

# Brothers at Arms



On the 12<sup>th</sup> April 1861 America went to war with itself, North against South, Brother against Brother. A few months earlier Abraham Lincoln had won the race for President of the Union of States (US) and within weeks, eleven states had broken away from the Union to form their own Confederate States of America (CSA). Jefferson Davis was elected President and his first priority was to seize command of all Union arsenals within the Confederation. Davis ordered his commander General P.G.T Beauregard to demand the surrender forthwith of the garrison and arsenal at Fort Sumter. The surrender was not forthcoming and the guns of the Confederation opened fire on the Federal Fort so starting the brutal strife of the nation. Only thirty four hours later and the garrison surrendered hauling down the Stars and Stripes, not one person had been killed in this brief action.

Brothers at Arms is a set of board game rules that are designed to quickly reproduce the flavour of this epic period in American history, A civil war where brothers took their weapons and went their own way North or South. The rules are enjoyable to play and we have a series of battles planned commencing in 1861 and finishing in 1865. All the essential parts will be included with each battle and the rules will remain the same, one set of rules for many battles.

Battles can be fought on a flat game board or the board can be constructed into a 3D game board. This gives an extremely realistic feel to the game. The rules operate with a full chain of command from the general's right down to the brigade commanders. Place your counters within the required command distance and let the units do the rest, marching for state and country.



# Brothers at Arms



A unit counter is a sure statement that you are present, able and willing to fight for God and Glory. It represents a coherent fighting force of brigade size and each unit counter will have a number of variable statistics associated with it, these are:

## Range

This first factor denotes the effective range of its weapons; it indicates the number of hex's that the counter can execute an effective attack at.

## Attack

This second factor indicates the required attack score on a D6 dice; it represents the combined training, firing and melee skills of the unit that is represented by the counter.

## Strength

This third and final factor indicates the fighting effectiveness of the unit counter; it takes into consideration factors like numerical size and its staying power.



A unit counter will show by its background colour whether it is Union *light blue* or Confederate *grey*. The unit counter will also have depicted on it an image of a Kepi for *infantry*, a Sabre and Pistol for *cavalry* or a Cannon for *artillery*.

The range, attack and strength values are arranged at the bottom of the counter.

## Identity

At the top of the unit counter there is an identity number, this number matches the command counter that is responsible for ordering the unit in the action sequence. Some unit counters are classified as unassigned or special unit counters which are denoted with a star instead of a number at the top of the counter.



A unit counter that is classified has "**Unassigned**" can be controlled by any command counter. The unit is assigned to that command for the bound that is in progress, the command counter can continue to activate it in the following bounds or it can be assigned to a different command counter. The counter can only be activated once in each bound sequence.

To assign the counter **just state** which command counter is activating it for the present round?

## Special Ability

A unit counter may also have a special ability; this is denoted by a symbol on the left or right of the counter, a sharpshooter is an example of a unit special ability.

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## Control Counters

### Game Play

### Essential Parts

A control counter represents the higher level of command within each army at corp level and above. These counters **control your command counters** and without them you might as well “**just hang your boots up**”, so keep them safe, very safe.



Each counter will be represented by its background colour *light blue* for Union or *grey* for the Confederate. The commander’s name will also appear in the middle and a leadership value will be shown at the bottom, this factor will vary for each battle. At the top of the counter a star will also appear to represent that it can control any of the command or unit counters within its army.

The leadership value of the counter also represents its control range. This is the number of hexes that the counter can automatically issue orders within, see *Command and Control Range*.

All control counters will move last in the *Movement Action Sequence*, this allows the control counter to position itself for best effect in its next *Orders Action Sequence*.

## Command Counters

### Game Play

### Essential Parts

Each command counter controls the **flow of orders to the unit counters** that are under its command. All command counters are represented at divisional level.



Each counter will be represented by its background colour *light blue* for Union or *grey* for Confederate. The commander’s name will also appear in the middle and a leadership value will be shown at the bottom, this factor will vary for each battle. At the top of the counter an identification number will also appear, this identifies which group of unit counters the command counter is controlling.

