Pub

Battles

Rules of Play ™

3.0

**COMMAND
POST GAMES**
™

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Credits

Pub Battles
Rules of Play 3.0

Introduction

These rules explain the basics of how to play turns, movement and combat.

The **Scenario** will provide details on Order of Battle (sticker placement), Map, Setup, Reinforcements, Victory Conditions and any special rules for that battle.

You will find details on Order of Battle (stickering blocks), Setup and Victory Conditions and any special rules for a battle in the Scenario.

The Pieces

See the Order of Battle (OB) in the Scenario for pictures of the different piece types.

Purpose

What are the different pieces for?

This Piece,	Can...
HQs	Command pieces to Move / Attack and Alter the move order.
Cavalry	Move fast & can screen / delay the enemy's advance.
Artillery	Bombard from a distance or bolster your defense.
Infantry	Do all your basic fighting in the battle.

Status

Pieces begin the game **Fresh**. Taking Hits in combat or retreating can flip them to **Spent**. They can Rally to Fresh later by not moving.

How the Turns Work

Playing a Turn

Usually, several Commands, (Corps or Wings) make up an Army. (-see OB) Each Command has a corresponding Command Chit. As you randomly pull these Chits, the Commands move on the field.

You resolve combat at the end of the turn after all Chits are gone.

Resolve each turn as follows:

| Step	Action
1	Place all Command Chits in a cup.
2	Pull a Command Chit randomly from the cup.
3	Move pieces from that Command.
4	Repeat Steps 2 & 3 until cup is empty.
5	Resolve Combat between all enemy pieces in contact.
6	Start a new Turn.

How the Pieces Move

Moving

Pieces simply move on the map up to their max range -see Terrain Effects chart.

Pieces can....
- **Move where the majority of the piece can fit.**
- Be in only 1 type of terrain: the type under the **majority of the piece**.
- Not stack on top of each other.
- Move through friendly pieces but not enemy.
- Must move in the direction they are Facing and maintain their Facing while moving.
- Change their facing once at any time during their move (rotate from the center point). Each additional facing change uses up **1/3** of their movement.
- Move obliquely up to a **45°** angle.

45°   Oblique Move

HQs
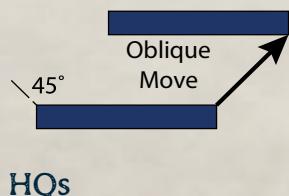
Command Range

HQs cannot attack, be attacked or overrun and do not block movement. Simply push them back towards their lines as you move.

Army HQs with no chit can move once per turn with any friendly command.

To attack, a piece must begin it's move within **1/3 cavalry move** of its HQ. **Move HQs first**, THEN determine command range.

Army HQs can also Command Attacks, with any friendly pieces.

Road Column

Pieces in Road Column can move faster (**x2**) but become stretched out and vulnerable to attack. Pay 1/3 move to change into or out of Road Column. Turn piece lengthwise along the road. While moving in Road Column:
- Ignore terrain and facing changes while moving along same road.
- You cannot move through friendly pieces while moving along the same road.
- You cannot move into an enemy FoF.

FoF
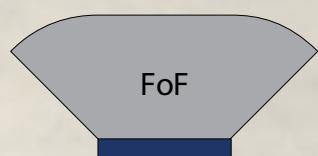
Field of Fire

Infantry, Dragoons and Artillery project a Field of Fire (FoF) out to their **front**, within a **45°** arc, to a range of 1/3 Foot move, limited by Line of Sight.

How to Attack

Fire Fight: Advance to put the enemy in your FoF.
Melee: Move so that the majority of the pieces are in contact as shown.

Moving Intent

In general, a Combat is between 2 opposing pieces. Players should move in such as way as to make this intent clear. You should not purposely move to obscure or confuse the game. For example, moving so that you are:
- equally in two types of terrain at once.
- equally attacking 2 pieces at once.
- half in Fire range, half out.

If the opponent moves in this manner, you may relocate his piece within 1/3 foot move to the terrain of your choice.

Examples of moves that are not allowed:

Examples of moves that are preferred:

Bombardment

Instead of moving, **Fresh** artillery can change facing and fire once at a target in its FoF. **Bombardment cannot destroy pieces**.

Line of Sight
LOS

> *The Max range you can see: 1 Foot Move.*

To Bombard, artillery must be able to 'see' their target. Woods, Buildings, Hills and pieces block line of sight. You can see into Woods and Buildings up to the thickness of a piece: 3/8". You can see onto a Hill up to the center crest line.

While on a Hill, you can see over Woods, Buildings or a lower Hill IF you are closer to those blocking objects than the target.

ID Type

If you can spot a piece, the enemy must reveal the **type** upon request: Inf, Cav, Art.

