

1. GAME COMPONENTS

1.1 There are three types of playing pieces in the game: combat units, leader units, and informational counters.

1.1.1 Infantry and Cavalry combat units do not have a printed strength. These units represent companies of infantry and cavalry. These units have a base strength of *One*. Each infantry and cavalry unit represents anywhere from 45 to 100 men, depending upon scenario. Each artillery unit equals 2 guns and has a base printed strength of 2. Each brigade has 4 regiments.

Note: A unit's base strength is used in calculating its fire factor. A unit's base strength will never change in the game; it remains constant throughout the scenario. All Confederate units are gray. All Union units are blue.

1.1.2 Leader units represent individual commanders. There are two types of commanders: Divisional commanders and Brigade commanders.

1.1.3 The informational counters consist of Disrupted/Routed chits, volley status markers, number chits, etc. The use of these counters will become obvious as you read these rules.

1.1.4 A multi-colored hex map is used to regulate movement. Each hex equals approximately 75 yards. The map delineates 7 levels of elevation. See the Terrain Effects Chart (TEC) for terrain effects on movement, or the Combat Results Table for modifications to combat.

1.1.5 A ten sided die is used to resolve various game functions. A roll of 0 equals a 0, not a 10.

2. THE GAME TURN

Each game turn in *Rebel Yell* is broken down into Segments. One turn represents approximately 12 minutes of real time.

2.1 Game Turn Segments.

2.1.1 Player 1 Artillery Segment; the first player may fire or rally eligible artillery units. Only unlimbered artillery may fire. Limbered or unlimbered artillery may attempt to rally. Friendly artillery may change facing once before it fires.

2.1.2 Player 1 Small-Arms Segment: the designated player may fire eligible units. Note that units may change their facing *once* before firing. Only units that are firing may change facing. See 9.2 for details on firing units. Units may only fire in this segment; they may attempt no other action.

2.1.3 Player 1 Cavalry Segment: Player one may conduct certain actions with Mounted Cavalry only.

2.1.4 Player 2 Cavalry Segment

2.1.5 Player 2 Artillery Segment

2.1.6 Player 2 Action Segment: the designated player conducts *actions* with all units. See 2.2 below for details on unit Actions.

2.1.7 Player 1 Action Segment.

2.1.8 Player 2 Artillery Segment

2.1.9 Player 2 Small-Arms Segment

2.1.10 Player 2 Cavalry Segment

2.1.11 Player 1 Cavalry Segment

2.1.12 Player 1 Artillery Segment

2.1.13 Player 1 Action Segment.

2.1.14 Player 2 Action Segment.

2.1.15 Game Turn Segment: advance the game turn marker 1 space and begin a new turn with segment 2.1.1.

2.2 Unit Actions. During a player's Action Segment, the appropriate units may perform *one* action. Each unit in a regiment may perform different Actions, but no unit may perform more than one. These actions are (in no particular order):

- A. Move
- B. Fire
- C. Assault
- D. Rally
- E. Bayonet Charge
- F. Volley
- G. Reorganize
- H. Cavalry Charge

3. REGIMENTAL FLAGS

Historically, the regimental flag was the rallying point of a regiment. In an age without radio and when the regimental commander's voice would not carry above the din of battle, the flag was a visual marker by which the regiment knew when to stand and fight, or when to advance or retreat. The regimental commander is assumed to be with the flag at all times. Note that flag units are double sided. They have a full-color and a gray-tone side.

3.1 Flags and Stacking.

3.1.1 All regiments have a Flag that should be placed on its appropriate unit(s). Flags may never be "hidden," that is, placed under a combat unit. Flags are always placed on top of a unit or stack.

3.1.2 A flag always accompanies routing units that were stacked with it.

3.1.3 Flags have no combat strength and add nothing to the combat value of a unit or stack.

3.1.4 Flags have no movement allowance, but must be

carried from hex to hex. Any unit of a particular regiment may carry its flag. Flags may never be carried by units of a different regiment.

3.2 Transferring the Flag. Before a unit or stack moves it may transfer the flag to an adjacent hex with the appropriate combat units. A flag may not be transferred if the units carrying it have moved, or if the units that are to receive the flag have moved. Once transferred, the new carrying units may move normally, as may the original carrying units. Routed units may never transfer the flag, nor may a flag be transferred within the same segment that it was used to rally a unit.

3.3 Flags and Command Control. A unit is in command control if it is stacked with or is adjacent to its appropriate flag. Units may never be placed in command control by a flag from a different regiment. **Exception:** Routed units are always out of command control regardless of the presence of its flag.

3.4 Flags, Morale, and Rally.

3.4.1 A Routed or Disrupted unit or stack that is carrying its flag automatically Rallies. They still must execute the Rally Action to do this.

3.4.2 All units stacked with their flag have their morale increased by one.

3.5 Losing the Flag. Flags are removed from play when all the units of its regiment have been destroyed. Flags may never be voluntarily abandoned.

3.6 Capturing Flags. Whenever a defending unit stacked with a flag routs from an assault, there is a chance it will lose that flag to capture.

3.6.1 The attacking player rolls the die. A two or less captures the enemy player's flag.

3.6.2 When units that had been stacked with a flag are completely eliminated by an assault, that regiment may also lose its flag to capture. A die roll of three or less in this instance will capture the flag. If the flag has not been captured, then transfer it to the nearest unit of the flag's regiment.

3.6.3 For a flag to be captured, an attacking unit must be eligible to advance after the assault. If it cannot advance after the assault because it routed, then no flag can be captured.

4. LEADERS

Leaders are non-combat units whose function is to command units and to augment their morale and assault values.

4.1 Leaders and Command Radius. All Brigade Leaders usually have a Command Radius of four unless otherwise stated in the scenario. In order to be in command, a unit must be stacked with or be adjacent to its flag and that flag must be within four hexes (unless stated otherwise in the scenario) of the appropriate brigade leader. Brigade leaders may only command units of their own brigade.

4.1.1 When determining the command radius, count the hex of the flag in question, but not the brigade leader's hex.

4.1.2 A command radius may not be traced through an EZOC un-occupied by a friendly unit.

4.1.3 A command radius may not be traced through an enemy occupied hex.

4.1.4 A command radius may not be traced through more than 2 woods (not light woods) or marsh hexes, unless this path follows the exact route of a thoroughfare (pike, road, or trail). In this case, thoroughfares should be treated as clear terrain.

4.1.5 Any un-routed unit stacked with its brigade leader is automatically in command regardless of the range to its flag. Brigade leaders may not command units from a different brigade.

4.1.6 Flags that are beyond their leader's command radius should be placed on their gray-tone side to signify that they are out of command. Flags within their leader's command radius should be placed on their full color side to signify that they are in command.

4.1.7 When a leader is involved in an assault and when every unit with him is either eliminated or routed, there is a chance he will be captured:

1. First the player checks to see if the leader was incapacitated (an eight or greater incapacitates the leader in an assault). See 4.6.
2. If he was not incapacitated, the players roll again. If a nine is rolled the leader is captured. If a 0 through 8 was rolled, retreat the leader.
3. If the leader was incapacitated, he is captured on a roll of 7 through nine. If a 0 through 6 was rolled, remove the leader for one segment and replace him normally.
4. Captured brigade leaders are worth 10 victory points. Captured divisional leaders

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are worth 15 points. These points are in addition to points accrued for incapacitation.

4.2 Leaders and Command.

4.2.1 A Brigade Leader may command any unit of his brigade with which he is stacked. When commanding units in this manner, the leader must begin and end his move stacked with those units.

4.2.2 A Brigade leader may command any flags that are within his command radius.

4.2.3 The divisional leader may command any units that are stacked with him.

4.2.4 All Division leaders have a command radius of four hexes. For a Brigade leader to be in command control it must be within the command radius of the division commander. A brigade leader may function without restriction if he is within the command radius of the division leader. All rules for tracing command between division and brigade leaders are similar to those outlined in 4.1. Command Control is determined at the beginning of every friendly Action Segment.

4.2.5 A brigade leader can never have a command radius of less than one.

4.3 **Leader Movement.** Leaders have ten MP and may move every friendly Action segment. See the Terrain Effects Chart for movement costs for leaders. All leaders are considered mounted units. Therefore they may move every friendly cavalry segment. However, to be of benefit to a unit, a leader must begin and end a segment stacked with that unit.

4.4 **Leader effects.** In order for a unit to derive any benefit from a leader, it must be stacked with him the entire segment; it must begin and end the segment stacked with the leader.

4.4.1 A unit stacked with a leader has its morale increased by 1 when checking for Disorganization.

4.4.2 Units receive a +1 line modification when involved in an assault with a friendly leader.

4.4.3 Disrupted and routed units stacked with a leader may automatically rally. No die roll is necessary for them to rally.

4.5 Leader retreat.

4.5.1 Whenever a leader is alone in a hex and an enemy combat unit comes adjacent to it, that leader may immediately retreat up to its full movement allowance. Leaders never inhibit enemy movement.

4.5.2 Leaders may always accompany retreating friendly

units.

4.6 **Leader casualty.** Leaders may never be the target of enemy fire. Whenever a leader is stacked with a unit that receives a 1 O hit or greater combat result, there is a chance that the Leader will be killed or wounded.

4.6.1 Roll the die to determine leader casualties.

4.6.2 For fire combat, a die roll of 9 incapacitates the leader.

4.6.3 During an assault, a die roll of 8 or 9 incapacitates the leader.

4.6.4 Leaders will never be incapacitated by O hits caused by a multiple D combat result from fire combat. Leaders involved in an assault can be incapacitated by O hits caused by a multiple D combat result.

4.6.5 Units that receive a D combat result and that take an O hit in lieu of that result will cause a leader casualty die roll.

4.6.6 Incapacitated Divisional leaders are never replaced. Remove incapacitated divisional commanders from play.

4.6.7 Incapacitated brigade leaders are replaced at the end of the *next* friendly action segment after incapacitation. **Example:** A leader incapacitated in the first friendly action segment of a turn would be replaced at the *end* of the second friendly action segment of the same turn. Brigade leaders will be out of play for 1 full action segment.

4.6.8 Incapacitated leaders are also worth victory points. See the scenario rules for details. Keep track of incapacitated leaders on the command roster.

4.6.9 Reduce a leader's command radius by 1 each time he is incapacitated. See 4.1 about command radii.

4.6.10 Replaced captured leaders also have their command radius reduced by one.

5. COMMAND CONTROL EFFECTS

5.1 **Determining Command Control.** Command Control is determined at the beginning of every friendly action segment. Thus, Command Control is determined twice every turn for friendly units.

5.1.1 Units not stacked with or adjacent to their flag are out of Command Control.

5.1.2 Units in Command Control function normally.

5.1.3 Units out of Command Control suffer the following effects:

1. they may not assault
2. they may not enter an EZOC

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3. they may not enter an MFZ
4. their morale is reduced by one.

