measured in terms of "Steps." A two-sided Combat Unit is said to have 2 Steps, while a one-sided Combat Unit has only 1 Step.

The following sample counters identify all of the various symbols and numbers, and the following paragraphs explain each in turn:



Unit Types: There are three basic types of Combat Units in the game, each of which is shown by a different unit type silhouette. The three types are:

Infantry: These units consist of foot soldiers who carried either rifled muskets, or breech-loading carbines or rifles.

Cavalry: These units represent soldiers mounted on horses who were usually armed with swords in addition to either pistols or carbines.

Artillery: These units represent several batteries (4-6 guns apiece) of horse-drawn, smoothbore or rifled cannons.

Note: There is a fourth type of combat unit in the Shiloh game: the gunboats *Lexington* and *Tyler*. The details of these two units are given in the SHILOH Exclusive Rules.

Formation Color Designation: The three numbers printed across the bottom of each Combat Unit (its Attack Strength, Defense Strength, and Movement Allowance, reading from left to right) are color-coded to signify which formation it belongs to. All of the Combat Units in a battle that have the same color numbers belong to the same Formation. During play, all of the units in a Formation move together, and units belonging to other Formations cannot move at that time.

Unit Designation: Besides being color-coded by Formation, each unit also has one or two pieces of information printed on it that give its historical unit designation.

- Most Union units are identified by a series of arabic and roman numerals separated by slashes (""). Reading from left to right (or bottom to top), the first number lists the unit's Brigade number, the second its Division number, and the roman numeral (if any) identifies the Corps to which it belongs.

Example: The listing "1/2/XX" identifies a unit as the 1st Brigade of the 2nd Division of the 20th Corps.

- Most Confederate units (and some Union units) are identified by the brigade commander's name, which is printed vertically along the left side. Sometimes, instead of giving the brigade commander's name, a unit designation will list a regimental title, such as "24th Mo" (24th Missouri), or a Corps number such as "V Corps."
- Most Confederate units have a second unit designation given in the form of a name printed horizontal-

ly across the unit. This is the name of the commander of the division to which the unit belongs.

Attack Strength: This value represents a unit's combat power on the attack.

Defense Strength: This value represents a unit's combat power on the defense. Each point worth of Defense Strength equals about 400 infantrymen or cavalrymen, or 3 to 4 cannons.

Movement Allowance: This is the number of Movement Points that a unit can expend each time it moves. The Terrain Effects Chart shows how many Movement Points must be spent to *enter* each type of Hex Terrain and/or *cross* each type of Hexside Terrain.

Morale Rating: This number measures how well a unit's soldiers performed in battle, representing the fact that some units historically fought much better than others. A rating of zero (0) is considered average; those units with positive numbers are above average, while those with negative ratings are below average. The Morale rating is used to modify die rolls made when attacking and defending in combat, and when resolving Morale Checks (see 6.4).

Set-up Hex / Entry Turn and Location: If a unit begins a game on-map, the hex in which it is set-up is printed on it. If a unit enters the game after play has started, it is called a reinforcement. Each reinforcing unit has a code printed on it consisting of a number followed by a letter. The number lists the *turn* on which the unit enters play, while the letter indicates the *entry hex* or hexes (corresponding to the letter printed on that game's map) in which the unit enters the map.

Note: Some reinforcing units list two entry hexes separated by a slash (for example, "C/D"). This means that the unit can enter play at *either* of the two printed entry hexes. Furthermore, all of the units in a group of reinforcements that are entering play on the same game turn need not use the same entry hex.

Game ID: A two-letter abbreviation is printed on the back of each unit to indicate to which of the five battles it belongs:

- BR = BULL RUN
- BV = BENTONVILLE
- GB = GETTYSBURG
- PR = PEA RIDGE
- SH = SHILOH

2.3 PLAYER AID CARDS

There are two identical Player Aid cards included in *Across Five Aprils*, one for each player. Printed on these are the Terrain Effects Chart (which lists the effects of terrain on play), the Combat Results Tables (which determine the outcome of combat), the Morale Check Table (which is used to resolve morale checks and determine whether or not units retreat), the Retreat Priorities and Retreat Prohibitions Charts, and a Sequence of Play Summary.



Sharp's Carbine



3.0 Sequence of Play

The games in *Across Five Aprils* are played in game turns. Each game turn is divided into three segments, that must be played through in exactly the following order:

1. Phase Marker Cup Segment
2. Operations Segment
3. Game Turn Advancement Segment

SEQUENCE OF PLAY OUTLINE

1. Phase Marker Cup Segment

In this segment, all Phase Markers that are currently in play are placed into a *single* opaque cup or container (a coffee cup works well) called the Phase Marker Cup. There are two kinds of Phase Markers:

Movement Phase Markers: The Combat Units of both sides are divided into Formations that are identified by the color-coding of the three numbers printed across the bottom of the playing pieces. Each Formation has either one or two Movement Phase Markers that are coded in the same color as that Formation's component units.

During the Phase Cup Marker Segment all Movement Phase Markers due to enter play on the current game turn are placed into the Phase Marker Cup along with the Movement Phase Markers belonging to all those Formations that currently have at least one unit on the map.

Design Note: *In general the formations in the games of Across Five Aprils reflect the divisional or corps organizations historically used in these battles. However, in some cases, units are grouped into formations according to their proximity to one another, the order and location in which they arrive as reinforcements, and other considerations having to do with simplifying the player's task.*

Combat Phase Markers: The Union and Confederate sides each have a single Combat Phase Marker. These are also placed in the Phase Marker Cup unless they are not due to come into play until a future game turn.

Note: In the *BULL RUN* game, both sides' Combat Phase Markers come into play only on turn #2. In the *BENTONVILLE* game the Union Combat Phase Marker enters play on turn #2, while in the *SHILOH* game the Union Combat Phase Marker can come into play anytime between game turns #3 and #6.

2. Operations Segment

The players alternate drawing markers from the Phase Marker Cup one at a time, the Confederate Player always drawing first. All movement or combat caused by the drawing of a marker must be resolved before another is drawn. The players continue to alternate drawing markers from the cup until none remain. At that point the Operations Segment comes to an end.

- If a **Movement Phase Marker** is drawn, the owning player can move all units belonging to that Formation.
- If the Union or Confederate **Combat Phase Marker** is drawn, that side's Combat Phase is immediately resolved (see 6.0).

3. Game Turn Advancement Segment

The Game Turn Marker is moved ahead one space on the Game Turn Track (each game's Game Turn Track is printed on its map), and a new game turn begins with the Phase Marker Cup Segment. However, if that Game Turn's space on the Game Turn Track has the words "Victory Determination" printed in it, then no more game turns remain, and the players must determine which one of them has won the game (see Exclusive Rules).

Exception: In the *PEA RIDGE*, *GETTYSBURG* and *SHILOH* games, the players must check to see if one of them has won at the end of each day. If one of them has achieved a victory, then the game ends immediately. If not, play proceeds to the next Game Turn and thus into the following day.



4.0 Movement

4.1 MOVEMENT PHASES

When a Formation's Movement Phase Marker is drawn, all units belonging to that Formation can move. No other units, on either side, can move during that Formation's Movement Phase.

Multiple Movement Phase Markers

If a Formation has two Movement Phase Markers, its units conduct a Movement Phase the *first time* that one of the two Movement Phase Markers is drawn during the Operations Segment. The Formation's units *do not* get to move again when the second Movement Phase Marker is drawn.

Exception: In the GETTYSBURG game, units belonging to formations with two Movement Phase markers can move when *either of them* is drawn (but not both). Details are given in the Exclusive Rules.

4.2 MOVEMENT PROCEDURE

Each unit has a Movement Allowance printed on it. This is the number of Movement Points that it can expend in a Movement Phase. Units move across the map from hex to adjacent hex, paying a cost in movement points that varies depending upon the type of Hex Terrain that it enters, and Hexside Terrain that it crosses (see the Terrain Effects Chart). When a unit moves across Hexside Terrain, add the Hexside Terrain cost to the Hex Terrain cost to enter the hex.