The leadership value of the counter also represents its control range. This is the number of hexes that the counter can automatically issue orders within, see *Command and Control Range*.

All command counters will move after the unit counters in the *Movement Action Sequence*, this allows the command counter to position itself for best effect in its next *Orders Action Sequence*.

A command counter **must be removed from play** if all its unit counters are dispersed.

## Timelines

### Game Play

### Information for Play

A day is represented by **24 bounds** of round sequences. Each bound represents **an hour** of movement and firing by each army. Each battle will have its own timeline for daylight from dawn till dusk. Some battles will even be fought over multiple days, see *Readdressing Lines* and *Night Fighting*.

# Brothers at Arms



## Bound Sequence

### Game Play

### Essential Rule

The bound sequence is composed of **two rounds** that are subdivided into a number of individual action phases. The first round is the Confederate Round and the second is the Union Round, when both sides have completed their rounds the present bound ends. The bound sequence is repeated until the battle is concluded or the allocated number of bound sequences has expired.

## Round Sequence

### Game Play

### Essential Rule

Both the Confederate and Union rounds are identical. They are subdivided into four action sequences that are in turn subdivided into phases. These action sequences and phases can be seen listed below:

### Orders

- |   |               |   |
|---|---------------|---|
| 1 | Control Range | Check control range for control counter to command counters                 |
| 2 | Command Roll  | Roll command roll for command counters that are outside the control range   |
| 3 | NIC Marker    | Place a NIC "Not In Command" marker on any counter that is not under orders |
| 4 | Command Range | Check command range for command counter to unit counters                    |
| 5 | Command Roll  | Roll command roll for unit counters that are outside this command range     |
| 6 | NIC Marker    | Place a NIC "Not In Command" marker on any counter that is not under orders |

### Movement

- |   |                  |  |
|---|------------------|--|
| 7 | Unit Counters    | Move all unit counters that have orders    |
| 8 | Command Counters | Move all command counters that have orders |
| 9 | Control Counters | Move all control counters that have orders |

### Attack

- |    |                     |  |
|----|---------------------|--|
| 10 | Fire Unit Counters  | Fire unit counters that have orders and are within range of a target |
| 11 | Melee Unit Counters | Melee unit counters that are in contact with each other, even if NIC |

### Removal

- |    |                |  |
|----|----------------|--|
| 12 | Remove Markers | Remove Pinned and NIC markers from the active sides counters |
|----|----------------|--|

The round sequence will come to an end once it has completed its twelve phases and then the opposing side will initiate its next round. The bound ends when both rounds have been completed. The bound marker is moved forward onto the next bound and another hour of game time passes by!

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## Chain Of Command

### Orders Action Sequence

#### Essential Rule

These rules operate with a chain of command that starts at a high level commander (control counter). He sends orders to his divisional commanders (command counters) and finally they issue orders to their brigades (unit counters). Each command and control counter has a leadership value which is also its Command and Control Range. Counters are **free to act** if they are within these ranges, but counters that are outside these ranges may only act if they receive an order, see *Command Roll*.

Units that have not received an order this round will be deemed “**Not In Command**” and will have a NIC marker placed on them in the *NIC Marker Phase* of the *Orders Action Sequence*.

## Command And Control Ranges

### Orders Action Sequence

#### Essential Rule

The command and control range of a command or control counter is represented by its leadership value. This value represents the **range in hexes** that the counter must be within to **successfully issue orders**; this doesn't include the hex that the counter itself is in. Counters that are outside of this range can still receive an order if a successful command roll is executed, see *Command Roll*.

## Command And Control Ranges

### Orders Action Sequence

#### Optional Rule

A unit counter will automatically suffer a **+1 penalty to its attack value** if it is outside the command range of its command counter.

## Command Roll

### Orders Action Sequence

#### Essential Rule

The leadership value of a command or control counter represents the enthusiasm, competence and the ability to react or respond to orders that are issued from its commanders. Command and unit counters that are within a command or control range **can automatically move and fight**, whilst counters that are outside this distance must wait until an order is issued to them. This order will successfully arrive when the command or control counter executes a successful command roll.