Rally

Instead of moving, a piece may Rally: rotate to Fresh and change facing. A piece cannot Rally while in contact with the enemy or in enemy FoF.

Ineffective

A Command that has suffered 50% losses (killed pieces) is Ineffective.
Result: The pieces from this Command can no longer Rally.

Move Examples

The center Red piece is in clear terrain. It can attack the center Blue piece because the majority of the piece can fit past the right Blue piece. It cannot flank attack the right Blue piece because the majority of the piece cannot fit there. The right 2 Red pieces could attack the right Blue piece in support. The left 2 Red pieces could attack the center Blue piece in support.
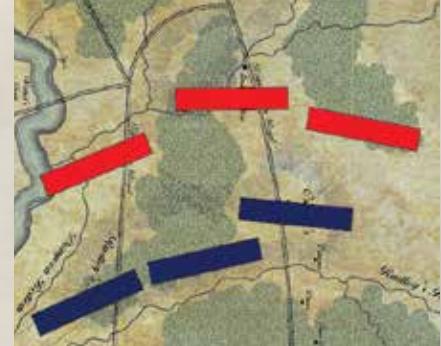
> *Can the Red attack across the river?*

> *Yes! Simply move them forward as shown.*

> *Can the Blue flank the Red?*

> *No. There is not enough room. Majority of piece is in or past river.*
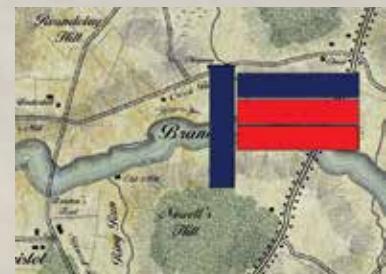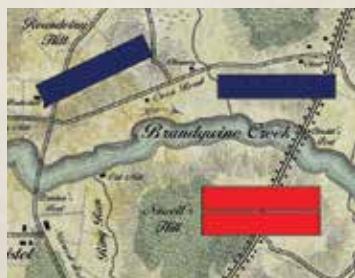
How to Resolve Combat

> *Combat is a battle of nerves. It continues until one side is destroyed or retreats.*

Definition

A Combat, is two opposing pieces in Melee (contact) or a Fire Fight (in FoF).
The Attacker is the piece that moved creating the Combat.

Order

Resolve Combats one at a time in Rounds with opposing pieces firing at each other simultaneously. As lead pieces retreat or are destroyed, follow on pieces behind them may become involved in the next Round. Continue rounds until the Combat is broken: there are no opposing pieces remaining in contact or FoF. Then resolve the next Combat until there are none left.

Process

The side with the better Command Ratings chooses the order.

Resolve Combat in Rounds as follows:

Step	Action
1	Defender and Attacker roll dice and apply hits simultaneously. Pieces only roll IF they had a target at the beginning of the Round.
2	Defender may Retreat or stay for another round.
3	Attacker may Retreat or stay for another round.
4	Repeat until Combat is broken.

Rolling Results

Each piece, rolls dice as follows:

Piece	Melee Dice	Fire Dice
Infantry	3	2
Artillery	3	3
Cavalry	3	0
Dragoons	2	1

Applying Hits

Results of 4 or higher inflict hits.
Terrain Effects may modify results -See Chart

Artillery

Artillery Fires First: Apply their hits first, then other pieces return fire.
Artillery forced to retreat (as a result of hits) in Melee, is destroyed.

Apply each hit to the target enemy piece as follows:

Piece	Result
Fresh piece	is flipped to Spent
Spent piece	must retreat
Already Retreated piece	is destroyed

Hits are cumulative. So 2 hits on a Fresh piece, flip it and force it to Retreat.
3 hits on a Fresh piece (or 2 hits on a Spent piece) Destroy it.
Excess hits are wasted. Do not apply them to other pieces.

Combat Example
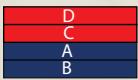
Round 1

A and C roll 3 dice in Melee. C is destroyed with 3 hits. B and D cannot fire.
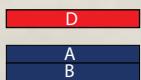
Round 2

A and D roll 2 dice in Fire. If D is destroyed or retreats, the combat is over. If A is destroyed or retreats, B and D will Fire at each other for a 3rd round.

Unit Quality

- **Elite** pieces absorb the first hit **in a combat** with no effect.
- **Militia** pieces count their first hit **in a combat** as 2 hits.
  The first absorbed hit from a bombardment does not carry over to combat.

Retreat

The Piece must turn about and make a **1/3** move, **ignoring terrain costs**, back and away from the combat, enemy positions and out of enemy FoF.
- If unable to do this because of enemy pieces or impassible terrain, it is destroyed.
- If friendly pieces are in the way it can simply retreat further.
- A voluntary retreat also flips Fresh pieces to Spent.