5.2 Leader Out of Command Effects. Should a Brigade leader be out of command control, then that leader must roll a number equal to or less than the morale of the regiment he is trying to command. If the regiment passes this morale roll then it may function without restriction. If it fails this morale roll then it is out of command.

5.2.1 Note that for a flag to be eligible for command it must be within the command radius of its brigade leader. Flags beyond this range may never be placed in command.

5.2.2 Flags may only be placed in command by their brigade leader, never by their division leader, unless that division leader is stacked with the flag the entire segment.

Note: Units that are out of command control but that began the segment in an EZOC or MFZ are not obligated to move out of it; they may remain in that EZOC or MFZ.

5.2.3 Other than the above restrictions, a unit's ability to conduct Actions is unaffected by Command Control. Make sure units out of Command Control are marked with No Command chits.

6. FORMATIONS

Formation Classes. There are two classes of Formation: Primary formation and Sub-Formation, known also as Deployments of Line Formation. Sub-formation and Deployment will be used interchangeable. Line, Column, and Routed (Infantry), and Limber, Unlimber, and Routed (Artillery) are *primary* formations. STF, STM, Cover, and Skirmisher are Sub-formations or Deployments of Line Formation. In the discussion below the formation change restrictions are in force for both Primary and Deployment changes unless otherwise indicated.

The Infantry Line sub-formations of Standing to Maneuver (STM), Standing to Fire (STF), and Skirmisher will now be detailed. Historical Note: The formations of Standing to Maneuver and Standing to Fire did not appear, per se, in the Civil War tactician's battle manual. These formations are the designer's convention used to differentiate between units that are moving, or that are firing on the move, and those that are stationary with their line dressed, and their weapons at the ready.

6.1 General Rules.

6.1.1 For stacking purposes, STM, STF, and Skirmisher are different formations.

6.1.2 The cost and restrictions of changing from one sub-formation to another is summarized on the *Rebel Yell* Movement Aid Card.

6.1.3 It costs a unit two MPs to assume skirmisher

formation.

6.2 Standing to Maneuver (STM). The front of a unit counter is its STM side. These units move normally, however they do not fire as effectively as when Standing to Fire.

6.2.1 Units that STM have a maximum MFZ (Minimum Fire Zone) of two hexes. See 9.6.

6.2.2 Only units that STM may assault.

6.2.3 All Routed units should be placed on their STM side.

6.3 Standing to Fire (STF). The back of a unit is its STF side (so noted by a stripe along its bottom). Units that are STF accrue advantages when firing, however their movement is severely impaired.

6.3.1 Units that STF have a maximum MFZ of three hexes.

6.3.2 When they execute any type of fire, they receive a +1 line modification. Exception: see 6.3.4, below.

6.3.3 They may move 1 hex, maximum, per action segment.

6.3.4 These units may never initiate an assault, nor may they bayonet charge. They defend against assault normally. They do not receive a fire line modification for being STF during an assault.

6.3.5 Units may not STF in marsh/creek hexes nor may they enter such hexes.

6.3.6 Units that are STF may not change directly to skirmish formation. They must first Stand to Maneuver.

6.3.7 Units behind any kind of fence hexside, or behind a crest hexside, may freely flip from STM to STF. They may do this as soon as they enter the hex and it does not cost them movement points for the formation change. They may not STF if the hex in question is in an EZOC.

6.3.8 Units beginning a move behind the said hexsides may flip and fire if eligible to make the formation change.

6.3.9 Units may not flip from STM to STF in an EZOC.

6.3.10 Units may flip from STF to STM in an EZOC, but they must make a Disorganization check after the change.

6.4 Skirmisher. Units that are skirmishing should have a skirmish chit (an arrow marker) placed in the hex directly adjacent and to the side of it, and pointing to the unit that is skirmishing.

6.4.1 The skirmishing unit is considered to be in both hexes. When it moves, both it and the arrow marker pay terrain costs. A skirmisher may move in any legal manner as long as the arrow marker is again adjacent to it at the

end of its move.

Note: Even though a skirmishing unit is in two hexes it still may only suffer 3 O hits before it is destroyed.

6.4.2 Skirmishers move as if in infantry column. That is, use the COL section of the TEC when determining terrain costs to movement. The only exception is that skirmishers may never utilize pike, road, or trail movement.

6.4.3 Skirmishers are in command control if either the unit, or its arrow, is within two hexes of the appropriate flag.

6.4.4 Either the unit or the arrow marker may fire at a target. Even though a skirmishers is in two hexes, for fire purposes it is still one unit.

6.4.5 A skirmisher has a base strength of .5 (½).

6.4.6 A skirmisher is always considered to be Standing to Maneuver. Skirmishers may never STF.

6.4.7 Skirmishers that fail any disorganization check, rout.

6.4.8 Any unit that enters a hex with a friendly skirmisher automatically disrupts itself and routs that skirmisher.

6.4.9 When firing at a skirmisher, decrease the fire line by 1 (skirmishers are harder to hit).

6.4.10 Skirmishers may not assault non-skirmishers.

6.4.11 When assaulting a skirmisher with a non-skirmisher, increase the fire line by 1.

6.4.12 Skirmishers have all around facing. They may move out any hex-side and are never flanked by fire attacks. They may still be flanked by assault attacks.

6.4.13 Units may fire through an enemy skirmisher into an adjacent hex, or beyond if possible. Treat the skirmisher fired through as a light woods hex. See the Fire section (9.0) for details about firing through light woods hexes.

6.4.14 Skirmishers may not bayonet charge.

6.4.15 Skirmishers may voluntarily rout as soon as an enemy unit comes adjacent to it. This is done before it executes advance fire.

6.4.16 Skirmishers may voluntarily rout from an assault before the first round and before pre-assault fire. The attacker will then advance into the skirmishers hex and cease all movement. The attacking units are not Disrupted.

6.4.17 Skirmishers beginning a friendly segment in an EZOC may voluntarily rout. This will not allow the opponent to execute Retreat Fire.

6.4.18 Remove the arrow marker when a skirmisher routs. Routing units lose their skirmisher status.

6.4.19 It costs a unit 2 MPs to assume skirmisher

formation.

6.5 Formation Restrictions.

6.5.1 Units in different formations or in different deployments may not stack in a hex. Units in line may not stack with units in column, nor units STF with STM.

6.5.2 It costs a unit five MP to change their primary formation. This cost is increased to eight MP in an enemy fire zone.

6.5.3 Infantry units that change from Column must be placed on their STM side. No further deployment change is possible for that unit in that segment.

6.5.4 Units may not voluntarily change their formation or their sub-formation more than once in a segment. Units that are STF that go to STM may not change back to STF. Units that are STF that go to STM may subsequently be driven to cover by any fire.

6.5.5 Disrupted units may never change formation or deployment (exception: Units in column *must* go into line when disrupted. See below for details).

6.5.6 Units may not change formation in an enemy zone of control. Units may stand from cover, or flip from STF to STM in an EZOC, but they must make a Disorganization check after this change.

6.5.7 Units may change formation or sub-formation at any point in a friendly Action segment, however, once they do they must cease movement.

6.5.8 Units may *always* move one hex and then change formation or deployment.

6.6 Column.

6.6.1 Infantry units in Column formation may use thoroughfares (pikes, roads, and trails). Use the Column section of the TEC to determine movement costs.

6.6.2 Each type of thoroughfare has its own stacking restrictions:

6.6.3 On Pikes the column stacking limit is three.

6.6.4 On Roads the column stacking limit is two.

6.6.5 No more than one column unit may be on a Trail hex.

6.6.6 Units in Column may not fire nor initiate an assault.

6.6.7 Units in column are automatically flanked by all fire and assault attacks.

6.6.8 Units in column should always be on their STM side.

6.6.9 Units in column that become routed or disrupted lose their column status and are placed into line.

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6.6.10 A unit in Column may never assume a line sub-formation (STF, STM, Skirmisher, or Cover). Units must be in Line to assume one of the above sub-formations.

6.6.11 Units that change from column to line, or vice-versa, in an enemy MFZ may be fired upon by those units that exert that MFZ. This fire takes place before the formation change. This fire is considered advance fire for the executing units.

6.6.12 Units in column may change facing during a segment without restriction; they are never disrupted for changing formation more than once in a segment. Units may always change facing after a formation change without restriction.

6.7 Limbered Artillery.

6.7.1 Artillery may only move while limbered.

6.7.2 Use the Art. section of the TEC to determine movement costs.

6.7.3 Artillery may only move in a friendly Action segment.

6.7.4 Artillery is never out of command control.

6.7.5 Limbered artillery is considered flanked by all fire and assault.

6.7.6 The crew in limbered artillery is *not* a covered target.

6.7.7 Limbered artillery may never assume covered status.

6.7.8 Limbered artillery may never fire.

6.7.9 Limbered Artillery may skedaddle (8.6) as soon as an enemy unit comes adjacent to it. They will check morale after they skedaddle.

6.7.10 Artillery that has moved in the same segment it has unlimbered has a crew chit placed on top of it. This placement signifies that it may not fire in the next friendly Artillery segment. Remove the crew marker in that friendly Artillery segment to signify that it may fire in the succeeding friendly Artillery segments.

Example: During segment (f) player 2 moves and unlimbers an artillery unit. That unit has a crew chit placed on it. In segment (h) of the same turn (the very next artillery fire segment after segment (d), that artillery unit would *not* be eligible to fire. The crew chit is removed, indicating that it may fire in the succeeding friendly artillery fire segment (in this case, segment (e) of the following turn).

6.7.11 Artillery that has not moved but that unlimbers only will not have a crew chit placed on it. It may fire in the next friendly Artillery Segment.

6.7.12 Artillery may execute Advance (9.4) or En

Passant (9.3) fire regardless of the presence of the crew chit. Likewise, it may fire in an assault.

6.7.13 Artillery that unlimbers in an enemy MFZ may be fired upon by all units that exert that MFZ. This fire takes place before the formation change. This fire is considered advance fire for the executing units.

6.7.14 The facing restrictions of limbered artillery is similar to column, above (6.7.12).

6.8 **Cover.** Units gain maximum defensive benefit from terrain when they go to cover. Additionally, units may involuntarily be forced to cover. Use cover chits to designate units under cover.

6.8.1 Units may go to cover from STM, STF, or Skirmisher.

6.8.2 See the Movement Aid card for the costs of voluntarily going to cover, or for standing from cover.

6.8.3 Units under cover that stand-up are immediately placed on their STM side. Units may not go from cover directly to STF or to Column.

6.8.4 Units under cover that stand-up must make an immediate Disorganization check. This check takes place after they stand.

6.8.5 Units under cover may move one hex per segment, maximum. Units under cover may move and then stand-up, but they must cease all movement.

6.8.6 Units under cover that Skedaddle must make an immediate morale check. If they fail this check, they rout. If they pass this check they are Disrupted, as per the normal Skedaddle rules.

