

# *Cards of Combat® System*

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## *Rifles, Railroads and Rebellions®*

Fast Play Wargame for the American Civil War and  
Later 19th Century Conflicts  
Version x.1

by  
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## I. Introduction



*Rifles, Railroads and Rebellions®* is based upon the *Cards of Combat® System*. This system combines traditional wargaming with card based gaming. Each unit is represented by a *Combat Card®* which is 5 cm wide and 3 cm deep. Each card represents an independent unit, whether a brigade, regiment or battalion size force, depending upon the period. The card will contain an artistic rendition of the

unit, the basic information about the unit, and any special weapons or abilities.

*Rifles, Railroads and Rebellions®* uses

- a simple command structure to manage battlefield movement without dealing with morale or having the players issue orders,
- a troop grading system so that better trained more effective troops can have an advantage over poorly trained less effective troops, and
- a method to account for casualties and losses without an overly complicated accounting system.

*Rifles, Railroads and Rebellions®* is an abstraction. A base in the game does not necessarily equal a particular unit type, formation in the field, or a specific number of soldiers. Each base is a representation of force, and as such issues such as the size of one battalion, regiment, brigade, or squadron should be set aside. The player should concern himself with tactics such as troop placement, command access, gun placement and terrain features. The goal is to recreate the “feel” of the period, not necessarily every detail of it.



## II. Equipment and Scales

### Scale

*Rifles, Railroads and Rebellions®* uses *Combat Cards®* that are 5 cm wide and 3 cm deep to represent a combat unit. This measure will roughly equal 500 meters wide by 300 meters deep although in reality it represent more an element of area of a units control. It will include the area in front of the unit, and the area to the rear of the unit.

### Army Size and Troop Representation

*Rifles, Railroads and Rebellions®* employs an army point system to help players compare troop types, army composition, and scenario development. An army can consist of 50 or more points of troops depending upon the scenario. The Army Point System is described later.

In *Rifles, Railroads and Rebellions®* troops will be organized into “units”. Each unit will be represented by a *Combat Card®*. A *Combat Card®* does not necessarily represent a fixed number of soldiers. A *Combat Card®* of Regular Infantry may represent the equivalent of an American Civil War brigade or some other similar sized unit. Since brigades, battalions and other units varied in size each unit must be viewed with a certain degree of abstraction.

### Playing Area and Ground Scale

The optimum playing area is 1 to 1.25 meters wide by 1 meter deep, and will reflect an area roughly 10 to 12.5 kilometers wide and 10 kilometers deep. In other words, 1 cm reflects 100 meters of the battle field. These are only suggestions. Many players may find it advantageous to use a different sized gaming areas or different scales.



### Dice and miscellaneous items

All dicing uses 10 sided dice (or hereinafter D10). Markers will be needed to indicate when a Unit is in Disorder. Almost any marker is appropriate for this (i.e., coin, etc.). Other markers will be required to keep track of casualties or losses. Small rubber bands or some kind of stackable marker should work well since each unit may incur any number of “casualties”. Like the units, casualties do not represent a fixed number of soldiers killed, wounded, or missing, but represents a loss of unit effectiveness.



### III. Troop Definitions

Regular Infantry represents the standard infantry armed with a musket or rifle, and can be classed as Inferior, Average and Elite. Included within a unit of Regular Infantry will be whatever skirmishers that a unit may possess. These may simply be troops in 'open order' assigned the task of scouting or screening, or a specific type of soldier trained to fight as light infantry. Infantry can shoot.

Command Unit represents either the General or another sub-commander in the army. The Command Unit facilitates movement and combat. Treated as Mounted, and cannot shoot.

Cavalry represents the vast majority of mounted troops, and can be classed as Average or Elite. Although Cavalry may be armed with firearms they will be used at such close range as to be considered part of a Melee. Therefore they cannot shoot unless they are specifically allowed to dismount and be treated as Regular Infantry. The unit's *Combat Card*® will indicate if a Cavalry unit is allowed to dismount, and a second *Combat Card*® will be used to replace the Cavalry unit until it remounts.

Light Cavalry represents Cavalry which fight in open order. Always Average, and like Cavalry they cannot shoot.

