

Élan Grades			
Élan Grade	Value	Élan Grade	Value
Elite Value	10	Poor Value	7
Veteran Value	9	Militia Value	6
Regular Value	8	Green Value	?

Failed Morale Test Results	
If the modified die roll is:	The result is:
"0" or less	The unit becomes "Overenthusiastic", and will move as quickly as possible to attack the nearest enemy unit. It will receive a one-column shift in its favor in Combat until it fails a morale check or passes without a modified "0" or less, when it reverts to its original status.
Élan Grade Value or less	Unit passes morale check, and removes all existing Disorder Markers.
"1" or "2" more than Élan Grade Value	Unit receives an additional Disorder Marker.
"3" or "4" more than Élan Grade Value	Unit must execute an immediate retreat, which will count as the unit's movement for the turn.
"5+" more than Élan Grade Value	Unit must execute an immediate rout, which will count as the unit's movement for the turn.

For Green Unit, roll one 10-sided die and apply one of possible results outlined; 0 = Militia; 1,2,3 = Poor; 4,5,6,7 = Regular; 8 = Veteran; 9 =

Morale Test Modifiers	
Modifier	Condition
+1	For each Disorder Marker a unit has when testing (maximum of two).
+1	For each figure the unit has already lost in the battle.
+1	If unit was withdrawing due to a retreat result the previous turn.
+2	If unit was withdrawing due to a rout result the previous turn.
+2	If unit took effective fire from the flank or rear the previous turn.
+1	Unit is attempting defensive fire (Opponents Movement Phase).
-1	Unit is in or behind cover (such as a fence, wall, building, town, fort).
-X	Commander's rating if currently within command distance of the unit.

Commander Leadership Modifier		
Command Level	Effect on Morale Check	Effect on All Combat
Brigade Commander	+1 (1 unit/turn)	+1 (1 unit per turn)
Division Commander	+2 (1 unit/turn)	+2 (1 unit per turn)
Corps Commander	+3 (1 unit/turn)	+3 (1 unit per turn)
Army Commander	+4 (1 unit/turn)	+4 (1 unit per turn)

Determination Of Random Forces	
Number Of Brigades Per Side	Roll
Number Of Regiments Per Brigade	Roll 1 Die per Brigade
Size Of Infantry Regiments	20 figures or Roll 2 Dice
Size Of Cavalry Regiments	16 figures or Roll 2 Dice
Number Of Division Artillery Batteries	1 per Division
Number Of Brigade Artillery Batteries	1 per Brigade

Leadership	
Leadership Type	Modifier
Gifted	+4
Able	+3
Cautious	+2
Rash	+1
Steady	0
Limited	-1
Unreliable	-2
Dullard	-3

On the chart, above roll 1 ten-sided die per regiment for both weapons and morale with for -1 for weapons for pre-1863 battles and +1 for Union troops after 1863. **CSA Artillery** -1 to die roll

Weapons And Morale				
Die	Infantry	Cavalry	Artillery	Élan
0	Smoothbore Musket	Pistols	6lb smoothbore	Militia
1	Smoothbore Musket	Pistols	12lb Napoleon	Poor
2	Smoothbore Musket	Shotgun	12lb Napoleon	Poor
3	Rifle-Musket	Shotgun	12lb Napoleon	Poor
4	Rifle-Musket	M/L Carbine	12lb Howitzer	Regular
5	Rifle-Musket	M/L Carbine	12lb Howitzer	Regular
6	Rifle-Musket	M/L Carbine	24lb Howitzer	Regular
7	Rifle-Musket	M/L Carbine	6lb Rifle	Regular
8	Rifle-Musket	B/L Carbine	3 inch Rifle	Veteran
9	Sharps B/L Rifle	B/L Carbine	3 inch Rifle	Elite

Effect Of Retreats/Routs On Friendly Units			
Retreat/Rout Condition	If Poorer Morale	If Same Morale	If Better Morale
Retreats within 100 meters	No Effect	Take Morale Check	Take 1 Disorder Marker plus a Morale Check
Routs within 100 meters	Take Morale Check	Take 1 Disorder Marker plus a Morale Check	Take 2 Disorder Markers plus a Morale Check

Messenger Combat Chart	
Die Roll	Result
1	Missed Him – messenger is step back and unaffected, he may continue on his route.
2-5	Turned Back – messenger is picked up and placed next the headquarters General who sent him. Messenger may try again next turn.
6	Captured – messenger is removed from table and the new order is revealed to enemy player