6.8.7 Units under cover that fire suffer a -2 line modification to their fire line.

6.8.8 Units under cover have a maximum MFZ of one hex.

6.8.9 Units firing at a covered target suffer a -1 line modification.

6.8.10 Units under cover are never flanked by fire attacks.

6.8.11 Units under cover may never initiate an assault.

6.8.12 Units under cover that fire during an assault suffer a -1 fire line modification.

6.8.13 Units under cover must suffer two rounds of assault before they Skedaddle.

6.8.14 Units under cover can be flanked by assault attacks.

7. ARTILLERY

7.1 Artillery Segments.

7.1.1 Artillery may fire during either or both friendly Artillery Segments as long as it doesn't have an Advance Fire marker (see 9.5) on it.

7.1.2 It may change its facing once before firing. It may only change facing if it is firing.

7.1.3 It may not fire during a friendly Action Segment. During this segment it may only attempt to rally and/or change facing.

7.1.4 Disorganized artillery that chooses not to fire may rally instead. It may change facing after this attempt, whether successful or not. This applies to limbered artillery as well as to unlimbered artillery.

7.2 **Artillery Fire.** The procedure to determine an artillery unit's fire factor is identical to small arms units.

7.2.1 The range factor is determined on the Artillery Range Factor Table, found beneath the Combat Table. The players should cross-reference the firing unit's weapon type to the target's range.

Example: An artillery unit with N type weaponry would have a range factor of 2 when firing at a target that is at a range of 5 to 9 hexes.

7.2.2 Any O hits the artillery crew may have accrued are ignored; do not subtract them after multiplying the base strength by the range factor. Rather, if the artillery crew has been subject to two O hits, *halve the base strength* of the artillery. If the artillery crew has suffered less than two O hits, leave the base strength unaltered.

Example: An N type artillery unit is firing at a target nine hexes away. Its base strength equals two, its range factor is also two. To calculate the fire factor, multiply the range factor by the base strength. The fire factor equals 4 (2x2). If the artillery crew had suffered 2 O hits, its base strength would have been halved. Thus: 2 (range factor) x 1 (halved Base Strength)= 2. The fire factor equals 2.

7.2.3 Artillery may execute Advance or En Passant fire. Its MFZ is three hexes.

7.2.4 Artillery may *not* fire during the Action Segments. Other than Advance/En Passant fire, artillery may only fire during a friendly Artillery Segment.

7.2.5 Artillery firing at a range of five or more hexes is shooting round-shot and shell at the target. Use the parenthesized combat results on the CRT.

7.2.6 When firing round-shot and shell, artillery never receives the +1 modifier for firing at a unit in clear terrain. This modifier is in effect for small arms and canister only.

7.2.7 Artillery may fire round-shot and shell (only)

through friendly skirmishers. Treat the friendly skirmishers as light woods in this case.

7.2.8 Artillery firing at a range of 4 or fewer hexes is firing canister at the target; do *not* use the parenthesized results on the CRT.

7.3 Artillery and MFZs.

7.3.1 Artillery has an MFZ (see 9.6) of three hexes. It may fire when an enemy unit enters a hex in its MFZ. All general MFZ rules apply to artillery.

7.3.2 Place Advance Fire markers on artillery that commits this fire. These units may not fire in the next friendly Artillery segment after the segment in which they are placed. Artillery with an Advance Fire marker on it may still rally and/or change facing.

7.4 Artillery and Assault.

7.4.1 Artillery may never initiate an assault.

7.4.2 Artillery has a fire factor of two when defending against an assault.

7.5 Artillery and Stacking.

7.5.1 Artillery units may stack to the limit of stacking restrictions.

7.5.2 Remember that up to five points may fire out of a clear terrain hex (see the *Rebel Yell* Movement Aid Card for stacking, firing, and assault restrictions).

7.5.3 Only Artillery of the same battalion may stack in a hex.

7.5.4 Artillery may never stack with infantry.

7.5.5 For target purposes only, consider the artillery strength points in a hex to be one fewer than actually stacked. Thus, two guns in a hex would have a target density of 1, three guns would have a target density of two, four guns would have a target density of three, etc (see 9.7.7).

7.6 **Artillery Rally.** Disrupted artillery may attempt to rally during a friendly Artillery Segment or during a friendly action segment. Artillery that rallies during an Artillery Segment may not fire.

7.7 **Capturing Artillery Units.** Uncrewed artillery is subject to capture. See 7.8.9.

7.8 **Artillery Crews.** All artillery is served by a crew. No crew counters are used; the crew is simply assumed to be with the artillery unit.

7.8.1 Crews never rout due to small-arms fire. They can

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route from an assault, however.

7.8.2 Place an Abandoned Guns marker on guns that have routing crews.

7.8.3 Use a crew marker to designate a routed crew.

7.8.4 Crews route according to all general route restrictions.

7.8.5 Crews rally by making a successful morale check during a friendly action segment. Any leader may also rally a crew. Rallied crews move exactly like skirmishers.

7.8.6 Routed crews may not rally during a friendly Artillery segment.

7.8.7 When the top crew in a stack of artillery routes, every artillery unit beneath it must make an immediate disorganization check. This may cause other crews to route. One crew in a stack that routes does not automatically route other crews stacked with it.

7.8.8 Crews may never skedaddle. See the Skedaddle rules (8.6) below.

7.8.9 Uncrewed guns may be captured by enemy units. Any enemy unit in the same hex as an uncrewed gun captures it. Captured guns are worth victory points in the scenarios. Never remove guns from play. They always remain in the hex in which they were placed. Thus, they are subject to re-capture by the original owning player. The last player to have units in the hex with uncrewed guns is said to be the owning player.

7.8.10 Crew may never re-man previously captured guns.

7.8.11 Crew that have lost their guns may be used to replenish other crews that have suffered O hits. Simply move a replenishing crew onto an undisrupted crew with 1 or 2 O hits. Deduct as many O hits from the replenishing crew as were suffered by the crew that is to be replenished. Crews may replenish more than 1 unit in this manner.

7.8.12 All crews suffer three O hits before they are eliminated.

7.8.13 Crews receive losses through small arms fire and/or assault.

7.8.14 When a crew has suffered two O hits, halve the base strength of the artillery when determining its fire factor. This is the only effect O hits have when determining an artillery unit's fire factor.

7.8.15 For target purposes, crews are assumed to be under cover; they receive a -1 line modification against small arms fire only.

7.8.16 **Important:** Crews can never suffer more than 1 O hit per segment as a result of multiple "D" results from fire combat. Crews may elect to take 2 O hits in a segment to avoid a Disruption.

7.8.17 **Important:** Artillery crews that are charged or assaulted are subject to more than 1 O hit per segment resulting from multiple D combat results.

7.9 **Unlimbered Artillery and Retire by Prolonge.** Unlimbered artillery has limited movement ability. This movement is called Retire by Prolonge.

7.9.1 During a friendly action segment, unlimbered artillery may move directly backwards into an adjacent hex. The hex moved into must be in its rear.

7.9.2 An artillery unit may change facing once before retiring. Once it has retired its facing may not be changed again that segment.

7.9.3 Artillery must be crewed in order to retire, or have at least one strength point of infantry stacked with it.

7.9.4 Disrupted artillery may not retire.

7.9.5 Artillery may not retire into an EZOC.

7.9.6 Artillery may be subject to En Passant (9.3) fire if it retreats out of an EZOC. Artillery that is disrupted as a result of retreat fire may still retreat, though it suffers an O hit in addition to the disruption.

7.9.7 Artillery may only retire into clear hexes. It may not change elevations, nor cross streams, fenced, nor walled hexsides.

7.9.8 Artillery *may* fire in the next friendly artillery segment after retiring.

7.9.9 After an artillery unit has retired, it must make an immediate Disorganization check.

7.9.10 Artillery may retire from an assault after the first round. It is subject to En Passant fire from all eligible units (including those that are assaulting) before it retires. If Disrupted, it may still retire, but will suffer an O hit in addition to the Disruption.

7.10 **Artillery Vs. Artillery Fire Combat.** When Artillery fires at Artillery, use the non-parenthesized combat results. Artillery is *not* a covered target when fired upon by other artillery.

7.10.1 **Artillery vs. Artillery Fire Procedure.** Calculate the firing artillery's fire factor as outlined in the previous rules and make line modifications as necessary.

1. Roll the die and find the combat results column normally.
2. ? and D combat results are treated normally.
3. A numbered combat result (1, 2, or 3) indicates that the crew of the affected unit suffers one O hit. An artillery crew can never suffer more than one O hit due to enemy artillery fire per segment. Place an O hit marker beneath the artillery unit in question to signify this.

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4. If the fire achieved a result (?, D, 1, etc.) proceed to the Notes found beneath the CRT, specifically referring to Gun Loss on the Combat Tables card.
5. Find the combat result and roll a die. If the number rolled equals or is less than the Gun Loss Number then the top artillery unit suffers a one gun loss.
6. Place an Arty Strength chit (a gray one) beneath the affected unit.
7. NOTE: An artillery unit that receives a 3 O hit combat result suffers an O hit and an automatic gun loss. This loss is not shown on the Combat Tables Card.

7.10.2 Crews never suffer O hits from multiple "D" hits from artillery.

7.10.3 Crews never rout because of hits suffered from opposing artillery.

7.10.4 A crew need not check morale more than once as a result of combat. Thus, if it suffers both an O hit and a gun loss, it still only checks for Disorganization once.

7.11 Artillery and Reorganization. Artillery crews may regain O hits by Reorganizing.

7.11.1 In order to reorganize, an artillery unit must be in good order, limbered and at least eight hexes from the nearest non-routed enemy unit.

7.11.2 A crew recovers one O hit for each segment it reorganizes.

8. MOVEMENT

8.1 General Rules. Each unit has 10 movement points (MP). It costs two or more MP to enter each hex. Details of MP costs are summarized on the Terrain Effects Chart (TEC).

8.1.1 A unit moves by physically tracing a line of contiguous hexes. Hexes may never be skipped, nor may a hex be entered that costs more than the MP remaining to a unit. Exception: a unit may always move 1 hex.

8.1.2 Units may freely move into and out of hexes containing friendly units. Stacking restrictions apply only at the end of a move. A unit may never end a move in violation of stacking restrictions (see Stacking, below).

8.1.3 Units may never enter an enemy-occupied hex.

8.1.4 A player that has ceased moving one piece and has begun moving a different piece may not re-position the original piece in any way.

8.2 Zones of Control (ZOC). All combat units, except

those that are Routed, exert a Zone of Control. The six hexes immediately surrounding a unit is its ZOC. A unit must cease movement upon entering an enemy zone of control (EZOC).

8.2.1 Generally, it costs a unit 1 extra MP to enter/leave an EZOC.

8.2.2 It costs nothing extra to enter/leave an EZOC exerted into a light woods/woods/marsh hex.

8.2.3 It costs nothing extra to enter/leave the EZOC of *Disrupted* or *Routed* units.

8.2.4 A unit beginning a segment in an EZOC may move directly into another EZOC. This consumes all of a unit's MP.

8.3 Facing. All units, except *Routed* units, have a facing. Units are positioned so that the front of a unit points to the vertex of a hex. The two hexes split by the vertex is its front. All other hexes surrounding a unit are flank hexes.