Artillery represents the majority of field artillery available to most armies. A "unit" of artillery in this game is an abstract representation of "firepower" more than a particular military formation or number or type of guns. Treated as Infantry, and obviously can shoot.

Heavy Artillery represents the larger field artillery that were rare on the battlefield but very effective. Can shoot.

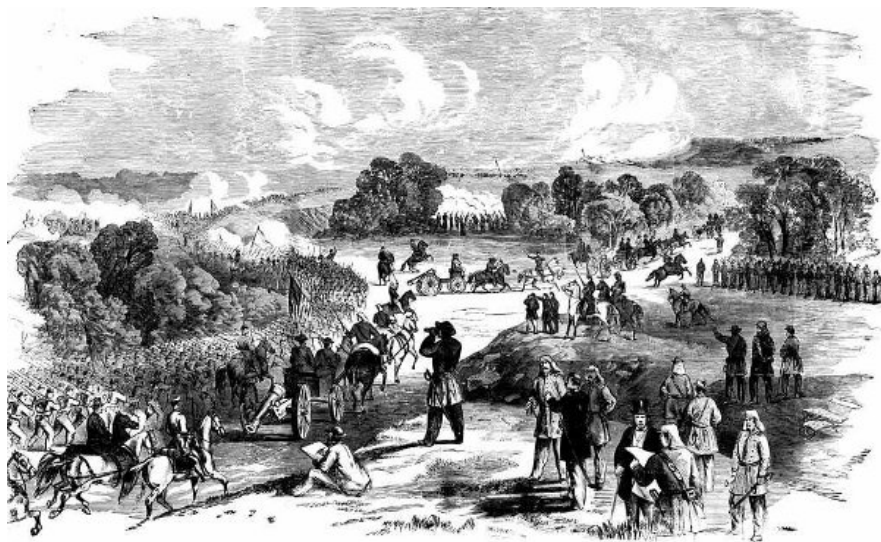
Horse Artillery represents the "fast" artillery that is drawn by horses. Can shoot.



## Specialty Troop Types:

Snipers focus on killing enemy combat commanders and generally harassing enemy units. Although the appearance of Snipers and Sharpshooters began to be more common and accepted in many of the armies of the period, there should not be too many of these units in any army.

Combat Engineers have the ability to build roads through rough terrain, and build field fortifications. They cannot shoot.



## IV. Army Point System

Armies shall be constructed using a point system as follows:

<b>Command Units:</b>		<b>Mounted Units:</b>	
Brilliant General	6	Cavalry Unit, Average	2
Average General	5	Cavalry Unit, Elite	3
Inferior General	4	Light Cavalry*	1
Brilliant Sub-Command	4		
Average Sub-Command	3	<b>Artillery:</b>	
Inferior Sub-Command	2	Basic Unit	3
		Heavy Artillery	4
		Horse Artillery	4
<b>Regular Infantry Units:</b>		<b>Specialty Troops Unit:</b>	
Inferior	2	Snipers*	1
Average	2.5	Combat Engineers*	1
Elite	3		
Dummy Units <sup>#</sup>	0.5		

\* (always Average)

<sup>#</sup> (Dummy Units are used to confuse an enemy during deployment. Once they are within range of the enemy's view they are removed from play.)

In addition to the above points for unit types, units with advanced weapons and special abilities are provided for. (Example a Cavalry unit armed with a Sharp Carbine with the ability to dismount and fight as Regular Infantry will cost 1 extra point for the ability to dismount in battle, .5 extra points for each additional volley it gets per Round (which will be 2 extra volleys for the Sharp for 1 extra point), and .5 extra points for each 100 meters of range in excess of 100 meters (which will be an extra 200 meters or 1 extra point). As such instead of costing 2 as described above, this Cavalry unit will cost 5. On the other hand, an average Cavalry unit that has the dismount ability, but not armed with an advanced weapon, will only cost 3 points. These point issues will be printed on each *Combat Card*®.

Following is a non-exclusive, non-exhaustive, list of point costs for advanced weapons and special abilities:

Cavalry Dismount:	1.0 point
Multiple Volley:	0.5 for each additional volley per Round
Additional Range:	0.5 for each 100 meters of range in excess of 100 meters.