A D6 command dice is rolled, if the resultant factor is **equal to or below the leadership value** of the command or control counter then an order is issued to the counters that are under its leadership. The identification number at the top of a command and unit counter indicate which command and unit counters belong together.

A **single successful order** allows all unit counters of the **same divisional formation** to execute a move and attack sequence. A failed command roll indicates that the command or control counter is indecisive about the orders that have been received from its commander and no action is taken this bound. Place a NIC marker on the unit counters that are not in command.

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## Control Range

## Orders Action Sequence

## Example

The illustrated battle map below depicts the control counter of McDowell with its control range of two hexes highlighted in red.



The command counters of Miles and Hunter are within this control range and so will automatically receive orders this round. The command counter of Tyler is outside this range and therefore requires a command roll, roll a D6 dice.

A result of 1 or 2 indicates a successful control roll and Tyler will receive an order. A roll of 3-6 indicates a failure and a NIC marker must be placed on Tyler and his four unit counters. This indicates that these counters are not in command and can't move or fire in the coming action sequences.

## Control Counters

## Orders Action Sequence

## Optional Rule

A control counter will normally just issue orders to its command counters, but it **may issue orders to unit counters** that have had their command counter disabled or the unit counters have been left by the command counter for specific control by the control counter.

The Confederates in some of the early battles of the American Civil War didn't organise their armies in to divisional formations, they were brigaded straight into corps. In this instance this optional rule must be used since no command counters (divisional commanders) are available.

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<i>Command Range</i>	Orders Action Sequence	Example
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Depicted in the illustrated battle map below is the command range for the Union command counter of Tyler highlighted in red. Three of its four unit counters are within its command range, but the fourth unit counter must be activated with a successful command roll this round.



If activated with a successful command roll, the unit counter will receive orders and may move and fire. If the counter fails its command roll then Tyler has the option of moving closer to the unit counter in the *Movement Command Counters Phase* to bring it within his command range. If he doesn't then he will have to execute another command roll in the next *Orders Command Roll Phase* in the next bound.

<i>Exceptional Command Counters</i>	Orders Action Sequence	Essential Parts
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A command counter can be classified as “**Exceptional**” this is denoted by the **X** on its background colour. An exceptional command counter **will always be in command** with its control counter even when it is out of the control counters command and control range. The counters command range to its unit counters is still a requirement.

<i>Not In Command Markers</i>	Game Play	Essential Parts
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With each battle there will be a number of red NIC markers, print as many as you require.



These counters are used when a command or unit counter is “**Not In Command**” of its commander, see *Chain Of Command*.

These counters are removed in the *Removal Remove Markers Phase* at the end of the round sequence.

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<i>Movement</i>	Movement Action Sequence	Essential Rule
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Command and unit counters can manoeuvre on the game board in the *Movement Action Sequence*. The following listed movement rates are for **open grassland** and represent the number of hexes that can be moved, for difficult terrain see *Movement Restrictions*.

## MOVEMENT RATE

Artillery	2	Turnpike Road	+2
Infantry	2	Local Road	+1
Command/Control	3	Difficult Terrain	-1
Cavalry	4		

Add 2 additional hexes for all movement rates when moving a counter along a turnpike road and add 1 additional hex for all movement rates when moving a counter along a local road, the counter **must start and end its move on the road** to gain the additional movement bonus.

<i>Movement Restrictions</i>	Movement Action Sequence	Essential Rule
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If a unit counter attempts to move into a hex which is classified as difficult terrain then the unit counters movement rate will be **reduced by 1** for that hex. The number of difficult terrain features within a single hex doesn't accumulate; a wooded steep hill with stream running through it is still a reduction of one.

The unit counter that attacks from within difficult terrain is still allowed to fire or melee in the *Attack Action Sequence*, but it will then receive a **-1 penalty to its strength rating for being unformed**.

Hexes that are classified as difficult terrain are listed below:

Settlements	Towns and Cities
Woodland	Open and Close Woodland, Plantations
Marshland	Open Bog and Fenland
Hill Steep	Each Contour Rise
Streams	Normal Water Course

Some terrain features may be classified as impassable; these hexes could include river or mountain peak hexes. Impassable hexes will be denoted in each battle game separately.