8.3.1 Units may only move out their frontal hexes.

8.3.2 Units may freely change facing during movement. Changing the facing alone of a unit does not constitute movement. Thus, a unit may change facing and then fire or do any other action.

8.3.3 A unit may conduct ranged fire only through its frontal hexes.

8.3.4 All units in a hex must face the same direction.

8.3.5 During any friendly Action Segment, eligible units may freely change their facing once. Units that change facing more than once in a friendly Action Segment become *Disrupted*. Note the restriction of 8.3.4 above. Previously *Disrupted* units suffer no addition effect when changing facing more than once.

8.3.6 During a friendly Small Arms Segment units may only change facing if they are firing.

8.3.7 When fire splits the hex between a unit's front and flank, that unit is considered to be flanked.

8.4 Stacking. More than one unit occupying a hex is known as a stack. Stacking restrictions apply throughout a segment. A hex may never be over-stacked. Any time a hex is inadvertently over-stacked, immediately Rout the top over-stacked units, and Disrupt the remaining strength points.

8.4.1 No more than eight SP may ever end a move stacked in a hex.

8.4.2 A unit may "pick-up" other friendly units as it moves, subject to stacking limitations.

8.4.3 Likewise, a stack may "drop off" a unit as it moves. A unit dropped off may not move the rest of the segment.

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8.4.4 Units that begin a segment stacked in a hex may be freely broken up.

8.4.5 A unit moving onto a stack should be placed on top.

8.4.6 The stacking order of units in a hex may never be re-arranged in an EZOC. Otherwise, a stack may be re-arranged only once per Action Segment.

8.4.7 Only the top unit in a stack is affected by combat results (exception: a *Disrupted* affects every unit in the hex). If a unit is eliminated due to a combat result, the succeeding unit in the hex absorbs excess losses, if any.

8.4.8 Units may re-order their stacking in a hex once per Action Segment. This activity occurs either before a stack moves or after it has completed movement.

8.4.9 Units may not reorder their stacking once they have begun Bayonet Charge movement. A stack that has declared a charge may be reordered before it has begun its charge movement.

8.4.10 Units may not reorder their stacking in an EZOC.

8.4.11 A stack that has executed a Movement Action and that has and then reordered must cease that Action. No unit in that stack may continue to move.

8.4.12 A unit or stack may not move through another friendly unit or stack. Any unit that enters a hex occupied by friendly units may not leave that hex unless those original friendly units accompany it for the balance of its move. Those units originally in that hex may not move unless accompanied by that moving unit or stack.

8.4.13 A unit that enters a hex occupied by other units is placed on top of the stack. No further reordering is possible during that Action Segment.

8.4.14 Units that had begun the segment stacked in the hex may be freely broken up as the owning player sees fit.

8.4.15 **Remember:** Once a player has ceased moving one unit or stack and has begun moving a different unit or stack, he may not re-position the original unit(s) in any way.

See the Movement Aid Card for a summary of the stacking/firing limitations of a hex.

8.5 **Formation and Movement.** For purposes of movement, units will be in one of three formations: Line, Column, or Routed. Remember that units in different formation may never stack in a hex.

8.5.1 **Line.** Units in line are in battle formation; they are prepared to fire (STF), or move (STM). For movement purposes use the LINE column of the TEC. Unless otherwise indicated, all units are assumed to be in Line.

8.5.2 **Column.** Units in Column may use thoroughfares, unless they're skirmishing. Use the *Col* section of the TEC

to determine movement costs.

8.5.3 **Rout.** Generally, Rout is an involuntary formation, i.e. Rout occurs as a result of combat. Make sure all routed units are marked with "RTD" chits.

8.6 **Skedaddle.** A unit may skedaddle the *first* time an enemy unit advances adjacent to it. A unit may not skedaddle once it has executed Advance or En Passant fire. After the first round of assault combat the attacker or defender may avoid further combat by Skedaddling. Units under cover or STF must suffer two assault rounds before they skedaddle. Skedaddling is the only way a player may avoid the second and third rounds of assault. Units become Disorganized or Routed by Skedaddling. Units executing a bayonet charge may never skedaddle from an assault, even if they had become Disrupted from advance or pre-assault fire, or as a result of assault combat. All units in a hex must skedaddle. A player may not skedaddle one unit in a hex and leave others behind.

8.6.1 Place a Disrupted marker on units that are Skedaddling and retreat them three hexes towards a friendly board edge. Friendly units Skedaddled through become Disorganized (Routed or Disrupted).

8.6.2 As in Rout movement, a skedaddling unit may not be fired upon in the first EZOC it retreats out of.

8.6.3 Disrupted units that Skedaddle become Routed.

8.6.4 Skedaddling units must follow the retreat priorities set forth in the Rally and Morale section (13.0).

8.6.5 Units may not skedaddle through enemy units. They may not skedaddle through enemy zones of control.

8.6.6 A Routed unit may skedaddle as soon as an enemy unit comes adjacent to it.

8.6.7 Advancing units that caused a unit to skedaddle during a movement action may immediately advance into the vacated hex, and farther, if possible, subject to their movement allowance and EZOC restrictions. Note that it costs 0 MPs to enter the hex vacated by the skedaddling unit(s). Units advancing into a hex vacated by a skedaddling unit that is in an EZOC must cease all movement.

8.6.8 Charging units may advance into a hex so vacated and may then charge any unit adjacent to it, paying movement costs for changing facing if necessary. If no enemy unit is adjacent, the charging unit may continue its charge movement, subject to its movement allowance restrictions. It may then charge any unit to which it can move adjacent, regardless of whether they were able to declare a charge against that target or not.

8.6.9 If a charging unit's target had skedaddled before it had the opportunity to move (i.e., the target's skedaddle was triggered by some unit other than the charging one)

apply case (8.6.8) above.

8.6.10 In the cases above, if the charging unit chooses not to continue its charge, it immediately ceases all movement and will not be disrupted. Referring to case (8.6.9), the Charging unit may only move if it intends to assault some unit.

8.6.11 The rules covered in 8.6.7 – 8.6.10 are only in effect when a defending unit vacates a hex prior to its first opportunity of conduct Advance Fire.

8.7 Marching By The Flank. Infantry and dismounted cavalry may move into an adjacent *side* hex without changing facing. This is called Marching By the Flank.

8.7.1 Units may be subject to both Advance and En Passant fire when they conduct this sidling motion.

8.7.2 Disrupted units may not march by the flank.

8.7.3 Units must be in *line* when marching by the flank. Units may be in any sub-formation.

8.7.4 Units that are marching by the flank and that are fired upon and subsequently disrupted may still move the one hex.

8.7.5 Marching by the flank consumes all a units MPs.

9. FIRE

9.1 **General Rules.** All infantry units have a fire zone that extends out their front hexes to their maximum range. A unit's range is determined by its weapon type and Line of Sight.

9.1.1 Fire beyond a unit's maximum range is not allowed. See the Combat Results Table (CRT) for weaponry ranges.

9.1.2 A unit may be subject to more than 1 fire attack per segment.

9.1.3 A unit may never fire at more than one target.

9.1.4 See the Movement Aid Card for the firing restrictions of a particular hex. A maximum of 5 strength points may fire out of a clear, light woods, or marsh hex. A maximum of 3 SP may fire out of a woods hex.

9.1.5 A unit may fire every friendly Small Arms segment and friendly Action Segment.

9.1.6 Units stacked in a hex and that are of the same regiment may combine their fire strengths when firing at a target. Units from different regiments or that are not stacked in a hex may not combine for fire.

9.1.7 Units that are stacked in a hex may *not* fire separately. Once even one unit in a hex fires at a target, no other units in that hex may fire.

9.2 General Fire Procedure.

9.2.1 Count the hexes from the firing unit to the target unit (count the target's hex, but not the firing unit's hex). This is the Firing Range.

9.2.2 Proceed to the Range Factor Table, beneath the Combat Results Table.

9.2.3 Cross reference the firing range to the unit's weapon type. The resulting number is the range factor.

Example: M type weapons have a range factor of 4 at a range of 1 hex. At two hexes their range factor is 1, and at three hexes the factor is .5 (1/2).

9.2.4 Multiply the unit's Base Strength by the range factor. A unit's base strength never changes; it is a constant throughout the scenario. All infantry units have a base strength of one (1); each artillery unit has a printed base strength of two (2).

9.2.5 From the product calculated above, subtract any Organization (O) hits suffered by the unit. This last figure is the units Fire Factor. A unit can never have a fire factor of less than zero; treat all negative numbers as zero. The formula for determining a unit's fire factor is printed on the Combat Tables card.

Example: Two units are firing at an enemy unit in an adjacent hex. Each unit has a range factor of 4. Multiply the total base strengths of the firing units (2) by their range factor (4) (2x4=8). One firing unit has suffered an O hit. Subtract one from eight. The fire factor of both units is seven.

9.2.6 Proceed to the Combat Results Table. Find the line that corresponds to the unit's fire factor. Modify the line according to the Line Modifiers Schedule under the heading Fire Only.

A negative modifier decreases the Fire Factor line (i.e. move *up* the combat table). A positive modifier increases the Fire Factor line (move *down* the Combat Table). All modifiers are cumulative. In situations where additions and subtractions must be made to the fire line, make all additions before any subtractions.

9.2.7 Roll a die. Move across the fire factor line until you come to the column in which the number rolled lies. The column heading is the Combat Result.

A unit never has an adjusted fire factor of less than zero; it may always fire on the 0 fire factor line.

9.3 En Passant (In-Passing) Fire. Friendly fire that occurs during an opposing movement action is known as either Advance or En Passant Fire. A unit that exits an EZOC may be subject to En Passant Fire. This fire, unlike Advance fire, is executed before a unit moves.

9.3.1 A unit may only En Passant Fire through frontal hexes.

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9.3.2 If a unit reverses its facing before it moves then it is considered to be flanked for En Passant Fire purposes. Remember that units may only move out of frontal hexes.

9.3.3 A unit or stack retreating out of an MFZ due to Rout may not be subject to En Passant fire.

9.3.4 Units executing En Passant fire do *not* receive the Advance fire line modification. They may suffer a modification for having an advance fire marker on them.

9.3.5 A unit may En Passant fire as many times as it is eligible in a segment.

9.3.6 A unit may execute both Advance and En Passant fire in a particular segment, but never against the same unit or stack.

9.3.7 All eligible units may En Passant fire at a unit exiting their ZOC, even if the first fire caused those exiting units to rout.

9.3.8 Refer to the normal fire procedure En Passant fire execution.

9.4 **Advance fire.** Advance fire is resolved as soon as an enemy unit or stack enters a hex in a friendly MFZ. For each hex an enemy advances in a friendly MFZ it may be fired upon by eligible units.

9.4.1 A unit may execute Advance Fire as many times as it is eligible in a segment. It may Advance Fire at more than one unit in a segment, including units that enter a hex whose occupying units had already been subject to Advance Fire.