Further abilities and advanced weapons will be described in the appendices regarding weapons and army lists, and upon the *Combat Card*® in question.





## V. Combat Rules

### INITIAL DEPLOYMENT

There are many ways to initially deploy depending upon selected scenarios and the wishes of the players. Here is one traditional system that works:

1. Both sides dice.
2. The low scorer chooses the terrain from that available and places it on the game area. The lower scorer now can either flip a coin to determine which side he gets, or roll a die.
3. The low scorer deploys all his *Combat Cards*® within 1000 meters (10 cm) of his base edge or of it is a shore line the water's edge. All the *Combat Cards*® will be placed face down. Then the high scorer deploys all his *Combat Cards*® in the same manner.

Optional Deployment: A player may set aside up to one third of his *Combat Cards*® as a Reserve Force. This can include dummy cards that are counted the same as other cards for this calculation. However, there must be at least one Sub-Command Unit included in the Reserve Force.

Different scenarios may require a different method of initial deployment. Feel free to improvise.

### SEQUENCE OF PLAY

At the beginning of each game all of the *Combat Cards*® are placed face down. This represents the "fog of war". You know the enemy is out there, but you do not know exactly where they are, their numbers, or what type of troops they have. Until a unit comes within 2 kilometers (20 cm) of a *Combat Card*® it stays face down. *Combat Cards*® that are face down can only move at a specific rate. If you want to use a higher rate of movement available to your unit, such as for Light Cavalry, you have to first turn that *Combat Card*® face up thus identifying it to the other player. Once a *Combat Card*® is turned face up remains face up for the rest of the game.

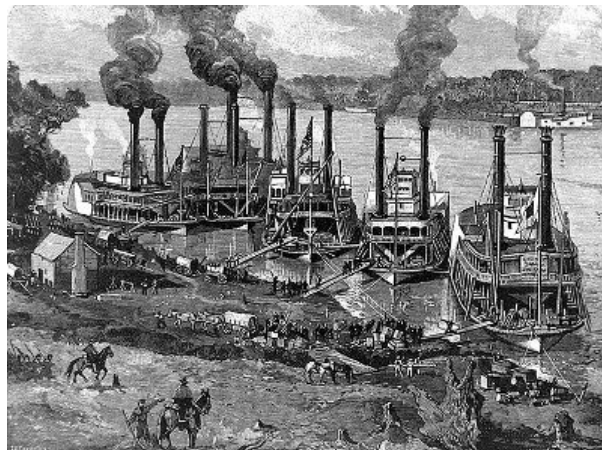




The Game is played in Rounds, and each Round is made up of the following Sequences with the High Scorer going first:

1. Player Rolls for Initiative Points.
2. After the first Round, if the Player has a Reserve Force and wishes to bring it onto the field he may do so by first declaring where he wishes this force to come onto the field; his base edge, his left flank, his right flank, or his enemies base edge. He then rolls a D10: a force arriving on his base edge requires a roll of 5 or higher, on either flank requires a roll of 7 or higher, or along the enemies base edge requires a roll of 9 or 10. All units must be placed with the cards face down within 1000 meters (10 cm) of the edge. There is no penalty for a failed attempt other than the Reserve Force does not come onto the field. Another attempt can be made during another Round.
3. Player then moves according to the number of Initiative Points he rolled.
4. Resolve Combat:
  - Those units, on both sides, who can shoot must do so in any order desired by the Moving Player.
  - Units in contact enter into Melee in any order desired by the Moving Player.
5. Sequence 1, 2 and 3 are repeated by the other player.

The Round is over. Repeat.



## MOVEMENT

### Field Movement

Movement for each player is determined by using the player's Initiative Points. For each point the player can move either a single unit, a Command Group, a Column, or a Line. An extra point will be needed for the following circumstances:

- if the move includes artillery that is not within a Command Group.
- if all of a unit, a Command Group, a Column or a Line is within the general's line-of-site (LOS), but more than 2,500 meters (25 cm) from the general's unit.
- if all of a unit, a Command Group, a Column or a Line is outside of the general's line-of-site (LOS) and more than 1,000 meters (10 cm) away.
- if the general has been lost.