A Ford and Bridge hex counts as a normal hex for movement, no deduction. But a unit will be unformed if the counter stops in the hex to execute an attack.

When moving along a road to gain the movement bonus for local roads and turnpikes, you will incur a -1 movement penalty for traversing up each steep hill hex side and moving through a wood hex. The later penalty is applied only once, even if two or more wood hexes are traversed in a single movement round.

**A counter will always be able to move a minimum of 1 hex.**

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## Zones Of Control

## Movement Action Sequence

## Essential Rule

All unit counters have a **zone of control** that radiates around the counter. The zone extends into all six adjacent hexes, see the illustration below. An opposing unit counter can move in to this zone of control to attack the counter at close quarters in melee, but once inside the counter is **“Locked”**. The counter is not allowed to move through the zone of control, but it can manoeuvre outside before it moves into it.



A command or control counter **doesn't radiate a zone of control**, so they can freely move past a unit counter and the reverse is true.

A counter that flinched and is now **“Pinned”** will not radiate a zone of control around itself, until the pinned status is removed at the end of its following round.

## Locked

## Movement Action Sequence

## Example

The illustrated battle map above depicts a Confederate infantry unit counter on the left of the image, attempting to move passed a Union infantry unit counter. The first hex of movement is allowable, but then attempting to move the unit counter again for its second hex of allowed movement turns it black. This is because it is attempting to move through the zone of control, which is not allowed because it is already **“Locked”** from its first hex of movement.

## Interpenetration

## Movement Action Sequence

## Essential Rule

All counters **can freely interpenetrate** with each other without additional movement restrictions.

If a unit counter is **stacked** with another at the end of its movement phase then both unit counters **will be unformed** and will be unable to fire or melee in the attack round of the action sequence. Stacked unit counters will remain unformed until they are separated.

Both unit counters can take hits from fire when stacked, see *Firing On Stacked Counters*.

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## Roads and Streams

### Movement Action Sequence

### Essential Rule

If a road runs along side a stream in the same hex, but it doesn't cross it then there is **no additional movement penalty** applied to this hex for moving along the road, the road bonus is still applied to all road movement through this hex.



If a counter then moves off the road into an adjacent hex and crosses the stream then a **-1 movement penalty** is applied to the counter in this movement phase.

## Withdrawing

### Movement Action Sequence

### Optional Rule

A unit counter **may extract itself from a melee** situation by withdrawing in the movement phase of its action sequence. The counter must move away from the engaged unit counter and in doing so it is not allowed to move directly into another enemy zone of control in this action sequence.

A unit counters suffers a **-1 hex movement penalty for withdrawing** from melee.

## Railroads

### Movement Action Sequence

### Special Rule

Counters that enter the game board on a railroad **can move to any point along it to disembark**. These railroaded counters must remain on the railroad tracks until they are activated again in their next round sequence, at which time they can move normally.

A unit counter that is attacked whilst it is still aboard a train will suffer a **reduced strength value of -1** making it easier to disperse. Unit counters that are onboard a train cannot attack other enemy counters that engage them.

An enemy unit counter that is occupying a railroad hex will stop any movement along it.

## River Boats

### Movement Action Sequence

### Special Rule

In some battles there may be river boats that can be positioned on the river hexes of the game board. **Treat these unit counters as artillery** unit counters, except that they can only move on the river hexes.



Only artillery unit counters or other river boat counters can disable them, infantry and cavalry unit counters have no effect on them.

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## Firing Mechanics

### Attack Action Sequence

### Essential Rule

The mechanics to attacking another counter is very simple:

#### Is The Target Counter In Range?

Check the range of the firing counter; this is the first or left factor and it shows the number of hexes that the counter can effectively fire at, don't include the hex that the firer is occupying. If the target counter falls within this range then it can be fired at.

#### What Do I Need To Hit?

The second or middle factor on the unit counter indicates the chance of hitting the target on a D6 dice. This factor will be a score of between two and six and it shows the training and skills levels of the troops that the counter represents.