9.4.2 All units eligible to advance fire at an enemy unit may do so, even if the first fire caused that enemy unit to rout.

9.4.3 A unit moving laterally or retreating through an MFZ will not allow his opponent the opportunity for Advance fire.

9.4.4 The Advance fire and normal fire procedures are identical. The firing unit receives the +1 Advance Fire line modification on the Combat Table (see the fire combat additions, below). See the Fire rules, section 4, for particulars about the fire routine.

9.4.5 A friendly unit may Advance fire each time an enemy unit enters a hex in its MFZ. Thus, a unit that is STF could conceivably Advance fire at an enemy three times, once for each hex in its MFZ that enemy enters.

9.4.6 Eligible units may Advance fire at more than one unit or stack.

9.4.7 **Remember:** Units retreating, or moving laterally through, an MZF may not be subject to Advance Fire. Units must be advancing (that is, be moving closer to some enemy unit) to be subject to Advance Fire.

9.4.8 Units with Advance Fire markers on them have their MFZ reduced by 1 hex. Units that are STF, for example, that have an Advance fire marker on them, have their MFZ reduced to 2 hexes.

9.4.9 Un-routed units will always have an MFZ of at least 1 hex, regardless of the presence of an Advance Fire marker.

9.4.10 **Remember:** Units with an Advance Fire marker suffer a -2 line modification when they fire advance/retreat fire

9.5 **Advance Fire Markers.** Place Advance Fire markers on units that execute Advance or En Passant fire. These are placed as soon as a unit executes either type of fire. Units that have advance fire markers receive a -2 fire line modification when firing.

9.5.1 Units with Advance Fire markers on them may not fire in the next friendly Small Arms segment after the segment in which they are placed. Thus, Advance fire markers placed on units in segment G, P1 Action Segment, by player 2 would not allow fire by those units in segment I, P2 Small Arms Segment.

9.5.2 Advance fire chits are removed at the end of every friendly Action or Small Arms segment.

9.5.3 During a friendly Action Segment, units with Advance Fire markers may fire, but they suffer the -2 fire line modification.

9.5.4 Units executing En Passant Fire do have Advance Fire Chits placed upon them.

9.6 **The Minimum Fire Zone.** All non-routed units units have a Minimum Fire Zone that extends into an adjacent, frontal hex .

9.6.1 Only un-routed units have an MFZ.

9.6.2 Disrupted units do have an MFZ.

9.6.3 Players should note the difference between a Fire Zone (see 9.1) and a Minimum Fire Zone. A fire zone extends out a unit's front to its maximum range. A Minimum Fire Zone extends out a unit's front into adjacent hexes only. Movement into or out of a unit's MFZ will usually trigger fire from that unit.

9.6.4 Range of MFZs: Units that are STM have an MFZ of 2 hexes; Units that are STF have an MFZ of 3 hexes; Disrupted units have an MFZ of 1 hex.

9.6.5 A unit's MFZ is never greater than the closest un-disrupted, un-routed enemy unit. If a unit that normally has an MFZ of three hexes has an un-disrupted enemy unit two hexes away, then its MFZ is reduced to 2 hexes. If an un-disrupted enemy unit is adjacent to it, then its MFZ is reduced to 1 (the adjacent) hex.

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9.6.6 An MFZ extends into but never through woods, light woods, or marsh hexes unless such hexes are below both the target and the firing unit. An MFZ never extends into a hex to which a unit cannot "see." Refer to Line of Sight (9.12) for details on what units can see, and what they cannot see.

9.7 Line Modifiers.

9.7.1 If the target unit is in a woods hex, *decrease* the fire factor line by 1. **Example:** Units with a fire factor of 7 are firing at a unit in a woods hex. The fire factor line is decreased by 1 (because the target is in woods) from the 6-7 to the 5 line. Resolve the combat on the 5 line.

9.7.2 If the target is in a Clear hex, *increase* the fire line by 1.

9.7.3 If the target is being fired at through a flank hexside, *increase* the fire factor line by 1.

9.7.4 If firing a Disrupted unit, *decrease* the fire factor line by 3.

9.7.5 If the target is executing an Advance *increase* the fire line by 1.

9.7.6 If a firing unit or stack has an advance fire marker on it *decrease* the fire line by 2.

9.7.7 Target Density: For each base strength point above 3 in a target, *increase* the fire factor line by 1. A target with four strength points would have the line increased by one. If it had five strength points, the line would be increased by two. If it had six strength points, the line would be increased by three.

9.7.8 Target Charge: If firing at a unit that had been designated to charge *increase* the fire line by 1. This is in addition to any modifiers for advance or pre-assault fire.

9.7.9 Standing to Fire: If firing a unit that is Standing to Fire *increase* the fire line by one.

9.7.10 Skirmisher as Target: If the target is a skirmisher *decrease* the firing line by one.

9.7.11 Stone fence: If the target is directly behind a stone fence and if the fire is directed through the fenced hexside *decrease* the fire line by 1. Note: A unit does not receive this modification in the same segment it moved behind the stone fence hexside.

9.7.12 Light woods and Marsh: If the fire passes through a light woods or marsh hex *decrease* the fire line by one. A maximum of *one* light woods or marsh hex may be fired through.

9.7.13 If the target unit is in a dug-in hex *decrease* the fire factor line by one (see above for exceptions).

9.7.14 If the target unit is in a breastwork *decrease* the line by two (see above for exceptions).

9.7.15 If the target is under cover (artillery crews only) *decrease* the fire factor line by 1.

9.7.16 Volley: Firing units that have Volley chits on them receive a +1 line modifier. See 11.0 for details about the placement of volley markers.

9.7.17 "Whites of the Eyes" fire (WOE): Units with Volley markers on them and that are firing into an adjacent hex receive a +1 line modifier. This is combined with the +1 volley modifier. Thus a volleying unit, executing WOE, and advance fire at a charging unit in clear terrain receives a total line modification of +5!

9.7.18 If the target unit is mounted cavalry then the firing unit receives a +2 line modifier. **Important note:** this modifier is in effect for fire combat only. Units assaulting mounted cavalry do not receive this modifier.

9.7.19 Units firing at mounted cavalry receive a +2 line modifier.

9.7.20 Units firing at mounted columns receive a +3 line modifier (+2 for firing at a mounted formation, and +1 for firing at a unit in column).

9.7.21 Units under cover that fire suffer a -2 line modification to their fire line.

9.8 Combat Results.

9.8.1 **NE:** The fire has had no effect.

9.8.2 **?:** Units receiving a ? combat result make an immediate Disorganization check. If they pass this check (i.e., the die roll is equal to or less than their morale) then there is no further effect. If they are in good order (not Disrupted, not Routed) and fail the check, then treat the result as a D combat result (see below). If they are either Disrupted or Routed when they fail this check, then they immediately Rout. Retreat the said unit(s) 3 hexes.

9.8.3 **D:** the unit is Disrupted. A unit may attempt to take an Organization (O) Hit in lieu of the Disruption by checking morale. If it passes this check it takes the O Hit and remains in good order. If it fails the check it remains Disrupted.

9.8.4 A unit that has 2 O hits and that suffers a Disrupted combat result *must* take the Disrupted.

Note: The only time a unit may attempt to take an O hit instead of the Disruption is when they receive a D or ? combat result. If they are Disrupted for any other reason, they must take that Disruption.

9.8.5 **1:** The unit suffers 1 Organization Hit. Check for Disorganization. If the roll is less than, or is equal to, its morale, then there is no additional effect. If the roll exceeds its morale it is either Disrupted or Routed, depending upon its previous order (or lack thereof).

9.8.6 **2:** The unit suffers 2 O Hits. As (1) above.

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9.8.7 **3:** The unit suffers 3 O Hits. This will eliminate at least 1 whole unit. Remember: when a unit in a stack is eliminated, the other unit(s) in that stack will absorb any excess losses.

Important note: When the number rolled on the Combat table is followed by an asterisk (*), the affected unit is automatically Disrupted if it does not Rout.

9.9 Combat effects.

9.9.1 **No Effect:** Just as it says; the target has not reacted to the fire.

9.9.2 **Disrupted:** A Disruption, unlike other combat results, affects every unit in the hex. If one unit is Disrupted in a stack, the whole stack is Disrupted. See the Rally section of the rules for further details on Disruption effects.

9.9.3 A Disrupted or Routed unit that receives a D combat result treats that result as 1 O hit.

Important Note: A Disrupted unit that receives a ? combat result and that fails its subsequent morale check does *not* suffer an O hit, but will Rout instead. A Disrupted unit must receive a D (or better) combat result to suffer an O hit.

9.9.4 **1, 2, 3:** Organization hits represent a loss of about 15 or more men, depending upon the scenario. This number represents not only killed and wounded personnel, but also those less than stout-hearted fellows who have simply run away. A unit will suffer three (3) O hits before it is eliminated.

9.10 **Disorganization checks.** When a unit must check for Disorganization the player rolls a die and compares this number to the unit's modified morale (see 13.1). If the number is equal to or less than the unit's modified morale, it passes. If it is greater, then the unit is Disorganized (Disrupted or Routed). Remember, a die roll of 0 is a 0, not a 10.

9.10.1 Units in good order that fail their morale check are Disrupted. Put a Disrupted marker on all units in the hex. See the rally section of the rules (13.0) for further details.

9.10.2 A disrupted unit that fails a Disorganization check Routs. Retreat the routing unit 3 hexes towards a friendly board edge. Friendly board edges vary according to scenario and are listed therein when significant.

9.10.3 For every EZOC a unit or stack retreats out of after the first one, it suffers an additional O hit. For more details on Rout effects and retreat priorities see the Rally section (13.0) of the rules.

9.11 **Recording losses.** Losses are recorded by using the

number chits. Every time a unit suffers an O hit, place a number counter equal to the total number of O hits taken beneath it. For example, a unit that receives 1 O hit will have a 1 O hit counter beneath it. If it suffers another O hit, flip the O hit counter to its 2 side.

9.12 Line of Sight (LOS).

9.12.1 For units to engage in ranged fire (combat at greater than a 1 hex range), they must be able to see each other; they must have a LOS.

9.12.2 To determine LOS, a straight line is traced between the center of the firing unit's hex and that of its target. Use any straight-edge to do this. If there is an *obstructed* hex (see below) between the two units then LOS does not exist between them and fire is not possible.

9.12.3 If there are no obstructions between them then a LOS exists and fire is possible.

9.12.4 In cases where the LOS intersects the hexside between an obstructed and an unobstructed hex, then the LOS is not blocked.

9.12.5 LOS may be traced *into* but not *through* an obstructed hex.

9.12.6 Units may always fire into an adjacent hex, subject to their facing.

9.12.7 **Elevations.** There are seven elevation levels. Level 1 is the lowest, and level 7 the highest elevation. All elevation levels are differentiated by slope hexsides. Elevations are potential obstructions to the LOS.

CASE 1. When units are on the same or different elevations, any elevation higher than both units will block the LOS between them.