**Command Group** - A Command Group is composed of any and all Units, Columns, or Lines which are at least partially within the command range of a command unit such as a General or a Sub-Command at the beginning of the Round. The command range is measured from the edge of the base of the command unit. Different Commands have different ranges:

- A Brilliant General has a command range 1,500 meters (15 cm).
- An Average General or a Brilliant Sub-Command has a command range of 1,000 meters (10 cm).
- An Inferior General or an Average Sub-Command has a command range of 500 meters (5 cm).
- An Inferior Sub-Command must be in actual contact with the Units, Columns or Lines in order for them to be considered part of its Command Group.

Each unit within the Command Group can make individual moves independently from other units in the Command Group as part of the single initiative point for the Command Group.



**Column -** A Column is composed of at least two units formed one base width wide directly in contact behind one another at the beginning of the Round. A Column can be composed of different troop types, but may not include Snipers and/or Combat Engineers.

**Line -** A Line is composed of no less than three combat units of the same type (other than artillery, Snipers and/or Combat Engineers which cannot form a line) formed in a line contacting unit to unit, front base corner to front base corner, facing in the same direction at the beginning of the Round. Units formed into a Line must move parallel to, or follow the first of them that moves, and must move the same distance or wheel through the same angles. Each unit in a Line must cross a river individually unless part of a Command Unit.

**Movement by Single Unit -** A move by a single unit, alone or as part of a Command Group can be in any direction as long as no part of the base moves more than the movement allowance of the unit unless the unit is in contact with an enemy to its front and to its flank or rear in which case the unit will be unable to move.

#### Miscellaneous Movement Issues -

- No unit can move across the Zone of Control of an enemy unit, which is an area 500 meters (5 cm) directly in front of the enemy unit and not separated from it by another unit, other than to advance upon the enemy unit's front or to retire directly to the rear without deviation.
- Snipers may ignore enemy Zones of Control.
- Artillery can never move into contact with an enemy, and cannot move off-road in bad going.
- Infantry may not move into contact with any mounted.
- Snipers and Combat Engineers cannot move into contact with any enemy.



### Movement allotment for units

2000 meters	20 cm	if Light Cavalry in good going.
1000 meters	10 cm	if Cavalry or Command Unit in good going; if any other troops moving by road.
500 meters	5 cm	if Snipers regardless of terrain; if Mounted in bad going; if Horse Artillery in good going; if Infantry in Column.
300 meters	3 cm	if Infantry and Combat Engineers in good going; <i>IF COMBAT UNIT CARD IS TURNED FACE DOWN.</i>
200 meters	2 cm	if Artillery in good going; if Infantry and Combat Engineers in bad going; if any unit crossing a river
100 meters	1 cm	if Heavy Artillery in good going

- NOTE:**
- \* Disordered units may not move but can only reform.
  - \* Artillery cannot move into bad going, and therefore has no movement allotment in bad going.

### Subsequent Movement

Some mounted troops get a subsequent movement if the Player has enough Initiative Points, and the subsequent movement would result in contact with enemy troops. Cavalry can move up to an additional one half (1/2) of its movement, and Light Cavalry can move up to an additional full movement if this results in contact with the enemy. This is intended to equate to a cavalry charge.

### Dismounting Cavalry

Some cavalry may dismount and remount during the game. Such abilities will be specifically explained in the lists to the extent of whether or not the Cavalry can dismount, and what type of infantry unit the dismounted Cavalry unit becomes, what weapons they have, any special abilities, etc. A unit dismounting or



remounting has used its movement for the Round and may not move further during the turn.

### Reorder after Disorder

Any unit that is in Disorder can Reorder itself at a cost of one Initiative Point per unit per turn. After the unit is reordered, the disorder marker is removed, and the unit has concluded its movement for the Round.

### Crossing Rivers



Rivers are an unknown. Neither player knows exactly what the condition of the river is until he attempts a crossing. When the first unit attempts to cross a river during the game, except at a road ford or bridge, the player will roll to determine the condition of the river.