# BILLY YANK! COMMAND AND MORALE CHARTS



Melee Chart										
Die	Attacker/Defender Odds (# Of Figures)									
	1:3+	1-2+	2:3+	1:1+	3:2+	2:1+	3:1+	4:1+	6:1+	8:1+
0	K1/---	K1/RT	---/K1	---/K1	---/K1	---/K1	---/K1	---/K1	---/K2	---/K2
1	K1/---	RP	K1/RT	---/K1	---/K1	---/K1	K1/K1	K1/K1	---/K1	---/K1
2	K1/---	RT/K1	EN	K1/RT	---/K1	---/K1	---/K1	K1/K1	K1/K1	---/K1
3	K1/---	K1/---	RP	EN	---/K1	---/K1	---/K1	---/K1	K1/K1	---/K1
4	K1/---	K1/---	RT/K1	EN	K1/RT	---/RT	---/K1	---/K1	K1/K2	K1/K1
5	K2/K1	K1/---	K1/---	RP	EN	K1/RT	---/K1	---/K1	---/K1	K1/K2
6	K2/K1	K1/---	K1/---	RP	EN	EN	---/K1	---/K1	---/K1	K1/K2
7	K1/K1	K2/K1	K1/---	RT/K1	RP	RP	---/RT	---/K1	---/K1	---/K1
8	K1/---	K1/K1	K1/---	---/K1	RT/K1	RT/K1	K1/RT	---/K1	---/K1	---/K1
9	K2/---	K1/---	K1/K1	K1/---	K1/---	K1/---	RT/K1	K1/RT	---/K1	---/K1

**Melee Results:**

?? – Attacker/Defender

**RT** - Retreat 200 meters from position where failure occurred. Unit receives a Panic Marker

**K#** – The number of figures lost due to being killed or captured. The side with higher figure loss retreats 200 meters from position where failure occurred unless opponent has RT result. Otherwise the melee may continue.

**EN** – Engaged, next phase both sides may add to the melee or retreat.

**RP** – Repulsed, attacker retreats 200 meters from position where failure occurred unless opponent has RT result. Receive a Disorder Marker.

Melee Case Modifiers		
Case	Attacker Result	Defender Result
Commanding General with Uphill from enemy	Right one Column	Left one Column
Each higher Élan Grade than enemy	Right one Column	Left one Column
Defending behind a fence/wall	Right one Column	Left one Column
Crossing ford or stream	Left one Column	Right one Column
Shotgun/lance versus Cavalry	Right one Column	Left one Column
Defending fieldworks	Right two Column	Left two Column
Attacking flank or rear	Right two Columns	Left one Column
Two ranks deep	Right one Column	Left one Column
Three or more ranks deep	Right two Columns	Left one Column
Light Cavalry Attacking	Right one Column	Left one Column
Heavy Cavalry Attacking	Left one Column	Right Two Columns
Lancers versus Infantry	Right one Column	Left one Column
Pike defending against Cavalry	Right one Column	Left one Column
Overenthusiastic (Optional)	Right one Column	Left one Column
Out of Ammunition (Optional)	Left one Column	Right one Column

Command Casualty Chart	
Die Roll	Result
1	Killed. If attached, unit under immediate command takes 2 Panic markers from confusion. All units under command take an immediate morale check regardless of whether they have already been activated, applying results immediately (including rallying, retreating, or routing).
2	Serious Wound. Commander retires from field (only important in campaign game). If attached, unit under immediate command takes 1 Disorder Marker from confusion and takes an immediate morale check, applying results immediately as well.
3,4,5	Light Wound. Can only move half normal movement rate per turn. If wounded again, treat as Serious Wound above.
6	No effect

# BILLY YANK! MELEE CHARTS



Time and Ground Scale			
Measurement	Game Scale		
	Company	Regimental	Brigade
One Centimeter	25 meters	50 meters	100 meters
One Turn	5 minutes	15 minutes	30 minutes

Average Regimental Strength Table		
Date	Regiment (In men/figures)	
	Infantry	Cavalry
1861 to August 1862	720/36	480/24
September 1862 to August 1863	560/28	400/20
September 1862 to August 1864	400/20	320/16
September 1864 to August 1865	320/16	260/13

Turn Sequence		
Phase	First Player Action	Second Player Action
Morale Phase	Conduct Morale Phase	Conduct Morale Phase
First Fire Phase	Conduct Fire Combat	Watch for Compliance
First Movement Phase	Conduct Movement	Conduct Defensive Fire
Second Fire Phase	Watch for Compliance	Conduct Fire Combat
Second Movement Phase	Conduct Defensive Fire	Conduct Movement
Melee Phase	Conduct Melee Attack	Conduct Melee Attack