CASE 2. When sighting between units on different elevations, any elevation that is the same as the elevation of the higher unit will obstruct the LOS between the two units if that elevation is closer to the lower unit than the higher one or is equidistant between the two.

CASE 3. Generally Descending Terrain. When sighting between units on different elevations and all elevations between them are lower than the higher unit, then the terrain is considered to be generally descending. LOS is always possible along generally descending terrain. In cases where the terrain descends, rises and then descends again, the terrain is NOT generally descending. The LOS is obstructed if any elevation higher than the lower unit is closer to the lower unit, or is equidistant between the two sighting units. Treat this as case two, above.

Terrain will never be generally descending when sighting through woods, light woods, marsh, or other units. In this case, any elevation higher than the lower unit will block LOS if it is closer to the lower unit or is equidistant between the sighting units.

9.12.8 **Woods.** Units may see into, but never through a woods hex.

When sighting between units on the same elevation, the LOS is blocked if it passes through a woods hex.

When sighting between units on different elevations, the LOS is blocked if the woods hex is closer to the lower unit, or is equidistant between the two.

Woods hexes affect the determination of generally descending terrain. See above.

9.12.9 **Light woods and marsh.** Light woods and marsh hexes are equivalent for LOS purposes.

Units may see through a maximum of *one* light woods hex, into adjacent hexes or beyond, if possible. No more than one light woods hex may be sighted through. For LOS purposes, treat the second light woods hex along a LOS as a woods hex.

Units firing through a light woods hex have their fire line decreased by one.

Light woods and marsh affect the determination of generally descending terrain. See above.

9.12.10 **Other units.** Units other than the sighting ones are potential obstructions to the LOS.

Leaders can never block LOS. Only combat units can block the LOS.

When sighting between units on the same elevation, the LOS is blocked if it passes through a hex occupied by other units, friendly or un-friendly.

When sighting between units on different elevations, the LOS is blocked if it passes through a hex occupied by a unit and that hex is equidistant between, or is closer to, the lower unit than the higher. **Exception:** When sighting between units on different elevations, and that elevation difference is two or greater, then other units on the same elevation as the lower unit will never block LOS.

Units other than the sighting ones affect generally descending terrain. See above.

9.12.11 **Crests.** Crest hexsides raise the elevation of that hexside (only) 1 level. When sighting through a crest hexside, treat the unit as if it were sighting down a slope.

9.12.12 **Earthworks.** Both dug-in and breastwork hexes are earthworks. They are treated identically, except that breastworks provide more protection than dug-in hexes.

Opposing units derive no benefit from enemy earthworks. Units that assault out of an earthwork derive no benefit from it; do not modify pre-assault or assault fire against it. Earthworks do have a facing. The dug-in icon points to the vertex of a hex and only protects units from those two front hexes.

The breastwork icon protects units from all hexsides except those directly in their rear.

Fire and assault combat will be modified only when directed through a protected hexside.

Units in earthworks will always have their morale increased by one.

Eligible units may automatically STF when entering a hex with a friendly earthwork icon.

9.13 **Prepare To Volley.** Players may increase their unit's fire power by preparing them to Volley. A unit has prepared to volley when a volley marker has been placed on it.

9.13.1 Preparing a unit to volley allows for a volley marker to be placed on it, only. It is a separate action to fire.

9.13.2 Firing units receive a +1 fire line modifier after it has prepared to volley.

9.13.3 Only units standing to fire may prepare to volley.

9.13.4 Volley markers are removed when:

1. the unit becomes disorganized;
2. the unit fires or attempts any other action.

9.13.5 A volley marker can be used only once per segment.

9.13.6 "Whites of the Eyes" fire (WOE). A unit receives an additional +1 fire line modifier if it has prepared to volley and is firing into an adjacent hex. This +1 fire line modifier is in addition to the normal +1 volley modifier.

10. ASSAULT

10.1 **General Rules.** Assault is similar to fire combat, except that assaulting units may fire one or more rounds at defending units. The assaulting units may also incur losses due to enemy return fire.

10.1.1 The assaulting and defending units must be in adjacent hexes.

10.1.2 Units in different hexes may assault the same hex in a particular segment, but never as a combined strength; they must assault separately.

10.1.3 Units of the same regiment that are stacked together must combine their strength when assaulting the same hex; if they assault separately then they may *not* assault the same hex.

10.1.4 Units stacked together need not assault the same hex. They may assault different hexes or attempt completely different actions. One unit in a stack that is assaulting in no way forces units stacked with it to also assault. An assaulting unit is considered to be the top unit for Pre-Assault fire purposes.

10.1.5 A unit may not assault more than one hex; a unit may assault 1 hex per segment.

10.1.6 A hex may be assaulted more than once per segment.

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10.1.7 During an assault, all units (both attacking and defending) have a fire factor of four (4).

10.1.8 Units assaulted in their flank are Disrupted *before* the first assault round. Disrupted or Routed units assaulted in their flank suffer no additional effect.

10.1.9 Disrupted and Routed units may never initiate an assault.

10.1.10 Units Disrupted as a result of Pre-assault Fire must continue with assault combat.

10.1.11 Units initiating assault from a marsh or creek hex are disrupted before Pre-Assault fire is calculated.

10.2 **Pre-Assault Fire.** Before the assault begins, the defending unit(s) may attempt Pre-Assault Fire. Refer to the general fire procedure.

10.2.1 Units making pre-assault fire *do* receive the +1 Advance fire line modifier.

10.2.2 Disrupted units may attempt Pre-Assault Fire. Routed units may not attempt Pre-Assault fire.

10.2.3 A unit may only Pre-Assault Fire through its frontal hexes.

10.2.4 A unit may Pre-Assault Fire as many times as eligible.

10.2.5 Pre-Assault fire does count as Advance fire. Make sure Advance Fire markers are placed on units that have executed Pre-Assault Fire.

10.2.6 Units that Advance fired do suffer the -2 line modification when executing pre-Assault fire at Assaulting units in that same segment.

10.3 **Assault Procedure.** An assault is conducted in 1 or more rounds. Both attacker and defender fire during an assault, and all fire is considered simultaneous. Use the fire procedure outlined above and the line modifiers under the Assault Only heading.

10.3.1 During each round of the assault, both players roll the die and refer to the Combat Table.

10.3.2 A unit may assault a maximum of three rounds.

10.3.3 An attacking unit may not voluntarily break-off an assault. A unit designated to assault must assault all three rounds unless it, or the defending unit, routs.

10.3.4 When both the attacking and defending unit must check morale due to an assault result, the attacker always checks first.

10.3.5 It is possible for both the attacker and the defender to rout due to assault combat.

10.4 Skirmishers And Assault.

10.4.1 When assaulting a skirmisher with a non-skirmisher, increase the non-skirmisher's fire line by one.

10.4.2 Skirmishers may voluntarily rout from an assault before the first round. Units that do this may not execute pre-assault fire.

10.4.3 Skirmishers may never bayonet charge.

10.5 **Artillery.** Artillery has a range factor of two when defending against an assault. Artillery may never initiate an assault.

10.6 Assault Line Modifiers.

10.6.1 When initiating an assault against a unit that is on a higher elevation than the assaulting units, *decrease* the fire factor line by 1. This applies to the player initiating the assault (the attacker) only.

10.6.2 If initiating an assault in a units flank hexside, *increase* the fire factor line by one.

10.6.3 If the firing unit is Disrupted, *decrease* the fire factor line by three.

10.6.4 Leaders. If either attacker or defender is stacked with a leader, modify the fire factor line by one in favor of the unit with the leader.

10.6.5 Charge. If the attacking unit is in good order and is executing a charge, then increase the fire line by 1.

10.6.6 Density. For each SP above 3 in a target hex, increase the firing line by one.

10.6.7 When assaulting a unit in a breastwork, subtract 1 from the attackers fire factor line (see 9.12.12 for exceptions).

10.6.8 When assaulting through a crest hexside, subtract one from the attacker's fire factor line.

10.6.9 Units receive a +1 line modification when involved in an assault with a friendly leader.

10.7 Routing from an assault.

10.7.1 Any unit that routs from the assault loses an additional O hit. This applies to the attacker as well as to the defender.

10.7.2 O hits lost due to routing from an assault should be considered as captured personnel. Count these losses twice for victory point purposes.

10.8 Advance after assault.

10.8.1 A hex that has been vacated by defending units (either through losses or by routing) must be advanced into by all assaulting units.

10.8.2 Attacking units are automatically Disrupted at the

conclusion of the assault. Attacking units that had been previously disrupted suffer no additional effect.

10.9 **Assault results.** See Combat Results, in the Fire section of the rules (section 9.0).

11. THE BAYONET CHARGE

By the time of the Civil War, the rifled musket had neutralized the bayonet as the decisive weapon (sorry, Stonewall). In fact, wounds inflicted by the bayonet were relatively rare and almost never fatal. Nevertheless, the bayonet still had an important psychological effect on the battlefield, and a well-timed charge was often enough to break the morale of a surprised or weakened foe.

11.1 **Designating/Initiating Bayonet Charges.** Charges occur during a friendly Action segment. All charges must be designated before any friendly units conduct a single action. Once even one unit has conducted an Action, no charges may be initiated.

11.1.1 Only units stacked with the appropriate leaders or flag may be designated to charge.

11.1.2 Brigade leaders may not initiate a charge with units of a different brigade.

11.1.3 Divisional leaders may initiate a charge with any eligible unit.

11.1.4 Units of different regiments that are stacked in a hex may not initiate a charge.

11.1.5 The flag or leader must *begin* the Action segment in question already stacked with the charging units. Flags that have been transferred may not be used to initiate a charge that segment.

11.1.6 The leader or flag used to initiate a charge must accompany the charging units.

11.1.7 Units with 2 O hits may not initiate a charge unless stacked with a flag and a leader.

11.1.8 Disrupted units may not be designated to charge.

11.1.9 One unit in a hex that has been designated for a charge in no way obligates units stacked with it to also charge. Those units may conduct other Actions, as the owning player sees fit.

11.1.10 Use Charge chits to designate charging units.

11.1.11 The owning player must designate a target enemy occupied hex for the charging unit(s). This hex must be at least two, and no more than three hexes from the units initiating the charge. Units adjacent to an enemy unit may not declare a charge. They may assault normally.

11.1.12 A unit may not designate a hex to charge to which it could not legally move adjacent.

11.1.13 Units in different hexes may designate the same target, but these charges must be resolved separately.

11.1.14 Units may not designate charges from, into, or through marsh hexes.

11.1.15 Units may only declare a charge against a unit that they face. They may not declare a charge against units oriented to their flank or rear.

11.1.16 Units may not change facing before declaring a charge. They may only charge units that they are facing at the beginning of that friendly Action Segment.

11.1.17 It costs a charging unit 1 extra MP to change facing during charge movement.

11.2 **Bayonet Charge Movement.** When it moves, a charging unit must proceed in the most direct manner possible toward its target. A unit must expend a minimum of movement points to do this. It may not, for example, expend four movement points to move adjacent to its target when it could have gotten to a different (and perhaps more exposed) adjacent hex by expending only three movement points.