- A score of 7 to 10 indicates that it is too shallow to aid in defense and has no effect on movement; in other words the for purposes of the game the river does not really exist.
- A score 1 to 3 indicates the river is a difficult river to cross, and that each unit crossing except at a road ford or bridge must roll separately and score 6 or more to cross regardless of formation or Command Unit support.
- A score of a 4 to 6 indicates that the river is a normal river. It will aid in defense, and will not change movement rates.

A Difficult or Normal River will be considered “bad going” in all respects except for ‘Combat Modifiers’. A unit defending a river bank gets a +1 to his die roll, and the attacking unit should not get a -2 modifier for being in “bad going”. If both units in combat are in the river neither unit should receive the negative modifier for being in “bad going”. Although the river should not be treated as “bad going” in regards to the ‘Combat Modifier’, it should be treated as “bad going” in regards to the ‘Combat Outcome Chart’.



## Moving Through Friendly Troops

Mounted can pass through Command units, and all units can move through Sniper and Engineer units.

## Combat Engineering

If a Player has Combat Engineers, he may choose to use them to build roads, and build field fortifications to provide support and defenses to combat units. No construction can continue if there is an enemy units within 500 meters of the Combat Engineer unless the enemy is at least partially screened off by friendly troops. Each Combat Engineer unit can build or demolish 200 meters of roads, 100 meters of a bridge that crosses a river, or 200 meters of field fortifications per turn.

The successful completion of a bridge over a river means that all movement and combat modifiers for that river are removed for units using the bridge.

A Combat Engineer that has moved cannot construct or demolish during that turn. Please note that field fortifications have no effect on movement, but only upon combat.



## COMBAT

Combat includes Shooting and Melee.

**NOTE:** Snipers and Combat Engineers do not have fronts, sides and rears like other units. For Snipers, every edge is treated as a “front” for Shooting and a “rear” for Melee, and for Combat Engineers every edge is a “rear” for all Combats. As such Snipers may shoot in any direction since every direction is straight ahead, and Combat Engineers cannot initiate shooting since they have no “straight ahead” but may return fire if shot at by an enemy unit. In regards to Melee, neither unit can be contacted in the flank or rear as described for other units, but additional units in contact will be treated as overlaps. Since neither Snipers nor Combat Engineers have “fronts” for Melee the attacking player gets to choose which unit is the primary attacker if there are more than one unit in contact.



## Shooting



Units with the ability to shoot can and must shoot at any one enemy unit within a base width of straight ahead (or in other words a 1500 meter wide area straight ahead) and within its range, but only if neither is in Melee or overlapping another unit in Melee, and no other unit is between them as measured from the center of the shooting unit to the center of the target unit.





## Range of Weapons

Where possible, troop types will remain the same, but their weapons will vary in range and rate of fire. As such a unit that is armed with a more “advanced” weapon fighting against a similar unit with a less “advanced” weapon will only have an advantage when firing. In Melee, unless specifically stated otherwise, there will be no advantage or disadvantage.

Artillery	1500 meters
Heavy Artillery	2400 meters
Snipers (w/ Rifles)	500 meters
Advanced Rifles (may vary)	300 meters
Rifled Muskets	200 meters
Smooth-Bore Muskets	100 meters
Other ballistic weapons such as pistols, bows, etc.	50 meters

**NOTE:** This is a very limited table and will be supplemented in the lists and/or in a more detailed Appendix. Weapons with a rapid rate of fire will be able to fire more than once during a player's turn, such ability to be referred to as a Multiple Volley (examples: the breach loading Sharp Carbine, Martini-Henri Rifles, or even more so for Gatling Guns and other “machine guns” of the era).

A target that has not already shot and which can shoot back must do so. Artillery shoots only if it did not move during the Round, but can shoot if it has only pivoted. Also, if Artillery is located on elevated terrain, it may shoot over friendly troops into enemy troops as long as friendly troops are more than 400 meters away from the target.



All of the above is of course subject to Line of Site (LOS) limitations. Shooting units cannot fire through or above LOS obstacles such as trees, BUA, etc. However, units in a LOS obstacle can shoot out of these areas into open areas.

Except for the opponents not being in contact and some shooting being unreturned, the effects of shooting are resolved exactly as described below in Combat. A 2nd or 3rd unit that shoots at the same target unit aids the shooting of the primary unit instead of being treated separately.