Visibility Range Chart		
Dice Roll	Visibility Range	
	Unaided	Aided
12	50	90
8-11	40	85
5-8	30	75
2-4	20	65

Starting Time Table		
Month	Sunrise	Sunset
January	7 AM	5 PM
February	7 AM	5 PM
March	6 AM	6 PM
April	6 AM	7 PM
May	5 AM	7 PM
June	5 AM	8 PM
July	5 AM	8 PM
August	5 AM	7 PM
September	6 AM	7 PM
October	6 AM	6 PM
November	7 AM	5 PM
December	7 AM	5 PM

Terrain Effects						
Terrain Type	Terrain Effects Percentage Decrease on Movement Allowance and LOS					
	Skirmishers	Foot	Horse	Wheeled	LOS	Cover
Open Ground	0	0	0	0	No effect	
Extra Deep Water	No	No	No	No	No effect	Soft
Deep Water	75%	75%	50%	Note 2	No Effect	Soft
Shallow Water	50%	50%	50%	Note 1	No Effect	
Scrub	25%	25%	25%	50%	Blocks on same level	Soft
Fields	25%	25%	25%	50%	Blocks on same level	Soft
Hill	25%	25%	25%	50%	Blocks on same level	
Swamp	50%	50%	50%	No	No Effect	Soft
Forest	50%	50%	50%	No	Blocks on same level	Hard See rule
Road	No	Bonus	Bonus	Bonus	No Effect	No
Buildings	N/A	N/A	N/A	N/A	Blocks on same level	Hard
Walls	50%	50%	25%	No		Hard
Hedges	25%	25%	25%	No		Soft
Snow and Mud	Double the penalty of other terrain but all units can movement 25 meters per turn.				Mud has no effect on pavement	

**Note 1** – 50% to enter or leave and 50% each turn while moving through.

**Note 2** – Note 1 plus 75% each turn while moving through.

## BILLY YANK! GAME AND TERRAIN CHARTS



Player Aid Charts

Billy Yank!



Maneuver Chart	
Penalty	Maneuver
Minus fifty meters of movement allowance	Interpenetration (except for infantry skirmishers and dismounted cavalry). Infantry skirmishers may freely pass through any infantry formation and limbered artillery. Formed infantry may pass through other formed infantry if the interpenetrated infantry unit does not move during the turn. Skirmishing cavalry may only freely pass through other cavalry skirmishers unless dismounted then they are considered infantry. All units may freely pass through unlimbered artillery. Any interpenetration that occurs not covered by the above cases, either voluntarily or involuntarily, will cause each unit to receive a Disorder Marker.
One-Half Speed	For 90 degree Left/Right Turn; Cavalry mount or dismount.
Full movement allowance	For 90 Face for a formation changes (Line to Column; Column to Line; Artillery limber/unlimber; skirmishers rejoining parent unit or reforming into a close order unit; Infantry step back.
Cross Major Obstacle (abatis, climb walls of a fort, etc)	Available to infantry and dismounted cavalry only. To cross, unit must start within 25 meters of the obstacle. Unit then will only move to the other side of the obstacle during its Movement Phase. The unit automatically receives one additional Disorder Marker if fired upon by enemy defensive or pass-through fire while crossing the obstacle in addition to any other Disorder Markers received from fire.
Retreat or Rout	Units forced to retreat/rout always move around troops that are in good order (example; fewer Disorder Markers), but will automatically collide and interpenetrate units that have the same or more Disorder Markers).

Strategic Movement Chart				
Via	Union Infantry	Rebel Infantry	Union Cavalry	Rebel Cavalry
Road	1	1	2	2
Railroad	4	3	3	2
River	2	2	2	2