#### How Many Dice Do I Roll?

The last or right factor indicates the strength of the counter; this also represents the number of attack dice a counter will roll against a target counter.

## Firing

### Attack Action Sequence

### Example



The unit counter left is representative of a Union infantry force, the infantry counter can fire at a range of 2 hexes, it will roll 3D6 dice and it requires a roll of 4, 5 or 6 on its dice to hit its target.

Tally the number of dice that successfully hit the target and refer to the *Effects Of Hits*

## Grouping Fire

### Attack Action Sequence

### Essential Rule

In the *Fire Unit Counters Phase* of the *Attack Action Sequence* counters may group their fire against an enemy unit counter. Before commencing with firing state **“that grouping firing is taking place”** and indicate which counters are to group their fire and at which target counter.

Unit counters from **different divisional formations may group their fire** providing they all have orders this round.

Check that all the firing counters are within range of the target counter and have been issued orders.

Roll the stated number of strength dice for each counter separately, the firing counters attack value or better is required. Count the dice that successfully hit the target and if the number of dice is equal to or exceeds its strength then it is **“Dispersed”**, otherwise it may **“Flinch”**, see *Effects Of Hits*.

Attacks from the remaining indicated counters will be lost if the target counter is disabled before all the counters have fired at the target counter.

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## Effects Of Hits

## Attack Action Sequence

## Essential Rule

A targeted unit counter will be **“Dispersed”** if the number of successful dice is equal to or greater than the counter's strength value. Dispersal indicates that the counter is demoralised and damaged and is removed from play for the remainder of the game.

A target counter may **“Flinch”** if any hits are inflicted, but not enough to disperse the counter. Roll a D6 dice, if the roll is equal to or lower than the number of hits that were inflicted, then the counter will flinch away from the fire one hex. A unit counter may flinch to any available hex that is not adjacent to the firing unit counter. A **“Pinned”** marker is then placed on it and the unit counter is pinned for its next round sequence, it must remain stationary and it cannot fire, see *Pinned From Fire*.

A unit counter that is in a hex that is to be flinched to will remain there, but both unit counters will become unformed for being **“Stacked”**, see *Interpenetration* and **“Pinned”**.

A flinch represents a quick tactical withdrawal to readdress the battle lines of the unit.

## Flinching Counters

## Attack Action Sequence

## Example

The Union counter in the illustrated battle map (A) below must flinch; three possible hexes are available for it to flinch to. The two red counters represent adjacent hexes that the counter cannot enter.



Illustration (A)



Illustration (B)

A Union counter is caught between two Confederate unit counters and is caused to flinch. Because the Union counter must flinch to a non adjacent hex, it is only left with a single move option in the illustrated battle map (B) above:

A counter will automatically **“Surrender”** if the only terrain hex that a counter can move to is classified as impassable or the unit counter is completely surrounded, it takes a minimum of 3 unit counters to surround a counter.

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## Pinned From Fire

### Attack Action Sequence

### Essential Rule

A pinned from fire result represents a formation that is keeping its heads down, but is still reforming ready for continued action. A unit counter that has flinched this round will automatically be pinned; this is represented by placing a pinned marker on it. The counter **cannot execute any movement or firing** in its next round sequence. At the end of that next round sequence the pinned marker is removed and the counter will respond normally in the round sequence that follows.

## Crossfire Flinch

### Attack Action Sequence

### Essential Rule

If an already flinched unit counter is caused to flinch again in the same round then the **attacker gets to reposition the counter** for the second and subsequent flinch moves. Only one “Pinned” marker is ever placed on the counter no matter how many times it was flinched this round.

## Overwhelming Fire

### Attack Action Sequence

### Optional Rule

A unit counter that is in the open will **automatically flinch** if it receives a number of hits that is one short of dispersing it. A unit counter that is in cover will only roll a single D6 flinch dice instead of the 2D6 dice that are normally rolled, see *Flinching From Cover*.

