

LAST FULL MEASURE

Procedure: Total firing strength of artillery. Add or subtract modifiers as applicable. Roll die and cross index with modified bombardment strength. Result is number of "moral checks" on each target unit in target hex.
Roll one die for each unit in target hex the number of times shown. A failed check (greater than quality rating) results in D2. 2nd failed check results in retreat. 3rd failed check results in elimination.

Artillery Fire Table																
Die roll	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	Die roll
1	1	1	1	1	2	2	2	2	3	3	3	3	3	3	3	1
2	0	1	1	1	1	1	2	2	2	2	2	2	2	3	3	2
3	0	0	1	1	1	1	1	1	1	2	2	2	2	2	3	3
4	0	0	0	1	1	1	1	1	1	1	1	2	2	2	2	4
5	0	0	0	0	0	1	1	1	1	1	1	2	2	2	2	5
6	0	0	0	0	0	0	0	0	0	1	1	1	2	2	2	6

Modifiers to Artillery Firepower

- Firing unit is disorganized-1
 - Target is:**
 - on higher elevation than all firing units.....-1
 - LOS is partially obstructed.....-1
 - in sunken road hex.....-1
 - across a stonewall hexside.....-1
 - in breastworks.....-1
 - on lower elevation than all firing units and in clear terrain...+1
- All modifiers are cumulative**

Range in Hexes	Bombardment Strength
1	NA
2 - 4	x 1
5 - 8	x 1/2

Combat Results Table										
	1-3	1-2	3-4	1-1	3-2	2-1	3-1	4-1	5-1	
0	AR	DR	DR + D1	DR + D1	DR + D1	DR + D1	DR + D1	DR + D1	DR + D1	0
1	AR	EXC + AR	D1	DR + D1	DR + D1	DR + D1	DR + D1	DR + D1	DR + D1	1
2	EXC	EXC	EXC	DR	D1	DR + D1	DR + D1	DR + D1	DR + D1	2
3	EXC + AR	A1	C	DR	DR	DR + D1	DR + D1	DR + D1	DR + D1	3
4	AR + A1	AR + A1	EXC + AR	AR	C	DR	D1	DR + D1	DR + D1	4
5	AR + A1	AR + A1	A1	EXC + AR	EXC + AR	EXC	DR	D1	D1	5
6	AR + A1	AR + A1	AR + A1	AR + A1	A1	EXC + AR	EXC	EXC + DR	EXC + DR	6
7	AR + A1	AR + A1	AR + A1	AR + A1	AR + A1	A1	EXC + AR	EXC	DR	7

Cohesion Comparison

		Attacker			
		4	3	2	1
defender	4	0	+1	+2	+3
	3	-1	0	+1	+2
	2	-2	-1	0	+1
	1	-3	-2	-1	0

ODDS DETERMINATION TABLE

Combat Odds

		1-3	1-2	3-4	1-1	3-2	2-1	3-1	4-1	5-1
1	1	—	—	—	1		2	3	4	5
2	2	—	1		2	3	4	6	8	10
3	3	1	2		3	5	6	9	12	15
4	4		2	3	4	6	8	12	16	20
5	5	2	3	4	5	8	10	15	20	25
6	6	2	3	5	6	9	12	18	24	30
7	7	3	4	6	7	11	14	21	28	35
8	8	3	4	6	8	12	16	24	32	40
9	9	3	5	7	9	14	18	27	36	45
10	10	4	5	8	10	15	20	30	40	50
11	11	4	6	9	11	17	22	33	44	
12	12	4	6	9	12	18	24	36	48	
13	13	5	7	10	13	20	26	39		
14	14	5	7	11	14	21	28	42		
15	15	5	8	12	15	23	30	45		
16	16	6	8	12	16	24	32	48		
17	17	6	9	13	17	26	34			
18	18	6	9	14	18	27	36			
19	19	7	10	15	19	29	38			
20	20	7	10	15	20	30	40			
21	21	7	11	16	21	32	42			
22	22	8	11	17	22	33	44			
23	23	8	12	18	23	35	46			
24	24	8	12	18	24	36	48			
25	25	9	13	19	25	38				
26	26	9	13	20	26	39				
27	27	9	14	21	27	41				
28	28	10	14	21	28	42				
29	29	10	15	22	29	44				
30	30	10	15	23	30	45				
31	31	11	16	24	31	47				
32	32	11	16	24	32	48				

Situations Favorable to the Attacker

- At least one attacking hex is higher elevation than all defender.....-1
- For each defending stack which is disorganized or shattered.....-1
- A commander with a command rating of 4 or better stacked with an attacker.....-1
- Flanking attack.....-1
- At least one attacking unit has higher cohesion than all defenders.....-1~3

Situations Favorable to the Defender

- If at least one defending hex is higher elevation than all attackers.....+1
- If at least one attacking stack is attacking across a steep-slope hexside.....+1
- If any attacker is attacking across a creek hexside.....+1
- If any attacker is attacking across a stonewall hexside.....+1
- If at least one defending unit (except cavalry) is in breastworks, town, sunken road hex (negates stone wall DRM), or embankment.....+1
- A commander with a command rating of 4 or better stacked with a defender.....+1
- If at least one attacking stack is mounted cavalry attacking infantry.....+1
- If at least one defending unit in a stack is a * unit.....+1
- For each attacking stack which is disorganized.....+1
- At least one defending unit has higher cohesion than all attackers ...+1~+3

