Great Battles of Alexander, Juggernaut, 1863, Thunderbolt + Apache Leader

actually fired at.

(6.56) ADDITION: Infantry units that are not Disordered or Routed may Retreat Before Combat. They may move back one hex (see 8.67 for ZOC/terrain restrictions), maintain the same facing, and, at the end of the retreat, they are automatically Disordered. The player must exercise this option before any fire; if the unit does retreat, there is no fire - but the attacking enemy may advance into the vacated hex (see 8.33/4). No unit may se Retreat before ranged artillery fire or a mounted cavalry melee. In the Advanced Game, such Retreat may take place before enemy Fire Only or Melee (with or without Fire).

(8.67) ADDITION: Horse Artillery (but NOT regular artillery) may Retreat Before Combat as if it were cavalry if it is either stacked with or adjacent to a mounted cavalry unit. Horse artillery that has so retreated, [BASIC] may not fire for the remainder of that turn; [ADVANCED] use one action, regardless of how far they retreat. If Action-2 they may not retreat.

(10.22) Reference should be to 10.14.

SCENARIOS:

Brandy Station

(6.4) IMPORTANT CHANGE: Add #6: Dismounted Union Cavalry have an automatic 1R adjustment when firing. (Virtually all Union cavalry were equipped with Sharps breech-loader carbines.)

(13.3) CHANGE: Union units start in 2 boxes of 5914 (not 5104).

Fredericksburg

(13.13) Ignore reference to setting up "Burnham." The Light Division is part of Newton's division. There is no leader, Burnham.

(13.19) ADDITION: A player also gains 1 VP for eliminating an enemy combat unit.

(13.22) ADDITION: The Union Player also designates three River crossings, over which he may cross at no movement penalty. These represent his pontoon bridges.

Counters: The reverse side strength of Barksdale "A" should be 2, not 3.

Gettysburg

(11.19) CORRECTION: All Out of Command units have a Commitment Rating of 1", as per 6.3 (Advanced). SUGGESTION: For a more historic play of the first few turns of July 1, we highly recommend you use the Dismounted Cavalry rules (see Brandy Station scenario), especially as augmented by the events, above, for either Basic or Advanced play.

Mule Run

MAP: Ignore reference to Reinforcements in the 1200 turn on the Turn Track.

COUNTERS: Martin's (Union) Artillery is in corps, not III.

(8.56) BASIC GAME ONLY: All Confederate cavalry is considered elite.

(8.31) CLARIFICATION: Changing Woods attacks and action that requires unit to be in Command.

(13.1) The Union Player, at the beginning of the 0900 turn, must decide which entry boxes V and I Corps will enter ("3" or "4") by writing them down.

(13.54) CORRECTION: [A] These units have to be west, not East of the river.

(13.9) ADDITION: To BASIC Game: This set of Random Events applies only when playing the Basic Game rules.

For any turn in which a player gains the Initiative by rolling a 6, a Random Event has occurred. Ignore ALL 5-7 Game-Turn rain deadlines. It is implemented immediately (at the end of the Initiative Phase) by having players roll one die:

- Die Event: 1-2 UNION COMMAND PROBLEMS. All Union Commitment Ratings are lowered by one for the remainder of the turn.
- 3-4 RAIN. (See Advanced game events)

Selects: The player makes all movement ratings for his Initial Movement Phase (only).

- 5- STUART LEAVES/RETURNS. First time this is rolled, see Advanced RE #4. If Stuart is not yet arrived, treat as No Event. Second time (after Stuart has left), see Advanced RE #11. After that, ignore this event and roll again for Random Event.

(10.0) NEW BASIC GAME OPTIONAL RULE: COMMANDERS For those who wish to add dimension and the speed and simplicity of the Basic Game system, use the following rules for Commanders.

(10.1) COMBAT LEADERS

Units that start their Initial Movement Phase within their Combat Leader's Range (see Advanced 10.14) use that leader's Commitment Rating when entering an enemy ZOC when using the Commitment /Unit Units not within that range have a Commitment Rating of 1". EXCEPTION: An arriving (reinforcement) leader may, if he can move so that his units are within range, place those units within Range so that they may move at full efficiency. EXAMPLE: At Gettysburg, AHPH enters the game in the July 1, 1080 turn. If he moves so that Hecht's units are within his range, Hecht may under his Initial Movement Command. If you are not using the Commitment Rule - or it does not apply to a particular scenario - only combat units within their leader's range may enter an enemy ZOC.

(10.2) SUPERIOR COMMANDERS Essentially, this is the same as Advanced 10.2, with the following exceptions:

- (10.23) Ignore #1 and 4.

- (10.24) CP's may be given any time within a turn (ignore references to "actions" for the Basic Game)

- (10.26) Does not apply.

(10.3) LEADER CASUALTIES

Players may apply this section either in its standard form (10.31) or in its Optional format (10.32-3).

Brandy Station Leaders: [BASIC GAME] Stuart has '0 CP's for the 0800 turn. He increases this by one each turn, starting with the 0600 turn. He may NOT give CP's to Robertson. We suggest you apply Brandy 6,3, but give all foot units a '1' rating if Out of Command.

1862

(December, 1992)

CHANGES: COUNTERS/STONES RIVER: The front of Grose's Brigade (Union/Palmer) should read 5-6 (not 3-8).

STONES RIVER: (12.4) When playing the BASIC GAME, starting with the 1200 turn. 08/31, the CSA player rolls one die at the start of the turn. If he rolls a 1, Wheeler arrives. Three turns after Wheeler arrives, the CSA player starts to roll again, this time, if he rolls a 6, Wheeler leaves. He then waits 3 more turns and retires back to Wheeler arrival dice.

Thunderbolt + Apache Leader

ALO-119 Clarifications

The ALO-119 does not affect attacks attempted against other friendly units.

The ALO-119 has absolutely no effect on attackers at range zero.

When determining Line of Sight to an aircraft carrying an ALO-119 Pod, an enemy unit, ground or air, is considered to be blocked by the obstructed edges of the Terrain card they occupy.

In addition to the first type of defense, the ALO-119 also has a chance to negate enemy attacks which are attempted from a range of one or more. Draw the damage chits as normal for the attack. Remove any that are normally ignored due to Troop Quality or Aircraft Type. Roll a die for each of the remaining damage chits. If the die roll is equal to, or less than, the range to the attacking unit, the chit is negated.

Example: Refer to the example Terrain cards in the right column on page 2 of the TAL rulebook.

An A-10 carrying an ALO-119 is in Terrain card #9. There is a AAA Vehicle in card #8, an APC in card #9, a SP Artillery in card #5, and a SAM Vehicle in card #2. The enemy Troop Quality is Elite.

The AAA Vehicle could normally ignore the obstruction along the east edge of its card and attack the A-10. But the ALO-119 forces it to observe the obstruction and prevents AAA Vehicle from attacking.

The APC is at range zero, and is completely unaffected by the ALO-119 Pod.

The SP Artillery at range one draws one Minor damage chit. The Troop Quality and Aircraft Type specify "All 64 & Poor," and fail to effect it. You then roll a 10. If the die roll is a '1' (the range to the attacker or less), the chit is negated.

The SAM Vehicle at range two draws one Minor damage chit. The Troop Quality and Aircraft Type specify "All 64 & Good," and fail to effect it. You then roll a 10. If the die roll is a '1' or '2' (the range to the attacker or less), the chit is negated.