## Indomitable

### Attack Action Sequence

### Special Rule



A unit counter can be classified as “**Indomitable**” this indicates that that counter **will never flinch** and it doesn’t have to take any additional flinch rolls. The red shield symbol indicates that the counter is indomitable.

Units that were indomitable are the CSA “Stonewall Brigade” and the US “Iron Brigade”.

## Firing Restrictions

### Attack Action Sequence

### Essential Rule



There must be an **unobstructed line of sight** from the firing counters centre to the target counters centre. This line may pass along the hex side of an occupied hex, but not through it.

The illustrated battle map shows a Confederate unit counter that can fire at either Union unit counter because the line of fire runs along the hex side of the woodland and not through it. Alternatively both Union unit counters may fire at the Confederate unit counter.

The shaded triangle represents the visible firing arc of the unit counters between the woodland and hill.

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## Effects Of Cover

### Attack Action Sequence

### Essential Rule

If a target counter is in cover then it will require the **total number of dice that successfully hit** to be rolled again, but this time against the cover value that is listed below:

#### COVER VALUE

Soft Cover	3	Hedges and Woodland
Hard Cover	4	Walls, Buildings and Prepared Defences
Fortification	5	Fortified Buildings and Field Defence Works

Roll the dice again and discard any dice that doesn't roll the required number or higher for the respective cover that the target is located in. The target counter will "**Disperse**" if the number of hits is still equal to or greater than the counters strength, otherwise it may "**Flinch**", see below:

## Flinching From Cover

### Attack Action Sequence

### Essential Rule

A counter that is in or behind cover will **only flinch if 2D6 dice are rolled** and both dice indicate that the target counter should flinch. Remember both dice should show the number of successful hits or below to cause a successful cover flinch. A unit counter that is in a **fortification will never flinch**.

## Firing On Stacked Counters

### Attack Action Sequence

### Essential Rule

A unit counter that ends its move **stacked with another counter can be fired at**. Either counter can be declared the primary target before firing is executed as normal. The primary target counter will be removed if the number of hits equals its strength. Any hit that exceeds its strength will automatically be placed on the secondary unit that is stacked with it. If the number of exceeding hits equals the strength of the secondary unit counter, then this will also be removed from play.

If a command or control counter is stacked with a unit, the **unit counter must be declared** the primary target. If it is dispersed then roll a single D6 dice to see if the command or control counter is disabled, see *Shooting Commanders*.

If the primary counter is caused to flinch, then **both stacked counters will flinch** to the same hex. It is possible to disable the primary counter and cause the secondary counter to flinch.

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## Firing From Higher Ground

### Attack Action Sequence

### Essential Rule



If a unit counter fires from higher ground then it will receive an **additional one hex of range**. The counter may also fire over another counter, but there must be **one clear hex** between the target counter and the intervening friendly counter.

The same rule applies if the unit counter on the hill was firing over a woodland or settlement hex, there must be one clear before the target counter.

A unit counter can fire across the same height of higher ground, but it doesn't receive the range bonus.

## Firing From Higher Ground

### Attack Action Sequence

### Example

The illustrated battle map above shows two Confederate unit counters that are allowed to fire at the Union unit counter, note the **clear hex for overhead firing**. A unit counter **must be on the edge** (end hill hex) of higher ground to fire down from the higher ground.



A Confederate artillery counter is depicted that **can fire across the same height of higher ground** to the Union infantry counter. The Confederate infantry counter can only fire up to the edge of the next level.

The Union infantry counter can't see the Confederate infantry counter and is out of range for firing at the artillery counter.

## Firing To Higher Ground

### Attack Action Sequence

### Example

A unit counter **will not gain a range bonus** if it is firing up to higher ground and there **must be one clear hex** in front of the firing unit counter. If the counter has the range it may elect to fire over opposing unit counters to target a counter that is on higher ground.

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## Melee

## Attack Action Sequence

## Essential Rule

A unit counter is considered to be in melee when two or more opposing counters **move next to each other** into neighbouring hexes. A melee doesn't necessarily mean fighting hand to hand; the counters could easily be engaged in short range volley fire against each other



The illustrated battle map shows two Confederate unit counters that are in melee with a Union unit counter.