Cavalry Withdrawal

Defending Cavalry may retreat before combat IF in contact with Infantry. Cavalry in Road Column cannot Withdrawal.

Flanking Attacks

Attacking an enemy's flank gives you die roll modifiers. Flanking often puts 2 or more pieces in your FoF and results in multi-piece combats. This is allowed for flanking attacks.

Blue can fire at either Red piece with a -1 mod.

FoF

Red Flanks Blue.

You Flank the enemy IF they are in your FoF but the majority of your piece is not in the enemy's FoF.
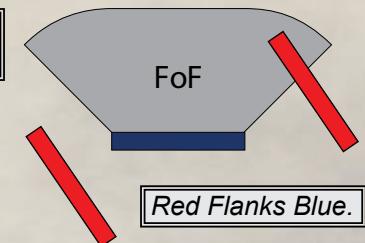
Pieces do not normally fire outside their FoF. IF you are Flanked, you may fire at a piece on your flank with a -1 modifier.

Combine nearby Flanking attacks into a combined Combat as applicable.
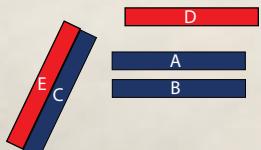
You can only fire at one target per round. If you have multiple targets, you must select and declare before you roll. Treat all pieces as firing simultaneously. Any excess hits are wasted. Example:

Round 1: A and D fire at each other. C and E Melee.
B cannot fire. C is destroyed.
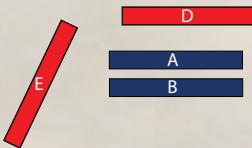
Round 2: D can only fire at A. E can fire into the flank of A or B.
A can fire at D or at E with a -1 modifier.
B can fire at E with a -1 modifier.

How to Alter Turn Order

Definition

Once per turn, each HQ may attempt to alter their move sequence by rolling their rating or less: Find the HQ ratings in the Scenario.

Types

Delay Move	Return your just pulled chit to the cup AFTER you draw a new one.
Move Now	Jump ahead in sequence and move before the pulled Chit. Other HQs may then attempt to move before this.

Flip the HQ, name side up to show it has already rolled this turn: Spent.

Note: The Army Commander can also roll for one of his Commands if he is within Command Range of that HQ. (1/3 Cav move)

Optional Hidden Reserves

Purpose

After your first game, we strongly recommend this rule. It adds true Kriegg-spiel style Fog-of-War, without the need of an umpire.

Cut out and fold the Reserve Cards (1 for each HQ). The Reserve Cards remain off board and act as a screen to hide your pieces from the enemy.

Your pieces on the board and even other entire Corps can move onto Reserve Cards by moving 'into' the matching HQ. They move out of Reserve by placing them on the board by the HQ and conducting a regular move.

The HQ marks the location of pieces that are **closest to the enemy**. Consider all pieces in Reserve to be within 1/3 Cav move at or behind the HQ (away from the enemy).

HQs can only move at the speed of the slowest piece they have on their card.

Pieces can begin the game in Reserve.

Army HQs can also hold pieces in Reserve.

Pieces can remain hidden in Reserve, as long as the HQ cannot be Spotted by the enemy.

If the HQ is Spotted, all of its Reserve pieces must be placed on the board AFTER the move is complete.

If an HQ is moving along a road at column speed, treat all pieces in reserve as in Road Column. If that HQ stops for a turn or only moves 1/3 of a Foot move, then treat all pieces as in combat formation.

Pieces moving in Reserve must still comply with all normal movement rules. You cannot use the Hidden Reserve as a way to move pieces further than they could normally.

Reassignment

Before the game starts, you can reassign pieces to other commands. Simply note which units are attached to which commands. Treat them as a regular

part of that command for the entire game.

Command Size Limits   Min: 2 pieces
Max: Largest historical Command of that army (see OB), +1 piece

Optional Baggage Trains

Purpose

Baggage Trains introduce logistical conundrums. They are vulnerable, necessary for sustaining attacks and clog the roads.

> *Cavalry does not normally require Baggage to Rally.*

Inf and Art must be within 1/3 Mounted move of a Baggage Train to Rally. Baggage Trains in contact with the enemy at the beginning of Combat are automatically destroyed.
Each Baggage Train can only **Rally 1 piece per turn**.
Destroyed Baggage Trains count double for victory.

Optional Multi Player Rules

Purpose

These simple rules recreate most of the command communication problems of Kriegsspiel, without Umpires and tracking written dispatches.

Each player controls 1 or more HQs.

