

Orders (Optional)

Using Orders in your game will impose realistic restrictions on what your Commands can do. They are quick n easy to use and a lot of fun. They work great for solitaire play too. Give them a try!

Materials Needed

Download the Order Sheets off our website for FREE. Print out a copy for each player. You can just draw on them in pencil. It works better to put a clear transparency over them and draw your orders with a fine, dry erase pen.

These Order Sheets are scaled to 1/3 of the regular map size. So you can use the measuring devises. 1/3 of a move on the stick equals a full, regular move on the Order Sheets.

Closed vs Open

These are NOT detailed, written orders like in Kriegsspiel, where you can pretty much do anything you want. These are the opposite. They represent the limitations and time delays involved with a corps commander controlling his divisions during a battle. Treat these kinds of orders as the opposite: **What we specifically show you here are the ONLY things you CAN do.**

When to Order

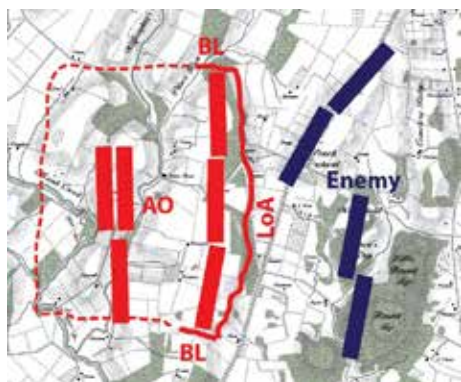
Each Command must have orders but they will remain in place until you change them. So you don't have to draw new orders every turn.

Each HQ can draw new orders at the beginning of each turn, but this counts as an HQ action. Turn the HQ to Spent after you draw new orders.

Definition

'Orders' are simply a line on the map that shows the ground a Command is ordered to take and / or hold.

Here is an example of orders Longstreet might give at Gettysburg:



Limit of Advance (LoA)

The Command must move and form a line just behind this line, facing towards the enemy.

The maximum length of the LoA is 1 full mounted move. (This is about 3 blocks long.)

Boundary Line (BL)

These mark the ends of the LoA. They point back to the rear to indicate which direction the Command will face.

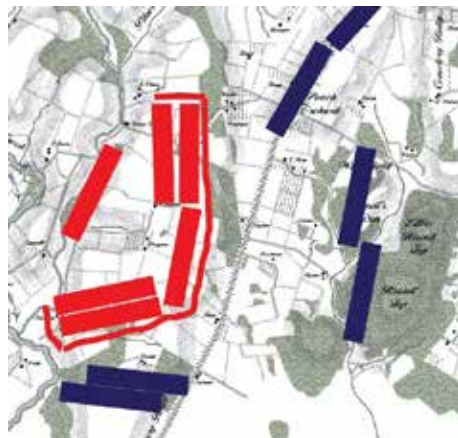
Area of Operation (AO)

We show it here for illustration. You don't actually draw this line in your orders.

You are free to organize your units in this area as you see fit but your command is restricted to only this area. Orders CAN-NOT specify each individual block, facing, move, rotation, etc. Orders typically show where to go. The details of how to best accomplish that is left up to you when you move.

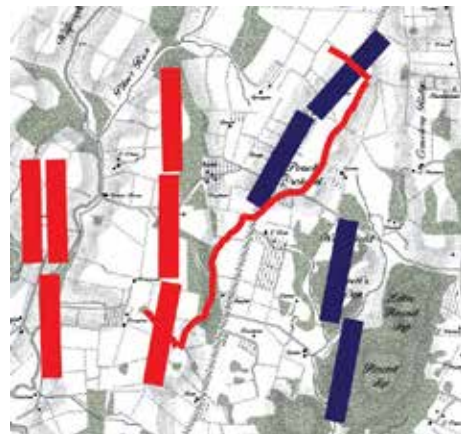
You MUST face towards the LoA.

Example: If Longstreet's right flank is threatened, he can't just turn to face it. He must implement new orders before he can react like this:



If you already occupy the AO and are at the LoA, then your Command will simply hold here. If not, your command must move forward and attack to take and clear this position of the enemy.

Here is an example of Longstreet ordering an attack on Peach Orchard:



If the enemy enters your AO and attacks you, you must counter attack to reestablish control. IF you have no Fresh units to attack with, you may delay your counter attack.

Road March

To order a road march, specify the route with an arrow like this:



If you contact the enemy along the way, your command will drop out of column and attack to clear the road; then continue along their march.

Secrecy

Keep your orders secret. Do not reveal them to the enemy during the turn. If you can't trust an opponent to follow them, use an umpire.

Knowledge

You cannot issue any order that in-

volves to something your HQ would not know about in the field.

In the flanking example above; as a player in the game, you might see the enemy moving for several turns to come around and strike your right flank. Could Longstreet see the enemy coming? When would he know about it? Depending on the situation, he may not know until after he has been attacked.

Besides directly seeing the enemy, there are 2 other ways you can 'know' about them:

-Troops **marching on dry, dirt roads** kick up dust clouds. You can see this anywhere on the map in clear, dry weather; even if you don't have a LoS. Unless otherwise noted in the Scenario, treat only minor roads as dirt. See Scenario notes for weather and ground conditions: Dry, Wet or Mud.

-You can hear all cannon and musket fire on the map. You can discern the general location, volume and direction of the fire. If there is fire, then enemy is there.

Weather
Rain, Clear or Seasonal

Ground
Dry, Wet, or Mud

Multiple LoAs

The longest your LoA can be is 1 full mounted move. You can cover more ground by splitting up your command into multiple LoAs. Each separate group will work on its own LoA.

Each separate LoA requires a separate order. You can't draw multiple LoAs in 1 turn. So if you have 4 separate LoAs, it will take 4 turns to change them all.

Also remember that your units must be in command range in order to attack.

Additional Delay

Orders must travel from your HQ to all the units by horseback. Orders that are within 1 full Mounted move become effective the same turn you issue them.

If further away, order implementation will be delayed by 1 turn per full Mounted move. For example, if the distance is more than 1 but less than 2 mounted moves away, your orders will become active at the beginning of next turn. Simply write the turn number it will be implemented next to the LoA line.

Future Execution

You can designate an order to be executed on a future turn. Simply write the turn number it becomes active next to it.

You can change or cancel future orders but that requires an HQ action.

Exceptions

Cavalry commands and some very gifted leaders (Alexander, Hannibal, a young and healthy Napoleon) do not have to use orders. They are free to move anyway they want when their chit is pulled. See scenario notes for guidelines on this.