Example: An infantry unit that enters a Woods hex across a Stream would expend 3 Movement Points (2 for the Woods, +1 for the Stream). If, however, the infantry unit crossed the Stream at a Ford, it would pay only 2 Movement Points, since the Ford negates the cost of the Stream (a Bridge would have the same effect).

Movement Along Roads, Tracks & Railroads

If a unit enters a hex by crossing a hexside that is also crossed by a Road, Track or Railroad Line (essentially moving "along" the Road, Track or RR-Line), the unit ignores the normal cost of all Hex and Hexside Terrain in the, and pays the Road/Track/RR-Line cost instead.

Movement Restrictions

- A unit cannot enter a hex if doing so would cause it to exceed its printed Movement Point Allowance.

Exception: During its Movement Phase, a unit can always move *one hex*, regardless of Movement Point costs, so long as it does not enter or cross prohibited terrain (see the Terrain Effects Chart).

- A Road, Track or RR Line cannot be used to enter a hex that is already stacked to the limit (i.e., contains 2 units; see 4.3). In this case, units wishing to move through the hex must pay the normal Movement Point cost to enter the hex.
- A unit can never enter or cross terrain types that are prohibited to it.

Example: Artillery and Cavalry units are prohibited from entering Rough terrain and from crossing Embankments. Artillery units are also prohibited from entering Swamp hexes.

- A unit must stop when it enters an enemy Zone of Control (see 5.0).

4.3 STACKING LIMITS

Any number of units can move through a single hex during an Operations Segment, but no more than 2 units of any type can ever *voluntarily* end their movement stacked in the same hex. The only way in which more than two units can be stacked in a hex is if a unit is forced to retreat as a result of combat and cannot conduct an Extended Retreat (see 6.5) because of the location of enemy units and/or their ZOC's. Place the overstacked unit(s) at the bottom of the stack.

Effects of Overstacking

Units stacked in a hex in excess of the Stacking Limit cannot attack, and do not count when determining the hex's Defense Strength. However, the overstacked unit(s) suffer the full effects of any combat result applied against units in the hex (i.e., Step Losses, Retreats and Morale Checks are applied in full). Furthermore, the owner of the overstacked units must move the excess unit(s) out of the hex at the very first opportunity.

4.4 EXITING THE MAP

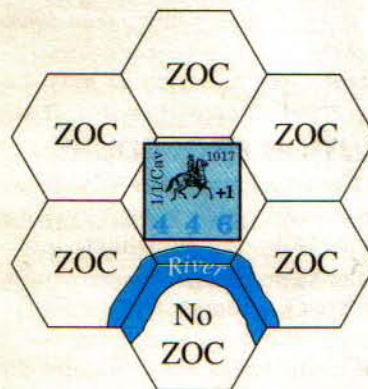
Units cannot voluntarily exit the map. A unit that is forced to retreat off-map is eliminated instead.

5.0 Zones of Control

Design Note: Zones of Control represent the fact that a unit cannot just march right past an enemy force at close range, because the enemy troops would open fire, forcing the marching unit to stop and engage. The one-hex radius of a Zone of Control corresponds to the Civil War-era rifled musket's effective range of several hundred yards.

Each unit has a Zone of Control (hereafter referred to as ZOC) that consists of the six hexes adjacent to the hex occupied by the unit. Zones of Control affect the movement and retreat of *enemy* units (for details, see below and Combat, 6.0).

Exception: ZOC's do not extend across River hexsides unless the river hexside in question also contains a bridge or ford. They also do not extend into fortified hexes across Breastwork or Entrenchment hexsides (see 9.0, Fortifications).



ZOC's are exerted mutually. Thus, if a Union unit is adjacent to a Confederate unit, they exert Zones of Control into each other's hexes. Likewise, if the Union and Confederate units were separated from each other by one hex, they would both project a ZOC into that hex simultaneously.

Zones of Control and Movement

A moving unit that enters an enemy ZOC must immediately stop moving and can move no further during that Movement Phase. A unit that *begins* its Movement Phase in an enemy ZOC *can* move out of it provided that it does not enter another enemy ZOC during that Movement Phase.

Note: This is an important difference from other wargames that permit a unit to leave one enemy ZOC and enter another in the same Movement Phase. Note also that friendly ZOC's do not negate enemy ZOC's. Thus, if a unit is surrounded by enemy ZOC's, it cannot move.

Exception: Units can move directly from one enemy ZOC to another as a result of Advance (6.6), and sometimes as a result of Retreat (6.5).



6.0 Combat

When the Union or Confederate Combat Phase Marker is drawn during the Operations Segment, that side immediately conducts its Combat Phase.

Note: There is *no combat* during a Formation's Movement Phase.

6.1 COMBAT RESTRICTIONS

- Every enemy unit that exerts a ZOC into a hex(es) occupied by friendly units *must be engaged in combat*.

Note: The rule requires only that each enemy unit that exerts a ZOC into a hex occupied by friendly units must be attacked; it does not require that it be one of those same friendly units that attacks it. Therefore, a Bombardment Attack (7.0) conducted by artillery units that are not in the enemy unit's ZOC can be used to satisfy this requirement.

- All friendly units that are in enemy ZOC's must attack one or more adjacent hexes containing enemy units.
- Each combat must be announced and completely resolved before another can be conducted.
- No unit can attack or be attacked more than once per Combat Phase.
- All Automatic Retreats (see 6.2, step 2) must be conducted *before* any regular combats are resolved.

6.2 COMBAT RESOLUTION PROCEDURE

1. Organize the Combat: The attacking player announces which friendly units are attacking which enemy units in which hexes. Keep in mind the following guidelines:

- All units attacking the same group of enemy units must combine their attack strengths into a single attack.
- Units located in different hexes may combine to attack the same target hex(es).
- Units stacked in the same hex may make separate attacks against enemy units located in different hexes.
- Enemy units stacked together in a hex must be attacked as a group.

2. Automatic Retreat Option: Sometimes the Attacker will not want to go through with a certain attack because it would be almost suicidal. Therefore, the Attacker can choose to automatically "lose" a combat, but without taking any casualties. He simply announces that he is conducting an Automatic Retreat, and then Retreats (see 6.5) each such "attacking" unit one hex. The Defender can then Advance (see 6.6) one unit into each hex vacated by a unit that just conducted an Automatic Retreat.

Note: All Automatic Retreats must be conducted *before* any regular combats are resolved.

- Units that are conducting Automatic Retreats must, if possible, continue retreating until they are no longer in an enemy ZOC (see 6.5; Extended Retreat). There is no penalty if such a unit cannot retreat until it is no longer in an enemy ZOC, it just has to if it can.
- A unit that has an Attack Strength of zero (0) *must* conduct an Automatic Retreat if it is the only attacking unit involved in a particular attack.
- All friendly units in the Zone of Control of a particular enemy unit must conduct an Automatic Retreat. If any Retreat, all must Retreat.

Exception: A non-adjacent (Bombarding; see 7.1) artillery unit (or units) can be declared as part of an "attacking" group in Step #1. After the other "attacking" units conduct their Automatic Retreat, but before the defending units get to Advance (see 6.6), the Bombarding artillery resolves a Bombardment Attack (if it can muster 1-to-4 odds). Since this satisfies the requirement that the enemy unit or stack be attacked, friendly units that can attack other enemy units or stacks do not have to participate in the Automatic Retreat. Essentially, this allows the attacking player to conduct an Automatic Retreat with only *some* of his units that are in the ZOC of a particular enemy stack, while permitting the rest to attack other adjacent enemy units.

3. Compute Initial Combat Odds Ratio: Divide the total Attack Strength of all units that are attacking the same hex(es) by the total Defense Strength of all enemy units located in that hex(es), and express the result as a ratio (round fractions down).

Example: A force with a total Attack Strength of 22 attacks a force with a total Defense Strength of 8. Dividing 22 by 8 gives a result of 2.75, which, when rounded down, yields an Initial Combat Odds Ratio of 2-to-1.

