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

actually fired **at**.

**(8.56)** 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 8.53/4). No unit may so 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 within 2 hexes of 5014 (**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.
**(13.16)** ADDITION: A player also gains 1 VP for eliminating an enemy combat unit.
**(13.22)** ADDITION: The Union Player also designates **three** River hexsides 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
**(13.16)** 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 errata, above, for either Basic or Advanced play.

### Mine Run
MAP: Ignore reference to Reinforcements in the 1200 turn on the Turn Track.
COUNTERS: Martin's (Union) Artillery is V corps, not III.
**(8.68/BASIC GAME ONLY)** ADDITION: All Confederate cavalry is considered elite.
**(8.91)** CLARIFICATION: Clearing Woods is an action that requires unit to be In Command.
**[13.4]** The Union Player, at the beginning of the 0900 turn, must decide which entry hexes V and I Corps will enter ('3' or '4') by writing them down.
**(13.54)** CORRECTION: [A] Those units have to be WEST, not East of the run.
**(13.6)** 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 occured. IGNORE ALL 5.7 Game-Turn rain dierolls. It is implemented immediately (at the end of the Initiative Phase) by having that player 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) |
| 5 | HESITATION. The rolling player halves all movement ratings for his Initial Movement Phase (only). |
| 6 | * STUART LEAVES/RETURNS. |

First time this is rolled, see Advanced RE #4. If Stuart 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 an added dimension to 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 for entering an enemy ZOC when using the Commitment Rule. 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, APHIII enters the game in the July 1, 1000 turn. If he moves so that Heth's units are within his range, Heth may undergo Initial Movement In Command. If you are not using the Commitment Rule - or it does not apply to a particular scenario - only combat unit's 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 #'s 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 0430 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.

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### 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. 12/31, 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 reverts back to Wheeler arrival dierolls.

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### Thunderbolt+Apache Leader
ALQ-119 Clarifications

The ALQ-119 grants two independent types of protection to the aircraft carrying it.

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

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

When determining Line of Sight to an aircraft carrying an ALQ-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 ALQ-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 ALQ-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 ALQ-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 ALQ-119 Pod.

The SP Artillery at range one draws one Minor damage chit. The Troop Quality and Aircraft Type specify "AH-64 & Poor", and fail to effect it. You then roll a d10. 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 "AH-1 & Good", and fail to effect it. You then roll a d10. If the die roll is a '1' or '2' (the range to the attacker or less), the chit is negated.