11.2.1 Units may not charge over friendly units. When they move, they must have a clear path to their target. Charging units that do not have a clear path by which they expend a minimum amount of movement points, may not charge. They must remain in place.

11.2.2 Charges may be resolved at any point in a friendly Action Segment, before or after other units conduct actions.

11.2.3 Charging units may be subject to both advance and pre-assault fire. Units firing at a charging unit receive a +1 line modification. This is in addition to the +1 modification for advance and/or pre-assault fire.

11.3 Bayonet Charge and Assault.

11.3.1 Charging units that have moved adjacent to their target hex must assault all enemy units in that hex. This assault occurs as soon as the charging unit comes adjacent to its target. They must assault all three rounds. They may not break-off the assault until all three rounds are up, or until they or their target rout.

11.3.2 Charging units receive a +1 fire line modification when assaulting. They lose this modification if disrupted at any time.

11.4 **Charging a Non-Targeted Hex.** Charging units that have had their target hex vacated by enemy units may charge any hex adjacent to its target if they could have legally designated that hex as their target at the beginning of the segment.

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11.5 **Remaining in Place.** Units designated to charge may remain in place. However, they become automatically disrupted.

11.6 **Charges and Disruption.** Units disrupted while charging must continue to charge. Only when they are routed will they break-off the charge. Units disrupted while charging have their Bayonet marker removed.

11.6.1 **Important:** Units with less than 2 O hits may always take an O hit in lieu of a D or ? combat result; they need not check morale when receiving these combat results.

11.6.2 Bayonet markers are removed at the end of a unit's move and it is automatically disrupted. Units that had been disrupted during the charge suffer no additional effect.

12. CAVALRY

During a friendly cavalry segment only Mounted units may conduct certain actions. These actions are: Move, Assault, and Cavalry Charge. Mounted Cavalry may not execute any other actions in a friendly Cavalry Segment. Leaders, horse, and non-horse artillery are also eligible to move every cavalry segment within certain restrictions. See below. Cavalry can either be mounted or dismounted. Each is considered a different primary formation, thus mounted units may never stack with dismounted units. The general formation rules do apply to cavalry (e.g. it costs a mounted cavalry unit at least 5 MP to go from mounted column to mounted line or to go from mounted line to dismounted line).

12.1 **Mounted Cavalry: General Rules.** Mounted Cavalry may conduct certain actions in both friendly Cavalry Segments.

12.1.1 Mounted Cavalry may conduct the same actions during each friendly Action Segment. Additionally, Mounted Cavalry *may* fire, assault, rally, and cavalry charge during a friendly Action Segment.

12.1.2 During a friendly Cavalry Segment mounted cavalry may only conduct the move, cavalry charge, or assault actions. Mounted cavalry may neither fire nor rally during a friendly cavalry segment.

12.1.3 All facing restrictions apply to mounted cavalry.

12.1.4 Mounted cavalry will never be driven to cover. Any disorganization check that exceeds its morale will cause it to be disrupted or routed.

12.1.5 Mounted cavalry may never assume a line sub-formation.

12.1.6 Mounted cavalry does *not* have an MFZ. It has a maximum firing range of one hex with a fire factor of .5

(½) Ignore the data on the Combat Tables card in this case. When it fires use the P (Pistol) range factor table.

12.1.7 Units firing at mounted cavalry receive a +2 line modifier.

12.1.8 Mounted Cavalry may be either in Line or Column. Note that line and column are different formations, therefore mounted units in line may not stack with mounted units in column.

12.1.9 **Important:** Any mounted unit that routs retreats 6 hexes not three.

12.2 Mounted Column.

12.2.1 No more than one mounted unit in column may ever end a move in a thoroughfare hex (see 6.7.1).

12.2.2 Units firing at mounted columns receive a +3 line modifier (+2 for firing at a mounted formation, and +1 for firing at a unit in column).

12.2.3 Mounted columns that are disrupted or routed immediately deploy into mounted line. Remove the column marker.

12.2.4 Mounted columns may never dismount; only mounted lines may ever dismount.

12.2.5 Mounted columns may never fire or initiate an assault.

12.2.6 When moving, mounted columns use the Column section of the TEC.

12.2.7 A mounted column may skedaddle as soon as an enemy unit comes adjacent to it. It is automatically disrupted at the end of this retreat and should be placed into mounted line.

12.2.8 Units in column that deploy into line may be fired upon if they change formation in an enemy MFZ.

12.3 Mounted Line.

12.3.1 Only mounted lines may dismount. All rules for formation changes apply.

12.3.2 Only mounted lines may Cavalry Charge and Opportunity Charge. See below for details.

12.3.3 Mounted lines may fire (their range is two hexes and their weaponry are pistols). They assault normally and receive no bonus for being mounted.

12.3.4 Minimum Charge Zones (MCZs).

12.3.5 Mounted lines do not have an MFZ; they do have a Minimum Charge Zone (MCZ) of two hexes.

12.3.6 Like MFZs, an MCZ is never greater than the closest un-disrupted enemy unit.

12.3.7 An MCZ extends out *all* directions from the unit; unlike an MFZ, it is not restricted by the unit's facing.

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12.3.8 An MCZ extends into, but not through light woods hexes.

12.3.9 An MCZ does not extend into or through woods, marsh, or creek hexes.

12.3.10 Whenever an enemy unit enters a mounted line's MCZ, that cavalry unit has three options:

1. Stay put and do nothing;
2. Skedaddle;
3. Execute an Opportunity Charge. See below for details about opportunity charges.

12.4 Mounted Lines and Skedaddle.

12.4.1 Mounted lines that skedaddle are not automatically disrupted. Rather, they make a morale check. If they pass this check then there is no further effect. If they fail this check (by any number) then they are disrupted (or routed).

12.4.2 Mounted lines that are assaulted may Skedaddle before the first round of combat.

12.5 Dismounted Cavalry.

12.5.1 Mounted lines may dismount at the normal cost for a formation change. Flip the unit to its reverse side to signify a dismounted unit.

12.5.2 Dismounted cavalry is treated exactly like infantry except that dismounted units may never Stand To Fire. Unless indicated otherwise, dismounted units are always standing to maneuver.

12.5.3 They may assume cover (voluntarily or involuntarily).

12.5.4 Federal Cavalry (only) armed with Carbines may automatically assume cover in any hex. It costs them nothing extra to do this. When they fire they do not suffer the -2 fire line penalty for covered units firing. They continue to suffer the fire line penalty when assaulted or bayonet charged. Dismounted cavalry of this type also have an MFZ of 2.

12.5.5 Dismounted cavalry may skirmish. Skirmishing cavalry in good order does not rout when skedaddling or when failing a disorganization check. Skirmishing cavalry always become disrupted before they rout.

12.5.6 Dismounted Cavalry may not Bayonet Charge.

12.5.7 Dismounted units may not deploy into Column formation; they may only be in line.

12.5.8 Units that dismount in an MFZ may be fired upon by eligible units before the formation change.

12.6 **The Cavalry Charge.** The Cavalry Charge is similar to the Bayonet Charge, except that only *mounted lines* may execute this action.

12.6.1 All rules for a bayonet charge are also in force for a Cavalry Charge. Mounted Cavalry adjacent to an enemy unit may not declare a charge; it may assault instead.

12.6.2 Cavalry is eligible to charge every time it has a segment, that is, during a friendly Cavalry segment and during a friendly Action segment.

12.6.3 Units may not charge into or through woods, marsh, or creek hexes.

12.6.4 Units may charge into but not through light woods hexes.

12.6.5 Units in earthworks may not be charged.

12.6.6 Cavalry must be in clear terrain when it initiates a charge and may not be disrupted

12.6.7 Note charging units with bayonet charge markers.

12.6.8 Charging units receive the +1 charge bonus modifier when it assaults.

12.6.9 When a charging unit (infantry or cavalry) is opportunity charged, both sides receive the +1 fire line modifier for that combat.

12.7 Opportunity Charges.

12.7.1 Mounted Lines, only, may conduct an Opportunity Charge as soon as any enemy unit enters its Minimum Charge Zone (see above for details about MCZs).

12.7.2 Units must be stacked with a leader or flag to be eligible for an opportunity charge.

12.7.3 A unit must be in clear terrain when it declares an opportunity charge.

12.7.4 Opportunity charges may not be declared against units in woods, creek, or marsh hexes, nor may an opportunity charge be declared through such hexes.

12.7.5 Opportunity charges may be declared against adjacent units that are attempting to move.

12.7.6 Mounted cavalry that are assaulted may conduct an opportunity charge against the assaulting unit. Thus, the original assaulting unit may not conduct the assault but are themselves, assaulted.

12.7.7 When a cavalry unit conducts an opportunity charge it is moved in the most direct manner to the hex adjacent to the target. As in a Bayonet charge it must expend a minimum amount of MPs to do this.

12.7.8 A cavalry unit may change facing once before charging. It may not change facing once it has begun the charge movement.

12.7.9 Units may not conduct an Opportunity charge over or through hexes occupied by other units.

12.7.10 A charging unit moves a maximum of one hex

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and then conducts the assault. It may conduct an opportunity charge against a target that moves adjacent to it. In this case it will not move, though it may change facing.

12.7.11 Charging units are liable for advance fire from the charged units, and from any other eligible enemy units.

12.7.12 Once a Cavalry unit moves adjacent to its target, it must assault that target all three rounds, unless it, or its target, routs.

12.7.13 Cavalry executing an Opportunity charge receives a +1 line modifier when it assaults. In other words, it receives the charge bonus.

12.7.14 As in a regular assault, a cavalry unit is automatically Disrupted at the end of assault combat.

12.7.15 Charging cavalry may itself be subject to an opportunity charge from opposing mounted lines. In this case, the original charging unit must turn and defend itself; its own charge is broken.

12.7.16 The charge will not be broken if the original player can opportunity charge the enemy charging unit. That enemy unit must in turn defend itself.

12.7.17 Note that one charging unit may initiate a chain reaction of charges and counter-charges. Just remember that any charging unit must turn and defend itself when it is charged; it may not assault the original target hex unless the opportunity charge of the enemy is itself broken.

12.7.18 When a charging unit (whether infantry or cavalry) is opportunity charged, both units will receive the charge bonus.

12.7.19 Remember to resolve all Advance fire (not pre-assault) as soon as a unit enters an MFZ.

12.8 Artillery And Leaders During Cavalry Segments.

12.8.1 Artillery units attached to cavalry brigades are horse artillery.

12.8.2 Horse artillery may conduct actions at the same time as cavalry, i.e. during both friendly Cavalry and Action segments.

12.8.3 Horse artillery moves exactly like artillery.

12.8.4 Horse artillery may not change formation during a cavalry segment. It may only change formation during a friendly Action Segment.