- Initial Combat Odds of less than 1-to-4 are treated as 1-to-4 for all purposes.
- Initial Combat Odds Ratios of greater than 6-to-1 are treated as 6-to-1 for all purposes.

4. Determine Final Combat Odds Ratio: Find the column corresponding to the Initial Combat Odds Ratio on the Combat Results Tables, and then shift the odds a number of odds ratio columns to the left or right as dictated by the following factors;

- The **Hex Terrain** type in the *defender's* hex causes the odds ratio to shift to the right or left as indicated on the Terrain Effects Chart. If defending units occupy two or more hexes containing different types of Hex Terrain, use the terrain type that causes the greatest number of column shifts to the left (i.e., that which is most beneficial to the defender).

Exception: Hill terrain is a special case. A defending unit that occupies a Hill hex benefits from the 1-column shift to the left *only* if *none* of the attacking units occupies an adjacent, connected hex of the same hill. Note, however, that two Hill hexes can be adjacent without being connected (i.e., the Hill color does not extend across the dividing hexside). If a unit that occupies a Wooded-Hill hex is attacked from a connected hex of the same hill, the 1-column shift for Woods still applies, although the 2-column shift for Wooded Hills does not.

- Hexside Terrain types in the defender's hex causes odds ratio shifts as indicated on the Terrain Effects Chart, but only if *all* attacking units are attacking across Hexside Terrain. Column shifts for Hexside Terrain are *cumulative* with those for Hex Terrain.

Example: A 3-to-1 attack against a unit located in Woods terrain is shifted one column to the left, becoming a 2-to-1 attack. If the attack is also mounted across a Stream, the odds are shifted another column to the left, yielding a final combat odds ratio of 1-to-1.

- If all of the hexes surrounding *all attacking units* contain enemy units or their ZOC's, the odds ratio is shifted one column to the left. If all of the hexes surrounding *all defending units* contain enemy units or their ZOC's, the odds ratio is shifted one column to the right.

Note: It's not inconceivable that *both* sides in a combat could be totally surrounded, causing simultaneous column shifts that would cancel each other out.

All applicable column shifts are added together to yield the total column shift. However, the total number of column shifts in either direction can *never be greater than three* (excess shifts are lost), and column shifts above 6-to-1, or below 1-to-4, are ignored.

5. Choose Morale Ratings: The attacking player declares what morale rating he will use to resolve the attack. It must correspond to the morale of at least one of his units that is involved in the combat. Once the attacker has declared his morale rating, the defender does the same, likewise choosing from among those of his units involved in the combat.

Exception: The attacker cannot choose the Morale Ratings of *Bombarding* artillery unit(s) unless the combat is a Bombardment Attack (see 6.8).

Note: The first step loss inflicted by a Combat Result (see below) must be assigned to a unit whose morale rating equals that declared during this step.

6. Determine the Combat Results: The Attacker and Defender both roll a die and add the morale ratings they declared in step #5. The Defender locates his modified roll on the Defender's Combat Results Table to determine the combat result inflicted upon the attacker. The attacker locates his modified roll on the Attacker's Combat Result Table to determine the combat result inflicted upon the defender.

Exception: If terrain shifts would cause the odds ratio to be reduced to *less than 1-to-4*, the attacking player does not roll a die and therefore gets no chance to inflict losses upon the defending units. The defending player rolls normally using the 1-to-4 odds ratio column on the Combat Results Table. This applies to Bombardment attacks as well as normal attacks (except, of course, that the defending player doesn't get to roll).

Interpreting Combat Results

— No Effect

Lose that number of Steps and conduct a Morale Check for each surviving unit. Each unit which fails its Morale Check retreats one hex.

#R Lose that number of Steps *and* retreat each surviving unit one hex. Then conduct a Morale Check for each retreated unit; if failed, that unit retreats *another* hex.

Exception: Bombarding artillery units are never affected by Combat Results. They do not have to conduct mandatory retreats or Morale Checks, and the attacker cannot assign step losses to them (see 6.7).

6.3 APPLYING COMBAT RESULTS

The attacker and defender resolve combat simultaneously, but combat results are applied to the defender before they are applied to the attacker. For both sides, strictly observe the order of the following steps:

1. Apply Step Losses: The first step loss must be applied to a unit that has a morale rating identical to that which was declared in Step #5 of the Combat Resolution Procedure. If more than one unit with the declared morale rating is available, the owning player chooses which one to apply it to. Remaining step losses can be assigned to his units in any way that the owning player desires.

A step loss can be satisfied in the following ways:

- "Flip" a two-step unit so that its back (reduced strength) side is face-up.
- Eliminate a two-step unit that had earlier been "flipped".
- Eliminate a one-step unit.

Exception: Step losses can never be assigned to bombarding artillery units.

2. Conduct Mandatory Retreats: If the combat result includes an "R", the player must Retreat each of his surviving units (except bombarding artillery, see 7.0) one hex.

3. Conduct Morale Checks: If *any* of his units suffered a step loss, then a player must conduct Morale Checks for *each* of his units that participated in the combat (except bombarding artillery). If a unit fails its Morale Check, it must Retreat one hex.

Note: A unit may have to Retreat two hexes as the result of combat, one hex due to a Mandatory Retreat, and another because of a failed Morale Check.

4. Conduct Voluntary Retreats (Defender only): The Defender has the option to retreat all or some of his units which were attacked, but did not retreat in Steps #2 or #3 of this procedure.

6.4 MORALE CHECKS

When a Morale Check must be conducted for a unit, refer to the Morale Check Table, roll a die and add the unit's Morale Rating. The result of a failed Morale Check differs depending upon why the Morale Check was made. If a Morale Check is being made to determine whether or not a unit Retreats due to a Combat Result, a failed Morale Check means that it must Retreat one hex. If a Morale Check resulted from a unit retreating through a Zone of Control (see below), a failed Morale Check means that it loses a Step.

6.5 RETREAT

A unit can retreat for four different reasons: a failed Morale Check, a Mandatory Retreat result, the defender can conduct Voluntarily Retreats after combat, and the attacker can choose to conduct an Automatic Retreat. All these kinds of retreats are conducted in exactly the same way, *except that a unit(s) conducting an Automatic Retreat must (if possible) continue retreating until it is not in an enemy ZOC*. Retreat is not considered movement, and does not require the expenditure of Movement Points.

If a unit retreats into a hex that is attacked later during the *same* Combat Phase that it retreated, its Defense Strength is *not* added to that of the other units in the hex, but it suffers from all adverse Combat Results as normal.

Retreat Prohibitions

Sometimes it will be impossible for a unit to retreat in certain directions—or at all—due to the presence of enemy units and/or prohibited terrain. A unit may never retreat into:

- An enemy-occupied hex.
- A hex in an enemy ZOC that is not occupied by a friendly unit.
- A hex containing prohibited terrain.

Morale Checks Caused by Retreat

When a unit retreats into a hex containing an enemy ZOC, it must immediately roll a Morale Check. If it passes the Morale Check, it suffers no ill effects and can—if necessary—continue retreating. However, if the unit fails the Morale Check, it immediately suffers a step loss. A retreating unit must conduct a Morale Check for *each* hex containing an enemy ZOC into which it retreats. A unit does not have to Retreat an additional hex if it fails one of these Morale Checks (assuming, of course, that it wasn't eliminated by the step loss).

Effects of Being Unable to Retreat

Each unit that must Retreat and cannot due to the Retreat Prohibitions, must lose one step for *each* hex that it cannot Retreat. Therefore, if a unit suffers a Mandatory Retreat and also fails a Morale Check, it can lose two steps as the result of its inability to Retreat.

Example: A stack of Confederate units containing Russel's and Stewart's Brigades (see SHILOH) suffers a "1R" combat result. Both Brigades consist of two steps and are at full strength. The Confederate player chooses to apply the step loss to Stewart's Brigade, reducing it to one step. He cannot, however, satisfy the Mandatory Retreat due to the location of Union Zones of Control. Thus, each unit in the stack suffers an additional step loss, destroying Stewart's Brigade and reducing Russel's Brigade to one step. Furthermore, since the Confederates suffered a step loss in the battle, Russel's Brigade conducts a Morale Check to determine if it must retreat another hex. If Russel's Brigade fails the Morale Check, it will be destroyed due to its inability to retreat.