A unit being shot at does not turn to face the opponent if being shot at from the flank or rear (otherwise known as “enfilading fire”). A unit is being hit with enfilading fire when the firing unit or a supporting firing unit is shooting the flank or rear of a target unit, and at least 50% of the firing unit is behind the front line of the target unit (or in other words the center line of the firing unit is in line with or behind the front line of the target unit).

### Melee

Melee occurs when a unit has moved into, or remains in, both front edge and corner to corner base contact with an enemy unit. A unit not in frontal contact which is contacted to flank or rear by an enemy front edge turns to face at the end of the movement phase. If a unit contacts the flanks of two such enemy units, both these turn, the second moving behind the first.

When a unit is attacked in flank or rear while also in contact with an enemy to its front, only one set of dice are used based upon the combat factor of the unit to its front, and the other units act as negative modifiers for the defending unit. If the defending unit wins, its flank and rear opponents fall back regardless of the outcome for the unit in frontal contact. If it loses, it is destroyed unless outcome indicates a hold. A unit cannot be overlapped and contacted on the same flank, or be overlapped by an enemy unless both right or both left corners or any side edges touch. Opposing units in mutual edge contact overlap each other. A unit can count as an overlap against two enemy elements on opposite flanks, or against units exposed by its frontal opponents having fallen back, fled or been destroyed that Round.



## Combat Outcome

Whether Shooting or in Melee, both players roll two (2) D10 dice to determine the outcome of combat using the **COMBAT CHART**. A unit which scores less than that of its opponent must react as described below in the **COMBAT OUTCOME CHART**, except for units which shoot without being shot back (which includes units which have only provided shooting support or overlap) which disregard an unfavorable outcome. Please note that a unit that has provided rear support, is in contact to the flank, or is in contact to the rear in a Melee will not suffer the same outcome as the unit it is supporting which is in front edge contact with an enemy unit, but in the case of a unit supporting from the rear will fall back without rolling for casualties if the front unit falls back, will flee in disorder without rolling for casualties if the front unit flees, and will flee in disorder and roll for casualties if the front unit is destroyed while a unit in contact with the flank or rear of an enemy will simply fall back without rolling for casualties.

Under stand 'Quick Kills', and Flank and Rear Attacks – A 'Quick Kill' is the ability of one type of unit to completely destroy another type of unit in Combat if it is able to double the other units score. This is very important to understand. Study the outcome table to better understand which units are more vulnerable to other units. For instance, Infantry can only be 'Quick Killed' by a Mounted unit in frontal contact if the Mounted unit scores double.

The other way to destroy an enemy unit is to attack from the front, and also attack the enemy unit's flank or rear. This guarantees the destruction of the unit if your score beats the enemy unit without but does not double it since the unit can no longer fall back or flee. Watch your flanks and rear!

So if your goal is to destroy an opposing Infantry unit there are only two ways to do it: 1. Use a Mounted unit in a frontal attack if you think the circumstance makes it possible for you double the score of the Infantry unit, or 2. In addition to the frontal attack, you also place a unit on the enemies flank or rear.



## COMBAT CHART

<u>Unit Shooting</u>	vs	<u>Inf.</u>	<u>Mounted</u>
Regular Infantry		+4	+2
Combat Engineers		+1	+0
Infantry in Disorder		+1	+0
Command Unit		+1	+1
Cavalry		+2	+2
Light Cavalry		+1	+1
Mounted in Disorder		+1	+0
Snipers		+2	+1
Artillery - more than 500 meters		+3	+2
Artillery - 500 meters or less		+7	+4

<u>Unit in Melee</u>	vs	<u>Inf.</u>	<u>Mounted</u>
Regular Infantry		+2	+2
Combat Engineers		+1	+1
Infantry in Disorder		+1	+0
Command Unit		+1	+1
Cavalry		+4	+3
Light Cavalry		+1	+2
Mounted in Disorder		+2	+1
Snipers		-2	+0
Artillery		+2	+2

Positive Modifiers

- +1 if enfilading fire
- +1 if Elite Unit
- +1 if the General's Unit
- +1 if in Melee and either uphill or defending a river bank except at a road ford or bridge
- +1 if in Melee or Shooting from a completed field fortification
- +1 If Heavy Artillery

Negative Modifiers

- 1 for each flank overlapped, for each enemy element in contact with flank or rear, for each 2nd or 3rd unit aiding a shooting enemy, or for a unit of Regular Infantry behind another Regular Infantry unit attacking the front.
- 1 if Inferior Unit
- 1 for each casualty suffered
- 2 if in, or mounted in contact with enemy in, bad going on or off-road, except Snipers.