When counters melee they will **automatically fight** each bound. So even if a command or control counter is out of its command range and it fails its command roll the unit counter will still automatically fight.

A counter that is in melee with multiple unit counters **may select** which counter it attacks each round.

**Fight melees in the normal way that firing is resolved.** A unit counter may withdraw from melee if its command or control counter is able to issue it an order. It must move directly away from the melee, see *Withdrawing*.

A unit counter **can't fire from any distance into a melee**; it must be in next hex to the counter and in melee itself to support another unit counter. The illustration above depicts a Union counter above the melee that is **not allowed to fire** into the melee, hence the reason for the counter being red.

## Fortifications and Defence Works

## Attack Action Sequence

## Essential Rule

Defence works and fortifications are extremely hard to assault with any unit counters, but even so they **can be breached using artillery**.



Firstly **any counter** that is occupying the targeted hex **must be dispersed** or disabled before the fortification can be attacked.

Each hex side of a fortification or **defence works counts has a 6 strength unit counter**, if it is successfully dispersed then the hex is breached, place a **"Breached"** marker on the hex to indicate which side is breached.

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## Commanders

### Attack Action Sequence

### Essential Rule

A **command or control counter doesn't obscure the line of sight** to a unit counter that is behind it, these can be fired at normally ignoring the command and control counter. The command or control counter can be targeted with fire, see *Shooting Commanders* below.

Friendly units can fire through their own command and control counters, but an additional D6 dice is rolled for **shooting the commander**, see *Shooting Commanders* below. Unfortunately if you were a commander you had to look both ways, because neither was safe in a fire fight.

A command counter **is removed** from the game board if all of its unit counters are dispersed.

## Shooting Commanders

### Attack Action Sequence

### Essential Rule

A command or control counter may be fired at by a unit counter, the unit counter forgoes all its attacks and a single D6 attack dice is rolled. **A counter is disabled on a 6** and is removed from the game board. For a better chance of disabling command or control counters see *Sharpshooters* below.

## Sharpshooters

### Attack Action Sequence

### Special Rule

A unit counter that contains sharpshooters will have this uniqueness identified by a crosshair symbol at the side of the counter, see image below.



A counter that contains sharpshooters can fire at a command counter if it is within its range. Declare that you intend to fire at a command counter instead of a unit counter before any dice are rolled.

Roll a single D6 dice, **a successful hit disables the commander** and it is removed from the game board.

The counter above would require a 4, 5 or 6 to disable a command or control counter.

## Disabled Commanders

### Attack Action Sequence

### Essential Rule

If a command counter is disabled, then its divisional force will only be able to **execute a round sequence** if they can **roll a 1** on a D6 dice in the command roll phase. This represents the unit counters using their own initiative to move and fire. Otherwise a control counter could command these counters.

An army suffers no ill effects if a **control counter is disabled**, they just lose its command and control abilities. All command counters that were under the control counter will have to **roll a 1** to act on their own initiative each round.

# Brothers at Arms



## *Capturing Commanders*

Attack Action Sequence

Essential Rule

If a unit counter **moves onto** an enemy command or control counter, then there is a chance that the counter can be captured. The unit counter will make a single D6 attack against the command or control counter at its normal attack factor. **A successful hit captures the counter**, a failure indicates that the commander evaded capture and the counter will automatically flinch one hex away from the attacking unit counter. A flinched command or control counter is **not pinned** and the counter can move normally in its own movement phase if it is within its command and control range.

## *Night Fighting*

Attack Action Sequence

Special Rule

**Visibility is reduced to 2 hexes** for all firing, this includes artillery. The darkness slows the movement of all counters to **1 hex movement**. Orders are more haphazard so add a **+1 penalty to all command rolls**.

Units that continue to fight into the night period of the game will become fatigued if they don't rest for a period of at least four consecutive bounds after nightfall, see below.