Retreat Priorities

Units retreat one at a time, and the following priorities must be observed (*if possible*) in the order given. A retreating unit should retreat to:

- **Priority #1:** A hex that is not in an enemy ZOC.
Exception: A unit may retreat into a hex that is in an enemy ZOC if no alternative exists *and* the hex is occupied by a friendly unit.
- **Priority #2:** A hex that is in the direction of Friendly Lines. The direction of Friendly Lines is shown by the Retreat Compass printed directly on each game map.
Example: In BULL RUN, the direction of Friendly Lines for the Union Player is toward the North, Northeast, or Northwest.
- **Priority #3:** A hex where it will not violate the stacking limit (see 5.0).
- **Priority #4:** A hex that is further away from the greatest number of enemy units than the hex being retreated from.

Extended Retreat

Units that are conducting an Automatic Retreat must (if possible) continue retreating until they are no longer in an enemy ZOC. All retreating units that retreat into a hex in excess of the Stacking Limit (see 5.4) must continue retreating until they are no longer overstacked. In either of these circumstances the unit retreats one additional hex at a time, observing all Retreat Priorities and Prohibitions, until it is no longer overstacked/in an enemy ZOC. This is referred to as Extended Retreat.

Overstacking

If a unit is forced to retreat into a hex in violation of the Stacking Limit and *cannot* conduct an Extended Retreat due to the Retreat Prohibitions, it may remain overstacked. Place overstacked units at the bottom of the stack; only the top two units count in combat. However, if an overstacked stack suffers any combat result, the result applies equally to all the units in the hex, not just the two which actually fought in the combat.

Note: Overstacking can occur only as the result of a retreat situation where an Extended Retreat cannot be continued.

6.6 ADVANCE

There are two situations in which a unit can Advance:

1. An *attacking* unit can Advance if all defending units in an adjacent hex are either eliminated or forced to retreat as the result of a combat in which the attacking unit participated. Of course, if the attacking unit is itself required to retreat as a result of the combat, it cannot Advance.
2. A *defending* unit can Advance if an attacking unit retreats from an adjacent hex as the result of an Automatic Retreat.

Advance Procedure

One unit—and no more than one unit—can Advance into *each* hex from which all enemy units Retreat or are eliminated. Advance is not considered movement and does not cost Movement Points. A unit may Advance into a hex regardless of the presence of enemy ZOC's, even if it moves from one enemy ZOC directly into another.

Restrictions on Advance

- An artillery unit can never Advance.
- A defending unit cannot advance as a result of combat. It *can*, however, advance after an attacking unit(s) conducts an Automatic Retreat.
- A unit can only advance into the *first* hex that an enemy unit retreats from. If the enemy unit has to retreat from a second hex, the advancing unit *does not* get to advance into that hex as well.
- The option to advance must be taken *immediately* after the enemy unit(s) retreat, before any further game activity of any kind takes place.

Example: If a defending Union unit retreats as the result of an unfavorable combat result, the Confederate Player must Advance into the vacated hex immediately, or not at all. The Confederate Player cannot wait until after other combats have been resolved to decide whether or not he wants to advance a unit into the hex in question.



7.0 Artillery

7.1 BOMBARDMENT

In *Across Five Aprils* artillery units can attack and defend against enemy units in adjacent hexes just like infantry or cavalry units. However, artillery units can also Bombard (attack) enemy units that are up to *four* hexes away, so long as they can trace a Line of Sight (see below) to them.

Note: Bombarding artillery units may attack across River hexsides (see Terrain Effects Chart). All other unit types are prohibited from attacking across Rivers.

Bombardment Restrictions

- An artillery unit that Retreats for any reason cannot Bombard in the same Combat Phase.
- An artillery unit cannot Bombard if it is in an enemy ZOC.

Range Attenuation

If Bombarding artillery units are firing at a range of greater than one hex, their *total* Attack Strength is reduced by one-half (rounded down). Thus, an artillery unit with a printed Attack Strength of 1 cannot Bombard by itself, since its attack strength would be reduced to 0.

Example: Two artillery units with Attack Strengths of 3 and 2 are Bombarding a target two hexes away. Their effective Attack Strength is reduced to 2 (one-half of 5, rounded down).

Design Note: *This rule reflects the fact that artillery of the Civil War era was most effective against infantry targets when firing at point-blank range, where it could use grapeshot or canister ammunition. At longer ranges, however, these types of ammunition were totally useless, forcing artillerymen to employ roundshot, which was much less effective.*

Line of Sight

In order to Bombard, an artillery unit must have a clear Line of Sight (hereafter referred to as LOS) to the target hex(es). The LOS is traced as a straight line from the center of the bombarding artillery unit's hex to the center of the target hex(es). Remember that each hex consists of only one type of Hex Terrain. Therefore, completely ignore all Hex Terrain symbol(s) that "spill" over into a hex, and assume that the entire hex consists of the terrain type that covers most of its area.

If the LOS crosses Blocking Terrain the LOS is blocked and the artillery unit cannot bombard that target hex. If the LOS runs exactly along a *hexside* between two hexes, one which consists of Blocking Terrain and another which does not, then the LOS is *not* blocked.

Exception: When checking LOS, ignore Blocking Terrain in or along the sides of the bombarding and target units' hexes.

Blocking Terrain

Embankments, Towns, Woods, Hills, and Wooded-Hills are blocking terrain types.

Note: Unlike some other wargames, friendly and enemy units *do not* block LOS. A bombarding artillery unit can always fire through hexes containing friendly or enemy units.

7.2 BOMBARDMENT COMBAT

There are two ways in which an artillery unit can Bombard enemy units: Bombardment Attacks and Combined Attacks.

Bombardment Attacks

An attack in which Bombarding artillery is the *sole* attacking force is referred to as a Bombardment Attack. Bombardment Attacks can only be made against a *single* enemy-occupied hex, and the Initial Combat Odds Ratio must be at least 1-to-4. The attack is resolved normally except that the defender does not roll a die. Consequently, the Bombarding artillery units never suffer any Combat Results.

Note: During a Combat Phase, each enemy unit that exerts a ZOC into hexes occupied by friendly units must be attacked (see 6.1). By having artillery units conduct Bombardment Attacks, friendly units that are in the ZOC's of more than one enemy stack can be relieved of the obligation of having to attack *all* of them (though they still *must* attack at least one enemy stack).

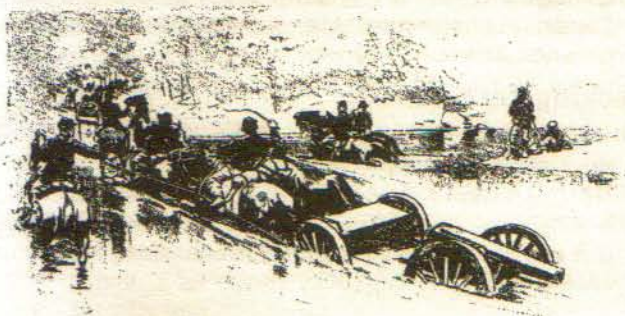
Combat Odds column shifts (see 6.2, Step #4) for *Stream, Creek and River* Hexside Terrain types are ignored when conducting Bombardment attacks. However, Combat Odds column shifts for all *other* types of Hexside and Hex Terrain types apply normally to Bombardment Attacks.

Example: A Bombardment attack with an Initial Combat Odds Ratio of 2 to 1 is being made against units located in a Woods hex behind a Stream hexside. The Combat Odds Ratio is shifted one column to the left for the Woods, but the usual leftward column shift for the Stream is ignored because this is a Bombardment attack. Thus, the Final Combat Odds Ratio is 1 to 1.