## COMBAT OUTCOME CHART

### If the losing unit is not DOUBLED:

-Regular Infantry	if in contact against Mounted, flee in disorder and roll for casualties. Otherwise fall back and roll for casualties.
-Command Unit	if in contact flee in disorder and roll for casualties. Otherwise fall back.
-Reg Mounted	fall back, if in bad going fall back and roll for casualties.
-Light Cavalry	fall back, unless in bad going then flee in disorder.
-Inf or Mtd in Disorder	flee in disorder and roll for casualties.
-Snipers	disregard negative outcomes from shooting; flee if in contact.
-Combat Engineers	if in contact destroyed, otherwise flee.
-Artillery	if being shot at roll for casualties. If in contact destroyed.

### If the losing unit is DOUBLED:

-Regular Infantry	if in contact against Mounted destroyed. Otherwise flee in disorder and roll for casualties.
-Command Unit	if in contact destroyed. Otherwise flee in disorder and roll for casualties.
-Reg Mounted	if in contact against Mounted or in bad going destroyed. Otherwise flee in disorder and roll for casualties.
-Light Cavalry	if in contact with Mounted, flee in disorder and roll for casualties. Otherwise flee in disorder.
-Inf or Mtd in Disorder	destroyed.
-Snipers	disregard negative outcomes from shooting; destroyed if in contact.
-Combat Engineers	destroyed.
-Artillery	if being shot at roll for casualties twice, otherwise destroyed.



## Rolling for Casualties

Where indicated in the outcome tables above, the losing player must roll to see if the unit suffers a single casualty. A roll of 1 to 3 indicates that the unit suffered a single casualty. Some indication must be made that the unit suffered a casualty (a colored rubberband, etc.). Please note that a casualty does not necessarily correspond to a specific number of soldiers, but is an abstract representation of loss of effectiveness of the unit. The 'casualty' will result in a negative modifier of -1 against it in any combat rolls.

## Movement After Combat

A unit which must "fall back" moves back 3 cm to its rear without turning. If it meets friends who are facing in the same direction, it passes through to their rear if it is allowed to do so, otherwise it pushes back any but artillery. Troops not facing in the same direction cannot be passed through or pushed back with the exception of Snipers and Engineers which can always be passed through. A unit which must fall back in contact with enemy to both front and flank or rear, or that meets enemy, or terrain it cannot cross, friends that it cannot pass through or push back, is destroyed.

A fleeing unit falls back 3 cm then turns 180 degrees and moves its full movement allowance in that direction. It changes direction only by the minimum amount necessary to avoid enemy, friends it cannot pass through, or bad or impassable going, but not to avoid crossing a river. If the unit is blocked by enemy units, friendly units it cannot pass through or bad or impassable terrain, it is destroyed. Failure to cross a river results in the unit being destroyed. After the unit flees, it is in Disorder. A fleeing unit can pass through any gap between friendly units and/or bad or impassable terrain in order to complete its movement regardless of how small the gap.

The exception to the above is the Sniper who will "flee" through any gap or hole regardless of how small which may include the space between enemy units. A Sniper cannot be "cornered" by being surrounded by enemy units even if enemy units are in corner to corner contact surrounding the Sniper. The Sniper will always be able to flee in the direction of its choice if the Combat Outcome provides for such.

When a unit is destroyed in combat any unit 500 meters (5 cm) to the rear are forced to flee in disorder and roll for casualties.



## WINNING AND LOSING

The first side that at the end of any Round has lost 15 points (or whatever level the Players agree upon), and has also lost more points than the enemy, loses the battle. Elements that recoil or flee from the board edge are counted as lost, although they may reappear in the next Round if playing a campaign.