## *Fatigued Units*

Attack Action Sequence

Special Rule

In special circumstances a unit counter may have forced marched to get to a battle. To represent this unit fatigue the counters **attack value will be increased by +1** until the unit counter has rested for a period of four consecutive bounds. To rest the unit counter can't move or fire and must not be attacked by fire or melee within this time period.

Place a fatigued marker on the unit counter to represent it being fatigued.

## *Reserves*

Game Play

Special Rule

A battle may have reserve counters that will **arrive on a predetermined bound** and at an ordained location on the game board edge. Reserve counters may require a command roll before they can enter the game board. These reserve counters are allowed to make a **free full move** onto the game board before the round sequence of the bound commences. After this initial move as been executed the force comes under the normal command and control rules of the round sequence.

A divisional force that has executed a **tactical march** during a night phase can **reappear on the enemies flank or rear** game board edge. At the start of each bound from dawn onwards a reserve roll is made on a D6 dice, a 5-6 is required for a flank march or a 6 is required for a complete out circling move to the rear. If and when the tactical reserve arrives roll another D6 dice, a 5-6 indicates the counters have managed to rest and are not fatigued for the coming battle.

# Brothers at Arms



## Readdressing Lines

## Game Play

## Special Rule

Counters that are still present in a battle that runs past a full day will **call a halt to their fighting** when complete darkness falls. Counters on both sides are allowed to readdress their lines in the night ready for the following morning.

When readdressing lines the following rules should be adhered to:

### Withdraw

All counters must **withdraw to a safe distance of 3 clear hexes**. A unit counter that is defending a settlement, woodland, defensive obstacle or fortification need **not withdraw**. If counters are in the open then both sides should move one hex each until the required safe distance is obtained.

### Reposition

Each remaining **control counter** on both sides is allowed to execute a control roll. If the control roll is successful then the control counter is allowed to move itself, a command counter and its unit counters to a new position on the game board that is behind its own lines.

### Tactical March

This is similar to repositioning a divisional force, but the counters are **removed from play** and will **arrive as reserves** in the following day, see *Reserves*. A control roll is required that is modified by +1 to the dice roll.



## Safe Distance

## Game Play

## Example

The illustrated battle map above shows how the battle lines should be readdressed at the end of the day. Union and Confederate unit counters are defending woodlands, both unit counters don't have to withdraw to a safe distance. All other counters have withdrawn to the **safe distance of 3 clear hexes**.

Both sides take it in turns to withdraw a unit counter 1 hex until all counters have a clear 3 hex distance.

# Brothers at Arms



## Objectives

### Game Play

### Essential Rule

All objectives are marked on the game board with a “**white star**”. To claim an objective a side must have a unit counter positioned on the objective hex for one full turn, an objective marker is then placed on the hex. The objective marker still remains on the hex, even if the unit counter moves off it. If an enemy unit counter retakes and holds the objective hex for a full turn, the objective marker is replaced. If an objective is not occupied at the end of the game, then it is uncontested.

A game can also be won by dispersing all the opposing unit counters; this is a “**Complete Victory**”.

Each game board will have **six objectives** on it. The level of victory is determined by the number of objects that one side holds against the other side at the end of the game.

#### Level of Victory

#### Objectives Held

Draw

The Same

Tactical Victory

One or Two More

Decisive Victory

Three or Four More

Complete Victory

Five or Six More

## Task Objectives

### Game Play

### Essential Rule

A game may have a task objective; this is where a side must achieve a stated requirement for the game to be successfully completed. A task objective might be to disperse a number of enemy counters or to execute a successful withdraw from the game board. The level of success for a task objective is always outlined within the battle report that accompanies a task objective game.

## Continued Play

### Game Play

### Optional Rule

Battles will be a continuation of the historical American Civil War encounters and therefore there will be an option within each battle to start the game with an advantage that is based on the level of victory that was fought out in the previous game.

## Rule Support

[support@wargameshop.co.uk](mailto:support@wargameshop.co.uk)

Issues about the game can be forwarded to us at the above email address. You can also visit our website at [www.wargameshop.co.uk](http://www.wargameshop.co.uk)

Thank you for purchasing this game, we hope you enjoy it and please look out for other games within our 3D American War Series of board games.

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