Combined Attacks

Bombarding artillery units can join in an attack which involves other friendly units that are in the ZOC of the defending enemy unit(s). This is referred to as a Combined Attack. If the enemy units defending against a Combined Attack are located in more than one hex, then the bombarding artillery unit(s) must be within four hexes and have a clear line of sight to *all* of them.

A Combined Attack is resolved normally except that the *Bombarding* artillery units are completely immune to all combat results (attacking artillery units that are in the ZOC's of the defending units suffer step losses and retreats normally). Furthermore, the attacker must use the Morale Rating of one of the units actually adjacent to the defending units to resolve the attack, he cannot use that of the bombarding artillery.



8.0 Reinforcements

In the games of *Across Five Aprils* some units are not on the map when play begins, but arrive as reinforcements during the course of play. Each reinforcing unit has its turn of arrival and entry-hex letter printed on it.

8.1 ARRIVAL

Organizing Reinforcements: At the beginning of play, place all reinforcing units and Phase Markers on the game's Turn Record Track in the spaces corresponding to the turns on which they will enter. Each reinforcing unit's turn of arrival is printed on the front of its playing piece in the upper right-hand corner.

Arrival of Phase Markers: During the Phase Marker Cup Phase of each game turn, check the Turn Record Track to see if any Movement or Combat Phase Markers are due to enter play in the current turn. If so, they are placed in the Phase Marker Cup along with all of the other Phase Markers.

Arrival of Combat Units: If some or all of a Formation's combat units are due to Arrive as reinforcements during the current game turn, the owning player has the option of entering all, some or none of them when the Formation's Movement Phase Marker is drawn during the Operations Segment. Reinforcing units that are voluntarily delayed off map are placed in the next turn's space on the Turn Record Track.

8.2 ENTRY

Where: Each reinforcing unit's Entry Hex (or Hexes) is printed on the front of its playing piece in the upper right-hand corner. These correspond to letters, printed on the maps, that designate Entry Hexes.

How: Reinforcements enter the map by paying the Movement Point cost to enter the terrain in their entry hex. If a unit enters along a Road or Track, it pays the Road or Track cost. Reinforcing units may enter stacked up to the two-unit Stacking Limit. If more than one stack of units enters the map in the same entry hex during a Movement Phase, there is no additional cost in Movement Points to enter stacks following the first (as in some other games).

Blocked Entry: Reinforcements can enter the map in a hex that is in an enemy ZOC, but cannot enter in an enemy-occupied hex. If their entry hex is blocked, reinforcing units may enter the map in whichever unblocked hex(es) is closest to the original entry hex.

Exception: In the *SHILOH* game, Union reinforcements can only enter at their printed Entry Hex; if it is Blocked, they cannot enter play.



9.0 Night

During night game turns, the following exceptions to the normal rules apply:

- There are no Combat Phases. Therefore, the Union and Confederate Combat Phase Markers are *not* placed in the cup during the Phase Marker Cup Segment.
- A unit cannot enter an enemy ZOC unless the hex in question is already occupied by a friendly unit. It can, of course, still leave an enemy ZOC so long as it does not enter another.



10.0 Fortifications

Design Note: During the Civil War, both sides employed a variety of field fortifications for defensive purposes. These ran the entire gamut from breastworks hastily thrown up with piles of fence rails, to elaborate trench systems foreshadowing those of World War I. Given the limitations of Civil War era weapons and tactics, even weakly-manned lines of breastworks or entrenchments were almost impregnable.

Fortifications are a special form of artificial Hexside Terrain that can be constructed during the course of play, and which provide combat benefits to units stacked on top of (i.e., "in") them. Fortifications come in two different types: Breastworks and Entrenchments. The construction

of a fortification is recorded by placing a Fortification Marker in the hex on its appropriate side (Breastwork or Entrenchment). Once constructed, a fortification is permanent and remains in place for the duration of the game.

The Exclusive Rules for the various games in *Across Five Aprils* specify how, when, and what types of fortifications may be constructed. If the Exclusive Rules for a game do not specifically permit the construction of fortifications, none may be built during the play of that game.

FORTIFICATION EFFECTS



Fortifications function as *Hexside Terrain*. Note that Fortification markers depict the Breastwork or Entrenchment as running along *three connected hexsides*. The effects of the fortification apply *only* to those three hexsides. Thus, when placing a newly-constructed fortification marker, align it so that the three Breastwork (or Entrenchment) hexsides on that marker line up with three hexsides of the hex in which it is being placed. Once placed and aligned, a fortification marker cannot later be turned so as to change the alignment of the three fortified hexsides.

Fortification ZOC Effects

ZOC's do not extend *into* a hex across Breastwork or Entrenchment hexsides. However, the ZOC of a unit occupying a fortification extends normally into all 6 adjacent hexes (i.e., even across fortified hexsides).

Example: A friendly unit is adjacent to an enemy unit that's in an Entrenchment, and the hexside separating the two hexes is one of those covered by the Entrenchment. In the enemy's Combat Phase, his unit does not have to attack since the friendly unit's ZOC doesn't extend across the Entrenchment.

During your Combat Phase, however, the friendly unit must attack (or conduct an Automatic Retreat) because the enemy unit's ZOC does extend across the Entrenchment. Furthermore, during its Movement Phase, the enemy unit may freely leave the Entrenchment hex and enter a friendly ZOC since it did not begin in one of your ZOC's.

Fortification Combat Effects

Units that occupy fortifications when they are attacked gain beneficial Combat Odds Ratio column shifts just as if they were being attacked across natural Hexside Terrain. However, like other forms of Hexside Terrain, the combat effects of fortifications apply only if *all* attacking units are attacking across Breastwork or Entrenchment hexsides. Units attacked by enemy units that occupy fortifications gain no defensive benefit from the fortified hexsides.

Breastworks: 1 column shift to the left.

Entrenchments: 2 column shifts to the left, *and* the attacker's step losses are automatically increased by 1 unless the combat result is "—" (no effect).

Example: A combat result of "1R" inflicted upon the attacker in an attack made across an Entrenchment automatically becomes "2R." However, a combat result of "—" (no effect) remains "—".

COMPREHENSIVE EXAMPLE OF PLAY

The following is a detailed account of a play-through of the first four turns of the PEA RIDGE game. It is intended to illustrate how the Across Five Aprils game system works, and to help resolve rules questions that may come up during play. Players who are new to the Across Five Aprils game system should read through this example before reading the rules for the first time. To learn as much as possible from this example, you may want to set up the Pea Ridge game and "play along" with the example.

Initial Set-Up

Only two units are set up on the map: the 24th Missouri Regiment (of the Independent Group) in hex 3205, and Dodge's Brigade (of Carr's Division) in hex 4312.

All three Objective Hexes are controlled by the Union player at the beginning of the game, so Objective Hex Control Markers are placed in hexes 3605 (Elkhorn Tavern, 4009 (Union HQ) and 4117 (Leetown) with their Union flag sides face-up.

The Game Turn marker is placed in the Turn #1 space on the PEA RIDGE Game Turn Track.

Game Turn #1

Phase Marker Cup Segment

Along with his Combat Phase Marker, the Union Player places Carr's Division's and the Independent Group's Movement Phase Markers into the Phase Marker cup because both Formations have units currently on the map.

Ousterhaus' Division's Movement Phase Marker also goes into the cup since it arrives as a Reinforcement on Turn #1.

The Confederate player places Price's and McCulloch's Divisions' Movement Phase Markers in the Phase Marker Cup along with his Combat Phase Marker because both arrive as Reinforcements on Turn #1.

Operations Segment

During the Operations Segment, the Phase Markers are randomly drawn from the Phase Marker Cup one at a time (the players alternate back and forth). When a Movement Phase Marker is drawn, all of the units in that Formation can move. When a Combat Phase Marker is drawn, all units on that side engage in combat with enemy units. The following paragraphs list the order in which the Phase Markers were drawn during our sample game, and describe the movements and battles that resulted.

Note: For the sake of brevity, we do not detail the activities of those formations and units (McCulloch's Confederate Division, Ousterhaus' and Davis' Union Divisions, etc) that are operating in the vicinity of Leetown on the western flank of the battlefield.

