

AGE OF LINCOLN

Unit	Move Open/Rough	Combat	Rally	Terrain	Notes
Infantry	8"/6"	+3	4	-1	-
Artillery	6"/2"	+4	Union 4 Confederate 5	-3	Shooting Range: 24-inches 1-12" hit on 7+ 12"-24" hit on 8+
Cavalry	12"/6"	+0	5	-1	Skirmishers: May fall back when contacted.

Sequence of Play

Player One

1. Rally Phase
2. Opponents' artillery fire
3. Movement Phase
4. Combat Phase
5. Morale Phase

Player Two

Shooting

Artillery causes 1 DMZ on a roll of 7+.
Shooting hits never cause morale chips.

Shooting Mods:

- 1 per hit on Shooter
- 1 target is over 12-inches
- 1 target is in breastworks

Infantry Movement

-2" moving outside of front 180.

Artillery Movement

- Artillery must end its move facing away from the enemy. If the unit does NOT move it is allowed one free facing adjustment.
- +2" movement if the move is entirely along a road.