LAST FULL MEASURE

Sequence of Play

1. **Command Determination Phase:**
Determine if units are in command according to the Command rules (22). A unit in, or out of command remains that way though-out the turn.
2. **Organization and Breastwork phase:**
The phasing player flips all *disorganized-2* markers to their *disorganized-1* side on his units. He flips all *build* markers to their *breastworks* side on all his units that are not in a Zone of Influence (ZOI). He may place *build* markers on his units that are not in a ZOI.
3. **Artillery Phase:**
Both players' un-limbered artillery units that are not in a ZOC may fire at targets from 2 to 8 hexes away, using the Artillery Table. The phasing player fires all his artillery first. Artillery fire effects are immediate regardless of whether the target had had a chance to fire or not. Artillery may limber instead of firing.
4. **Movement phase:**
The phasing player may move his units up to their maximum movement allowance. Cavalry may mount or dismount. Mounted cavalry may conduct charges. Artillery may unlimber at the end of their moves. Unlimbered artillery may not move. Reinforcements that are scheduled to enter on this turn are brought on the mapboard at their prescribed location and may move.
5. **Combat phase:**
Units in the ZOC of enemy units must attack those units per the combat rules. Artillery stacked with infantry or cavalry add their strength to the units they are stacked with. Conduct as many rounds of combat as required.

6. **Reorganization phase:**
Both players determine what brigades are shattered.
The phasing player rolls a die for each unit with a **D1** marker, to determine if the unit reorganizes. Commanders may apply their reorganization ratings.
Brigade commanders may attempt to recover eliminated regiments.

7. **Night turns** are conducted differently; see the rules for Night turns.

Second Player Turn

- The other player now becomes the phasing player and executes phases 1-5 as the first player did.
8. If the turn just completed is 8 pm, total Victory Points and check for victory per the Victory Conditions.
 9. Advance the turn marker to the next turn. If the next turn is a 5am turn, advance the day marker as well. Then resume play with the Union turn, and so on until the game is concluded.

Movement Allowances

- Infantry/Dismounted Cavalry.....5
- Artillery.....5
- Mounted Cavalry8
- Horse Artillery.....8
- Commanders8

Stacking Limits

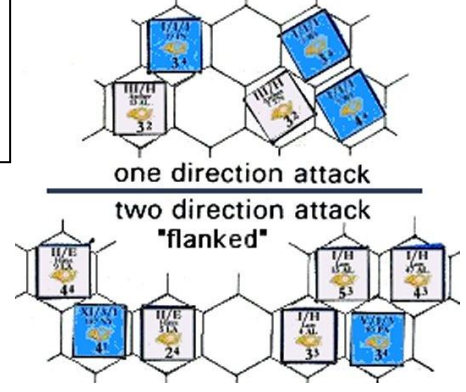
16 Strength Points of Infantry or Cavalry regiments, all belonging to the same brigade (see rule 4)
Plus
up to 6 Artillery SPs.

Reorganization/Command Ranges

- Army Commander 5/8
- Corps/Division Commander (USA) .. 3/5
- Corps/Division Commander (CSA) ... 5/5
- Brigade Commander..... na/2

Zones of Influence

Combat units exert a ZOI out to a range of 3 hexes and artillery exerts a ZOI out to 5 hexes. The ZOI does not affect hexes that are not in the unit's LOS. ZOI can be blocked by town hexes, woods, and higher intervening elevation. Units, friendly or enemy, do not block ZOI.



CRT Results

- Odds of less than 1-3 are not allowed – units must retreat before combat.
Odd of greater than 5-1 are treated as 5-1.
Modified die rolls less than 0 are treated as 0.
Modified die rolls greater than 7 are treated as 7.
- DR+D1 One unit of defenders choice is eliminated and all remaining defending units retreat.
 - D1 One defending unit of defender's choice is eliminated.
 - DR All defending units retreat.
 - EXC One defending unit of defender's choice is eliminated and one attacking unit, of attacker's choice that is equal or greater in SP than defending unit is eliminated.
 - C No result. All units remain in place.
 - EXC+DR One defending unit of defender's choice is eliminated and one attacking unit, of attacker's choice that is equal or greater in SP than defending unit is eliminated. All defending units retreat.
 - EXC+AR One defending unit of defender's choice is eliminated and one attacking unit, of attacker's choice that is choice that is equal or greater in SP than defending unit is eliminated. All attacking units retreat.
 - A1 One attacking unit, of attacker's choice is eliminated.
 - AR All attacking units retreat.
 - AR+A1 One attacking unit of attacker's choice is eliminated and remaining units retreat.

Cavalry Charge Table					
Die Roll	Cohesion Differential				
	-2	-1	0	1	2
1	DR	DR	DR+D1	DR+D1	DR+D1
2	AR	DR*	DR	DR+D1	DR+D1
3	AR	AR	DR*	DR*	DR+D1
4	AR+A1	AR	AR	DR*	DR*
5	AR+A1	AR+A1	AR	AR	DR*
6	AR+A1	AR+A1	AR+A1	AR+A1	AR

* No further movement allowed after this charge

- a. Target is disorganized -1
- b. Target is shattered..... -2
- c. Charging Cav is disorganized+1
- d. Slope.....+1
- e. Breastwork.....+1
- f. Over a stonewall hexside.....+1
- g. Across a creek hexside.....+1