1. Confederate Combat Phase Marker: Since there are no Confederate units on the map, there can be no combat.

2. McCulloch's Division's Movement Phase Marker: McCulloch's units enter at Entry Hex A (3120) and move along the trail toward Leetown.

3. Ousterhaus' Division's Movement Phase Marker:

Ousterhaus' units enter at Entry Hex D and move toward Leetown.

4. Union Combat Phase Marker: There are no Confederate units that project Zones of Control (hereafter ZOC's) into hexes occupied by Union units, nor are any Confederate units within range of Union artillery units, so there can be no combat.

5. Union Independent Movement Phase Marker:

- Bussey's Cavalry enters at Entry Hex D and moves toward Leetown.
- The 24th Missouri cannot move on Turn #1 (see Pea Ridge Exclusive Rules; 13.2).

6. Price's Division's Movement Phase Marker: Price's units have the choice of entering at either of the two "B" Entry Hexes (3104 and 3105)

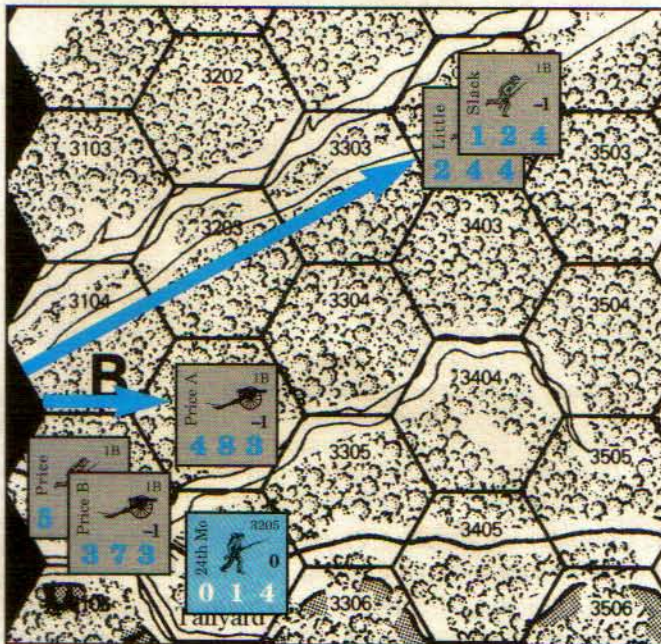
- Price's Brigade and the "Price B" artillery unit enter at hex 3105 and must immediately stop because they have entered the 24th Missouri's ZOC [$\frac{1}{2}$ MP].

Note: Throughout this example, the number of Movement Points expended by a moving unit will be recorded in brackets. Thus, [$\frac{1}{2}$ MP] means that the unit or units in question expended one-half of a Movement Point.

- Slack's and Little's Brigades enter at hex 3104 and move along the trail to hex 3402 [4 MP]. By this move the Confederate player is hoping to outflank any line that the Union player might try to form in front of Elkhorn Tavern.
- The "Price A" artillery unit enters at hex 3104 and then moves into hex 3204 [3 MP], where it must stop moving both because it has entered a Union ZOC and has expended all of its Movement Points.

7. Carr's Division's Movement Phase Marker:

- Dodge's Brigade moves from Pratt's Store (hex 4312) to hex 3707 along the Telegraph Road [4 MP].



The situation at the end of Turn 1

Game Turn Advancement Segment

The Game Turn marker is advanced into the Turn #2 space on the PEA RIDGE Game Turn Track.

Game Turn #2

Phase Marker Cup Segment

All of the Phase Markers that went into the Phase Marker Cup on Turn #1 go back into the cup. No new Formations arrive as Reinforcements on Turn #2, so no additional Phase Markers have to be put into the cup.

Operations Segment

1. Union Combat Phase Marker: The 24th Missouri must engage in combat with Price's Brigade, and the "Price A" and "Price B" artillery units because all three project ZOC's into its hex. However, since the 24th Missouri has an Attack Strength of 0 it must conduct an Automatic Retreat (see 6.2; Combat Resolution Procedure, Step #2). According to the Retreat Priorities (see 6.5), the 24th must retreat into hex 3306 since it is the only hex available that is both in not in an enemy ZOC (Priority #1) and in the direction of Friendly Lines (Priority #2).

Advance

After a unit conducts an Automatic Retreat, one enemy unit can Advance into the vacated hex. Since artillery units can never Advance (see 6.6), only Price's Brigade can advance into 3205, which it does.

2. Confederate Combat Phase Marker: Price's Brigade (5-8) attacks the 24th Missouri (0-1) because it is in the Union unit's ZOC. The Initial Combat Odds are 5-to-1, but the Wooded-Hill terrain in hex 3306 causes the combat odds to shift 2 columns to the left, yielding Final Combat Odds of 3-to-1. Both sides must now declare what Morale Rating they will use to resolve the combat. Since each side has only one participating unit from which to choose, the Confederate Morale Rating must be -1 while the Union Morale Rating must be 0.

Note: Throughout this example, the Attack and Defense Strengths of units that are participating in combat are recorded in parentheses. Thus, the listing "(5-8)" means that the unit in question has an Attack Strength of 5 and a Defense Strength of 8.

Combat Resolution Die Rolls

- The Confederate player's die roll is 6, modified to 5 by Price's Morale Rating. On the 3-to-1 odds column of the Attacker's Combat Results Table, a roll of 5 yields a Combat Result of "2R" (2 Step Losses and a Mandatory Retreat). Since the 24th Missouri can only absorb 1 Step Loss, it is eliminated and removed from the map.
- The Union player's die roll is 4 (the 24th Missouri's Morale Rating of 0 causes no modification), which, on the 3-to-1 odds column of the Defender's Combat Results Table, yields a combat result of "1" (1 Step Loss). Price's Brigade loses a Step and is flipped onto its back side.

Morale Check

- Because it lost a Step in the combat, a Morale Check must be made for Price's Brigade to determine if it must Retreat. On a lucky roll of 5, modi-

fied to 4 by Price's -1 Morale Rating, the unit doesn't have to Retreat (as it would have to have if the modified roll had been 3 or less).

Advance After Combat

- Because Price's Brigade didn't Retreat, it can advance into the hex (3306) vacated when the 24th Missouri was eliminated. However, the Confederate player chooses not to since he wants to keep Price on the road.

3. Carr's Division's Movement Phase Marker:

- Carr's Artillery enters as a Reinforcement at Entry Hex C and moves along the Telegraph Road to hex 4110 [3 MP].
- Dodge's Brigade moves to hex 3604 through hexes 3606 and 3605 [2 MP]. The Union player chooses this position because he wants to block both the Telegraph Road and the trail leading from Clemens' Farm to the Union HQ.

4. Price's Division's Movement Phase Marker:

- Price's Brigade moves along the Telegraph Road to hex 3505 [1½ MP], where it must stop since it has entered Dodge's Brigade's ZOC. Because Price's Brigade now projects a ZOC into the hex containing Elkhorn Tavern, the Objective Hex Control Marker is removed (neither side occupies the Tavern, but both project ZOC's into the hex, so nobody controls it).
- The "Price B" artillery unit moves along the Telegraph Road to hex 3505 [2 MP].
- The "Price A" artillery unit moves into hex 3105 and then to 3305 along the Telegraph Road [3 MP].
- Slack's and Little's Brigades occupy Clemens' Farm (3603), moving by way of hex 3503 [3 MP].

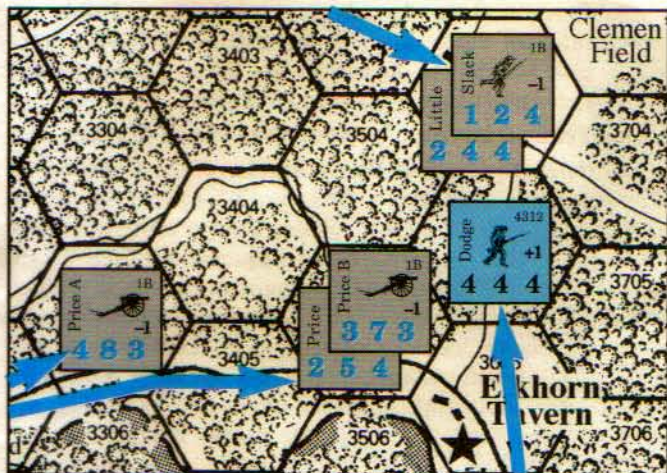
5. McCulloch's Division's Movement Phase Marker:

From this point onward we will no longer trace the activities of this and other Formations operating on the western flank of the battlefield.