12.8.5 Horse artillery may not rally during a friendly Cavalry Segment.

12.8.6 Horse artillery may still only fire or rally during a friendly artillery fire segment.

12.8.7 Horse artillery never has Crew chits placed on

them after moving; they may move, unlimber and then fire in the next friendly artillery fire segment.

12.8.8 Unlimbered horse artillery may only retire by prolonge during a friendly Action Segment or when assaulted. It may never retire by prolonge during a friendly Cavalry Segment.

12.8.9 Regular (non-horse) artillery may move ½ during a friendly Cavalry Segment; it has 5 MPs with which to move.

12.8.10 Regular Artillery may not change formation during a friendly cavalry segment. It may only change formation during a friendly Action Segment.

12.8.11 Regular Artillery may not rally during a friendly Cavalry Segment.

12.8.12 Unlimbered regular artillery may only retire by prolonge during a friendly Action Segment or when assaulted. It may never retire by prolonge during a friendly Cavalry Segment.

12.8.13 All leaders are considered mounted units. Therefore they may move every friendly cavalry segment. Remember, however, that to be of benefit to a unit, a leader must begin and end a segment stacked with that unit.

13. RALLY AND MORALE

Units that are Disrupted or Routed need to be rallied to resume normal function. Units that are Disrupted or Routed are considered Disorganized. A unit that checks morale is making a Disorganization Check regardless of whether it is in Good Order (not Disrupted or Routed), or whether it is already Disorganized. A Routed or Disrupted unit or stack that is carrying its flag automatically Rallies. They still must execute the Rally Action to do this. All units stacked with their flag have their morale increased by one.

13.1 **Morale.** All combat units have a morale. Whenever a unit checks for Disorganization the player rolls one die and compares the number rolled to its morale. If the number is less than or is equal to its morale, then it passes the check. If the number exceeds its morale, the units become Disorganized (Disrupted or Routed).

13.1.1 Units in good order that fail a morale check become Disrupted.

13.1.2 Disrupted units that fail a morale check, Rout.

13.1.3 Unit morales are determined by a scenario's instructions.

The following rules apply when a unit's disorganization check is caused by enemy Fire (small arms or artillery, only). Disorganization checks precipitated by Assault

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remain un-altered from the previous modules. These rules apply to Infantry only.

Unit Standing in Good Order:

1. When a unit or stack checks for disorganization and when the morale roll exceeds its morale by one or two, then that unit or stack is driven to cover.
2. If the morale roll exceeds the unit's morale by three or more, the unit or stack is disrupted.
3. Units driven to cover by enemy fire may attempt to remain standing by making a morale check. If they pass this check, they remain standing and suffer an O hit. If they fail this check by any number they become disrupted.
4. Units may never be driven to cover once an assault has begun (i.e. after the assaulting units have survived advance fire). Units will never be driven to cover by Pre-Assault fire.

13.1.4 Units Under Cover.

1. Units under cover that fail a disorganization check by 1 or 2 are Disrupted. Remove the cover marker from the affected units.
2. Units under cover that fail a disorganization check by three or more are Routed.

13.1.5 Disrupted Units. Disrupted units that fail a Disorganization check by any number, Rout.

13.2 **Morale Modifiers.** When a unit makes a disorganization check or when it attempts to rally, modify its morale according to the following schedule.

13.2.1 Routed units are always out of command and have their morale reduced by one.

13.2.2 All units have their morale reduced by one for each O hit they have suffered. Example: A unit with a morale of six has suffered two O hits. Its adjusted morale is now four.

13.2.3 A unit fired upon or assaulted through a flank hexside has its morale reduced by one for that combat only.

13.2.4 If a unit is stacked with its flag, increase its morale by one.

13.2.5 A unit is disorganized (routed or disrupted) whenever the disorganization check die roll exceeds its modified morale.

13.3 **Rally Procedure.** To rally a unit, the player rolls a die and compares the die roll to its morale. If the roll is equal to or less than the unit's morale, it recovers organization. If the die roll exceeds its morale, it fails to recover from Disorganization.

13.3.1 Disrupted units that fail to Rally remain Disrupted.

13.3.2 Routed units that fail their rally check retreat 3 hexes towards a friendly board edge and remain routed.

13.3.3 Only the top disorganized unit in a stack may ever attempt to rally. If it succeeds in its rally attempt then all units stacked with it are restored to good order. If it fails, then all those units maintain their disorganization.

13.3.4 A unit is never compelled to Rally. Routed units that choose not to rally, retreat as outlined below.

13.3.5 A stack of Routed units must retreat together.

13.3.6 **Important:** A unit may never rally in the same segment it became disorganized (Routed or Disrupted).

13.3.7 Units may not rally in the same segment they execute Rout movement.

13.3.8 Routed units that fail to rally in an Action Segment may elect to remain in place and suffer an O hit. This O hit loss is in lieu of retreating 3 hexes. Note that this loss may only occur as a result of a failed Rally check during a player's Action segment. Units may not refuse to retreat at any other time.

13.3.9 Disorganized units stacked with their flag and that execute the Rally action, need not roll a die. These units automatically rally.

13.3.10 Artillery may attempt to rally during any friendly Artillery or Action segment.

13.3.11 Any leader stacked with that artillery automatically rallies it.

13.3.12 Routed crews may only rally during a friendly Action segment. They may not rally during an Artillery Segment.

13.3.13 Any leader stacked with a crew automatically rallies it.

13.4 **Effects of Disruption.**

13.4.1 Disrupted units may fire with a minus 3 line modification.

13.4.2 Disrupted units *do* have a ZOC, though it costs nothing extra for an enemy unit to enter/leave it.

13.4.3 A Disrupted combat result affects every unit in a hex.

13.4.4 Disrupted units may not initiate an assault.

13.4.5 Disrupted units may defend in an assault with a -3 fire line modification.

13.5 **Effects of Rout.**

13.5.1 Routed units may never fire.

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13.5.2 Routed units do not have a ZOC.

13.5.3 Routed units are always considered flanked for fire purposes.

13.5.4 When forced to check for Disorganization, they automatically rout, moving 3 hexes towards a friendly board edge. See Retreat Priorities, below.

13.5.5 Routed units may not initiate an assault.

13.5.6 Routed units may not fire in an assault.

13.6 **Retreat Priorities.** A unit executes a retreat when it is Routed.

13.6.1 All retreating units must move three hexes following these priorities: Retreating units must move generally away from enemy units; they must move towards a friendly board edge. Friendly board edges are listed in each scenario when relevant. They should avoid EZOCs, if possible.

13.6.2 Retreating units may swerve around friendly units, but only if they conform to the priorities listed above.

13.6.3 Units unable to retreat, i.e. they are surrounded by enemy units, automatically surrender (place these units in the Destroyed Units Display, and double their victory point value).

13.6.4 Retreating units immediately stop on a friendly board edge, ceasing all movement that segment. These units have one more segment in which to rally.

13.6.5 Retreating units that began a segment on a friendly board edge and that fail to rally, rout off the board.

13.6.6 Units that rout off the board may never be brought back into play. These units count for Victory Points as if they had been totally destroyed.

13.6.7 For every EZOC a unit or stack retreats out of after the first one, it suffers an additional O hit. For this purpose, an EZOC exerted by more than one unit in a hex counts as a single EZOC. A unit or stack can never suffer more than 1 O hit for retreating out of a given hex. O hits lost in this manner should be considered captured and counted twice for Victory Point purposes.

13.6.8 Units may never end a retreat in an EZOC. Retreat them an additional hex, or more if necessary.

13.6.9 Retreating units that enter a hex containing disorganized units routs those units; immediately retreat them three hexes.

13.6.10 Retreating units that enter a hex containing friendly units in good order causes those units to be Disrupted.

13.6.11 When units end a retreat over-stacked in a hex, move the retreating units an additional hex.

13.6.12 A unit may retreat more than once a segment. It is certainly possible for a unit to retreat 6 or more hexes a given segment!

13.6.13 The owning player always decides how to retreat his units.

13.6.14 **Important:** A unit or stack that is forced to retreat more than once in a segment suffers an O hit each additional time it retreats.

13.6.15 Units forced to retreat off the mapboard should be placed in the Destroyed Units display and are considered completely destroyed for victory point purposes.

13.7 **Surrender.** As stated previously, all units engaged in Rout movement must generally move towards a friendly board edge. Units that have had this board edge completely cut off by any combination of enemy units or EZOCs may Surrender, either voluntarily or involuntarily. Only units so isolated from their friendly board edge are eligible to surrender. A unit is not isolated if it can trace a path, regardless of how devious, free of enemy units/EZOCs to a friendly board edge.

13.7.1 Any isolated unit or stack may surrender the moment it is required to retreat out of an EZOC due to a failed morale check. It has this option each time it retreats out of an EZOC. Units undergoing assault and that rout suffer the additional O hit to capture before surrendering.

13.7.2 Any unit or stack may surrender in lieu of executing Advance or Pre-assault fire. Once a unit executes this fire it loses the option to surrender and may have to suffer assault.

13.7.3 **Note:** One unit in a stack surrendering causes all units stacked with it to also surrender.

13.7.4 Units assaulting an enemy that has surrendered must advance into that hex and will not be Disrupted. They may attempt no further Actions, however. Charging units advance as outlined above and may assault any unit(s) adjacent to them after that advance. If no enemy units are adjacent to them then they may move no further.

13.7.5 An Isolated unit or stack may surrender against a player's wishes. Any time an isolated unit or stack retreats out of an EZOC directly into another EZOC the owning player makes a Disorganization check. All possible modifiers apply. If this roll is at least 3 or greater than that unit's or stack's morale, it immediately surrenders.

13.7.6 Remove surrendered units from the map and place them in the Destroyed Units Display.

13.7.7 For Victory Point purposes, the remaining O hits of voluntarily surrendered units are counted only once, that is, those O hits are not counted as captured.

13.7.8 The remaining O hits of involuntarily surrendered units are counted as captured and are counted twice.

13.7.9 Surrendered units stacked with a flag automatically lose that flag to capture. Captured flags may never be replaced. Units that have lost their flag to capture may only be placed in command by their appropriate leader.

14. GENERAL SCENARIO INSTRUCTIONS

Rebel Yell is played using scenarios. The instructions for a scenario includes data on unit strengths, morale and leadership quality. There are also directions for setting up the mapsheets.

14.1 **The Mapsheets.** The maps are geomorphic; they may be aligned a variety of ways by butting the long edges of each sheet together. Each map is identified by a letter. A scenario's instructions will include a diagram to aide the players in setting up the map. The Northern side of the board is an arbitrary designation and is not intended to reflect the true north of the historical situation. Look for additional Tactical Battles maps published in *Competitive Edge* magazine.

14.1.1 **Important:** All hexes on a mapsheet, even half hexes, are playable unless otherwise specified. Thus, if a particular set-up calls for units to set-up within a given number of hexes from a map edge, the half hexes on that edge are counted.

14.1.2 On occasion a reference may be made to a map board edge and a map board boundary. These terms are not equivalent. A board edge refers to the physical edge of a board. A board boundary refers to the limit of playable hexes on that board.