Limited Communications

Players can talk freely before the game. During the game players can only '**Communicate About the Game**', IF their HQs are touching.

"Communicate"

This includes any and all forms, both verbal and non-verbal. Such as: groans, sighs, eye rolling, nodding, smiling, frowning, staring, etc.

"About the Game"

This means anything to do with the game strategy or situation. Unrelated social small talk is allowed, as long as it is not used as secret communication.
•You can ask questions about the rules and mechanics of game play. Players can answer for clarification.
•You cannot 'ask questions' as a way of communicating with a player, so as to prompt him to avoid a threat.

Penalty

Immediately announce when you catch a player in violation of this rule and record.
For each violation you catch, you get 1 die, Re-Roll to use at anytime during the game.

Optional HQ Alter

Purpose

In real command, the clock is ticking. Do you want to get the jump on the enemy? Then you better assess and decide quick. This rule is tense, fun and trains you to think like a real commander.

> *Tip: Start thinking ahead. You have time to plan your 'quick responses' while the enemy is moving.*

Rather than the usual die roll for Altering, use these rules:

Every HQ can attempt to Alter the sequence EVERY chit pull, as long as that HQ hasn't moved yet this turn.

There is no die roll. There can only be 1 Alter per Chit Pull. (excepting ties)

The first HQ that announces its Alter is successful. All others fail.

You must announce the Command and the type of Alter. For example:

"First Corps, Delay"

"Eleventh Corps, Jump"

You must say it clearly and discernibly. No mumbling.

Whatever you say, you MUST do. You can't blurt something random out and then decide what you really want to do later.

In a tie, BOTH HQs Alter. Roll a die to determine which goes first.

You can Jump if your Chit was pulled. This prevents another Command from Jumping ahead of you, IF you say it first.

> This works really well for Multi-Player games.

Optional Written Orders

Purpose

Many have the impression that written orders are a tedious hassle. If done right, they can add a lot of realism and fun to the game. The goal here is not so much to 'win' but to Role Play the key officer's positions while learning about history, teamwork, leadership and command.

Location

A Location is simply an area on the map, with the diameter of 1 full Foot move. Specify the Location by a name on the map.

Examples: "Birmingham Hill", "Sunken Road", "Chadd's Ford".

SOP

Each Command is in a Location. They can deploy, move and attack within their Location to control and defend it from the enemy. If forced out of their Location, they will fall back and hold until they can recapture it. None of this requires orders. All Commands will do this normally.

Orders

Moving to a new Location or attacking to take an enemy Location requires Orders. Orders do not specify exactly how to move and face each piece. Instead, they order a Command to attack or move to a new Location.

Examples

"Attack Culp's Hill."

"Move SE along Old Post Road to Miller farm."

Move Vs Attack

A 'Moving' Command will halt upon meeting the enemy and will NOT try to take their Location.

When

At the beginning of each turn, Army Commanders have 3 minutes to write new orders.

Delay

Orders become effective 1 turn later IF the distance to that HQ is within 1 Mounted move. Delay the order 1 turn for each extra Mounted move.

Initial Orders

It is usually best to have only the attacking side start with initial orders. The defending side can start writing orders as the game begins.

2 Player Kriegsspiel

This works best if a different person has to interpret and implement the orders. If you only have 2 players, you can randomly assign Commands to each player. So the Blue Army Commander will control half of the Red Commands. The Red Commander will control half of the Blue Commands.

Solitaire

Tip: Try to run each Command by their orders, knowing only what they would know.

Written Orders make for a great Solitaire game. Write out 3 different sets of initial orders for the attacking side. Randomly pick which set to use AFTER you setup the defender and start playing.

Pub Battles

Terrain Effects

	Movement	Combat
Woods	Reduced.	Cover for Defender.
Buildings	Pieces in Buildings become Spent and cannot Rally.	Cover for Defender. Defenders cannot be Flanked.
Hills	Reduced to cross a slope.	Cover for Defender if Attacker moved from lower ground.
Streams	Reduced to cross.	No effect.
Rivers	Reduced. Cross only at bridges or fords.	Treat pieces attacking across a River as flanked for 1st round only.
Marsh	Reduced. No Artillery or Cavalry	No effect.
Road Column	Pay 1/3 move to change. 2x	Treat as Flanked for combat.
Flanking	N/A	+1 to die rolls if firing at the flank of a piece. -1 to die rolls if firing at a piece on your flank.

Reduced
Moving through any or all of the difficult terrain types, reduce movement by 1/3.
This is in addition to any Formation & Road Column change costs.

Cover
-1 to Attacker's die rolls if the Defender has Cover.
Woods on a Hill is still -1, not -2.

Rates of March

Foot

Mounted