6. Union Independent Movement Phase Marker:

Bussey's Cavalry is the only Independent unit currently in play and it is operating outside the scope of our interest.

7. Ousterhaus' Division's Movement Phase Marker



The situation at the end of Turn 2

Game Turn Advancement Segment

The Game Turn marker is advanced into the Turn #3 space on the PEA RIDGE Game Turn Track.

Game Turn #3

Phase Marker Cup Segment

All Phase Markers that were placed in the Phase Marker Cup on Turn #2 now go back into the cup. There are no Reinforcing Formations whose Phase Markers need to be added.

Operations Segment

1. Ousterhaus' Division's Movement Phase Marker

2. McCulloch's Division's Movement Phase Marker

3. Carr's Division's Movement Phase Marker:

- Dodge's Brigade does not move.
- Carr's Artillery moves to hex 3606 along the Telegraph Road [3 MP].
- Vandever's Brigade enters as a Reinforcement at Entry Hex D and moves to hex 3909 along the Telegraph Road [4 MP].

4. Union Independent Movement Phase Marker

5. Confederate Combat Phase Marker: Slack's (1-2), Little's (2-4) and Price's Brigades (2-5-4), and the "Price A" artillery unit (3-7) attack Dodge's Brigade (4-4). The Initial Combat Odds are 2-to-1 (Attack Strength 8 versus Defense Strength of 4), but the Final Combat Odds are reduced to 1-to-1 because of the Woods. All Confederate units have -1 Morale Ratings, while the Union player must use Dodge's Morale Rating of +1.

Combat Resolution Die Rolls

- The Confederate player's die roll is 4, modified to 3 due to Morale. On the 1-to-1 odds column of the Attacker's Combat Results Table, a roll of 3 yields a result of "1" (1 Step Loss), so Dodge's Brigade loses a Step and is flipped onto its back side.
- The Union player's die roll is 5, modified to 6 due to morale, yielding a "2R" (2 Step Losses and a Mandatory Retreat) Combat Result on the 3-to-1 odds column of the Defender's Combat Results Table. The Confederate player chooses to apply one Step loss apiece to Slack's and Little's Brigades, flipping them onto their back sides. All four Confederate units then conduct a Mandatory Retreat. Price's Brigade and the "Price B" artillery unit retreat to hex 3404 because, in keeping with the Retreat Priorities, this is the hex that is in the direction of friendly Lines and furthest from the greatest number of enemy units. For the same reasons, Little and Slack Retreat into hex 3503.

Morale Checks

- Because Dodge's Brigade suffered a Step Loss, it must roll a Morale Check to see whether or not it retreats. The roll is 4, modified to 5 by Dodge's +1 Morale Rating, so the brigade doesn't have to Retreat (see the Morale Check Table).
- Because Confederate units suffered Step Losses, Morale Checks must be rolled for all four Confederate units that participated in the combat (even

those that did not lose a Step) to determine if they must retreat *another* hex. All rolls are modified by -1 for the units' Morale Ratings. Little and Slack retreat to hex 3402 after failing their Morale Checks on modified rolls of 1 and 2 (respectively). The "Price B" artillery unit retreats to hex 3304 on a modified roll of 1, while Price's Brigade passes its Morale Check and stays in 3404.

Advance After Combat

- Although all Confederate units in hexes 3603 and 3505 retreated, Dodge's Brigade cannot advance because defending units can never Advance except after an Automatic Retreat.

6. Union Combat Phase Marker: No Confederate units project ZOC's into hexes occupied by Union units, and no Union artillery units have Confederate units within range, so there is no combat.

7. Price's Division's Movement Phase Marker: Despite the beating that it just took, Price's Division gamely advances into contact once again.

- The "Price A" artillery unit moves to hex 3505 along the Telegraph Road [1 MP].
- Price's Brigade moves back into hex 3505 [2 MP].
- The "Price B" artillery unit moves into hex 3404. The unit can do this despite the fact that the move costs 4 Movement Points [2 for the Woods +2 for the Creek] and its Movement Point Allowance is only 3, because the Movement Procedure rules (see the first exception in section 4.2) say that a unit can always move at least 1 hex per Movement Phase.
- Little's and Slack's Brigades move through hex 3403 and on into hex 3504 [4 MP].

Phase Marker Cup Segment

All of the Phase Markers that were in play last turn go back into the Phase Marker Cup, along with the Movement Phase Marker for Davis' Division, which arrives as a Reinforcement this turn.

Operations Segment

1. Carr's Division's Movement Phase Marker: The Union player gets lucky and moves first once again.

- Dodge's Brigade stands in place, single-handedly contesting control of Elkhorn Tavern and blocking both routes into the Union rear.
- Carr's Artillery also remains where it is so that it can block Confederate flanking moves over the southeastern tip of Pea Ridge.
- Vandever's Brigade moves to hex 3707 along the Telegraph Road [1 1/2 MP], then turns off into hex 3706 [an additional 2 MP].

2. Union Independent Movement Phase Marker:

- Bowen's Cavalry enters as a Reinforcement in Entry Hex C and gallops along the Telegraph Road to hex 3606 [6 MP].
- The Independent artillery unit enters at Entry Hex C and moves along the Telegraph Road to hex 4110 [3 MP].

3. McCulloch's Division's Movement Phase Marker

4. Union Combat Phase Marker: Dodge's Brigade must conduct combat against all four Confederate units that project ZOC's into its hex. Since the Initial Combat Odds are 1-to-4 even before taking the Woods terrain into account, the Union player decides to have Dodge conduct an Automatic Retreat. According to the Retreat Priorities, hexes 3705 and 3704 are equally valid alternatives (both are in the direction of Friendly Lines and are equidistant from the greatest number of enemy units), so the Union player chooses to fall back into 3705 since this keeps him adjacent to Elkhorn Tavern.

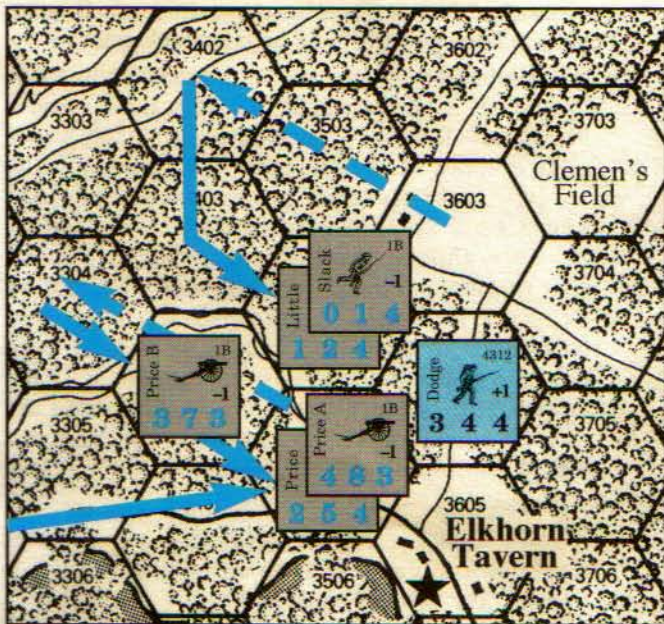
Note: The actual combat odds are 1-to-6 (Attack Strength of 3 versus Defense Strength of 16), but combat odds of less than 1-to-4 are always resolved on the 1-to-4 column on the Combat Results Tables.

Advance

- Price's Brigade advances into hex 3604. As infantry units, Slack's and Little's Brigades were also eligible to Advance, but Price's Brigade was chosen because it was the strongest.

5. Ousterhaus' Division's Movement Phase Marker

6. Confederate Combat Phase Marker: The Confederate player declares that Price's Brigade (2-5-4) and the "Price A" artillery unit (4-8-3) will engage Dodge's Brigade (3-4-4). Because the artillery unit is Bombarding (see 7.1) a non-adjacent hex, its Attack Strength is halved to 2. The Initial Combat Odds are 1-to-1, but the Woods would reduce the Final Combat Odds to 1-to-2. Unwilling to virtually guarantee the elimination of his strongest remaining infantry unit with only a 50-50 chance of polishing off Dodge's Brigade, the Confederate player decides to conduct an Automatic Retreat. Price's Brigade retreats to hex 3505 because it is towards Friendly Lines (priority #2) and



The situation at the end of Turn 3

Game Turn Advancement Segment

The Game Turn marker is advanced into the Turn #4 space on the PEA RIDGE Game Turn Track.

will not exceed the Stacking Limit (priority #3), although the Retreat is not into the hex furthest from the greatest number of enemy units (in violation of priority #4).

Bombardment Attack

- At this point Dodge's Brigade would normally have an opportunity to Advance into the hex vacated by Price's Brigade. However, since the "Price A" artillery unit is participating in the combat, it now conducts a Bombardment Attack against Dodge (the Confederate player hopes to roll lucky and eliminate Dodge, thus preventing him from advancing back into 3604 and blocking access to the Tavern). The Initial Combat Odds are 1-to-2, but the Woods terrain reduces the Final Combat Odds to 1-to-3. The Confederate Player must use the artillery unit's -1 Morale Rating. The Union player, on the other hand, doesn't choose a Morale Rating because no roll is made on the Defender's Combat Results Table when resolving a Bombardment Attack.

Combat Resolution Die Roll

- The Confederate die roll is 4, modified to 3 due to Morale. On the 1-to-3 odds column of the Attacker's Combat Results Table, this yields a result of "-" (No Effect).

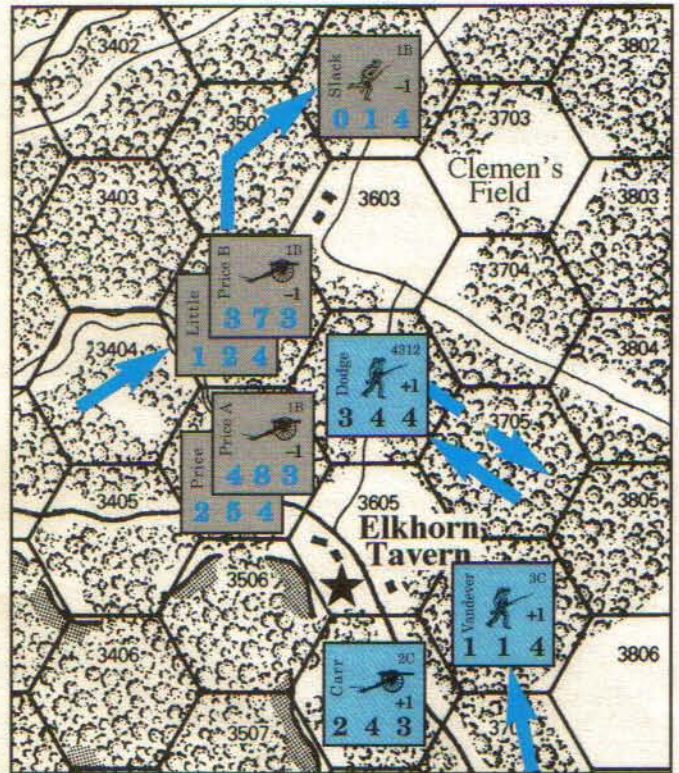
Advance

- Dodge's Brigade advances back into hex 3604.

7. Davis' Division's Movement Phase Marker: White's and Pattis' Brigades and Davis' artillery enter at Entry Hex D and move off toward Leetown.

8. Price's Division's Movement Phase Marker:

- The Confederate player marches Slack's Brigade to hex 3602 by way of hex 3503 [4 MP] in order to start another flanking move, and to free up stacking space in hex 3504.
- The "Price B" artillery unit moves into the space conveniently vacated by Slack's Brigade in hex 3504 [2 MP].



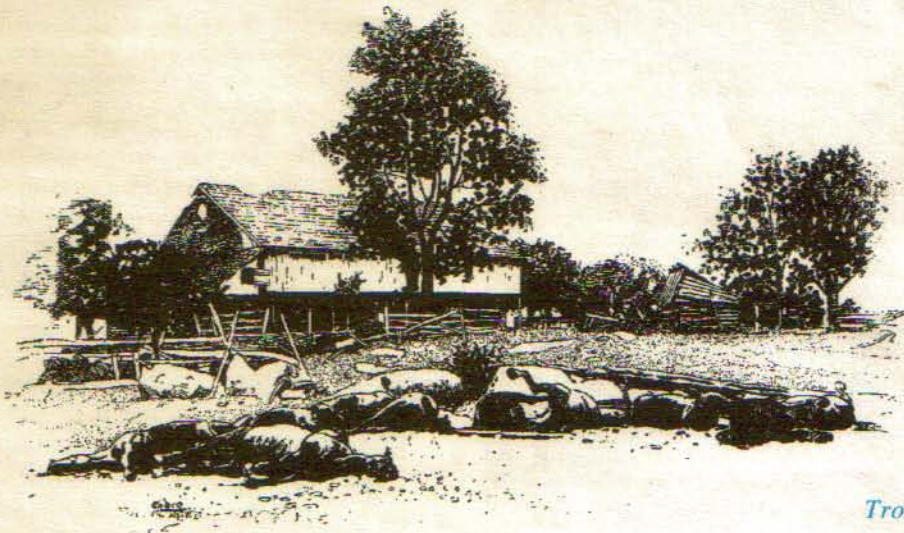
The situation at the end of Turn 4

Game Turn Advancement Segment

The Game Turn marker is advanced into the Turn #5 space on the PEA RIDGE Game Turn Track.

POSTSCRIPT

At this point we break off our account of the Battle of Pea Ridge. Four turns is enough for our purposes because we have had an opportunity to portray the workings of all of the basic rules systems, as well as covering a couple unusual situations (for example; the Bombardment Attack conducted by the "Price A" artillery unit during the Confederate Combat Phase of Turn#4, after Price's Brigade had Automatically Retreated). Thus prepared, first-time players of ACROSS FIVE APRILS will find the rules much easier to digest.



Trostle Farm, Gettysburg

THE GENERAL

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1. All questions must be accompanied by a stamped, self-addressed envelope bearing uncanceled U.S. postage sufficient for first class mail. Foreigners unable to secure U.S. postage may purchase an international Reply Coupon sufficient for return postage from their local Post Office. Questions cannot be returned inside other ordered merchandise—keep your questions separate from orders.

2. Do not ask questions for more than one game. If your letter has to go from one designer to another the chances of it being lost or delayed are greatly increased.

3. Identify the game you are asking about. Do not refer to grid-coordinates. You must provide an illustration of any map situation you refer to.

4. Do not ask questions on design or historical subjects. This type of material is best covered in our magazine: *THE GENERAL*. Purchase of the recommended special issue of the magazine pertaining to this game should prove helpful.

5. Do not ask us to rewrite a rule for you or to explain it in other terms. We do not have the time to write individual essay responses to vague questions, nor can we possibly do so with any better results than the version you currently possess which underwent several carefully prepared drafts. Therefore, please phrase your questions in a YES/NO format and refer to the proper rule numbers when posing a question.

6. Please take the time to see if you can answer your own questions. A rereading of the rules will usually clarify most situations. The vast majority of questions we receive are clearly answered in the rules. When writing to us, pose your questions carefully in a YES/NO format. Many questions are so ambiguously worded that they are impossible to answer precisely.

Send to: **GAME QUESTIONS**
ACROSS FIVE APRILS
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