Movement Table		
Movement Type	Speed	Notes
Infantry Overland Formation Movement	125 meters	Infantry will receive a road movement bonus if in column on a road, at the player's choice. A column is defined as a formation with a frontage of 1 stand. A line is defined as a formation other than a column or square.
Infantry Skirmish Movement	150 meters	See SKIRMISH rules for special consideration
Mounted Cavalry Walk Movement	175 meters	Walking Cavalry will receive a road movement bonus if in column on a road, at the player's choice. A column is defined as a formation with a frontage of 1 stand. A line is defined as a formation other than a column.
Mounted Cavalry Trot Movement	250 meters	Trotting Cavalry will receive a road movement bonus if in column on a road, at the player's choice. A column is defined as a formation with a frontage of 1 stand. A line is defined as a formation other than a column.
Dismounted Cavalry Movement	Considered Skirmishers	Operates as skirmish infantry only.
Artillery and Wagon Movement	125 meters 100 meters	Always considered in column when limbered - may never charge. Confederate wagons use fewer horses per horse team and their movement is in red.
Horse Artillery Movement	As for Cavalry	Always considered in column when limbered - may never charge. Horse artillery may accompany a cavalry charge at the rear of the charging unit and at charging speed.
Road Bonus	Double +25 meters for Confederate Cavalry only	In column or limbered formation on a road, units move at double their normal pace (for infantry, all artillery and wagons, the overland pace; cavalry, the walk or trot pace. Confederate cavalry have better horsemanship skills, there for they add one movement point to their road movement.
Infantry Double Time	50% Increase to Standard rates	May only be used by infantry in column formation but may be used overland or on road. Not used more than 2 turns every 10 turns.

## BILLY YANK! MOVEMENT CHARTS



Small Arms And Artillery Firepower Points										
Weapon	Maximum Range In Meters	Firepower Points Per Figure at Target Range in Meters								
		100	200	300	400	500	600	900	1800	Over 1800
Hand Thrown Weapons	50	1								
Revolver	50	2	0	0	0	0	0	0	0	0
Shotgun	50	4	0	0	0	0	0	0	0	0
Smooth Bore Horse Pistol	25	2	0	0	0	0	0	0	0	0
Arab Rifled Musket	200	4	2	0	0	0	0	0	0	0
Kentucky Rifled Musket	400	4	3	2	1	0	0	0	0	0
Smooth Bore Carbine	100	3	2	0	0	0	0	0	0	0
Muzzle Loading Carbine	300	3	2	1	½	0	0	0	0	0
Breech Loading Carbine	300	4	3	2	1	0	0	0	0	0
Baker Rifle	200	3	2	0	0	0	0	0	0	0
Smooth Bore Musket	300	3	1	½	0	0	0	0	0	0
Rifled Musket	600	3	2	1	1	½	½	0	0	0
Breech Loading Rifle	600	4	3	2	1	1	½	0	0	0
Repeating Rifles	600	5	4	3	2	1	0	0	0	0
2-3 lb Smooth Bore	1100	3	3	2	2	1	1	½	0	0
4lb Smooth Bore	1300	5	4	3	2	1	1	½	0	0
8lb Smooth Bore	1500	6	4	2	1	1	1	½	0	0
8lb Smooth Bore	1600	9	6	4	2	2	1	½	0	0
9lb Smooth Bore	1600	10	7	6	3	1	1	½	0	0
12lb Napoleon	1700	12	9	6	3	1	1	1	½	0
2-3lb Howitzer	600	6	4	3	2	1	½	0	0	0
4lb Howitzer	700	7	5	4	3	2	1	0	0	0
6lb Howitzer	800	8	7	7	5	4	3	0	0	0
8lb Howitzer	900	10	9	8	7	6	5	4	0	0
12lb Howitzer	1100	14	10	6	3	1	1	1	½	0
24lb Howitzer	1300	15	11	7	3	1	1	1	½	0
32lb Howitzer	1700	16	12	8	4	2	2	2	1	0
6lb Rifle	1700	5	4	3	2	1	1	1	½	0
Whitworth	5600	2	2	2	2	2	2	2	2	2
3" or 10lb Rifle	3600	7	6	5	4	3	2	2	1	½
20lb Rifle	4000	8	7	6	5	4	3	2	1	1
30lb Rifle	4400	9	8	7	6	5	4	3	2	1
50lb Rifle	5000	11	10	9	8	7	6	5	4	3
10" Siege Mortar	2100	12	11	10	7	4	4	3	2	1
13" Siege Mortar	2300	14	12	10	9	7	5	3	2	1
Gunboat	2700	8	8	7	7	6	6	4	2	1
Gatling Gun	1200	14	11	8	5	4	3	2	1	0

Direct Fire Modifier Chart Column Shifts	
Case	Shift
Firing unit is infantry/cavalry firing and not moving in the phase	Right 1
Firing unit is marksmen	Right 1
Firing unit is Skirmishers	Left 1
Firing unit is firing a first volley	Left 1
Firing unit is accompanied by General Officer	Right 1
Firing unit is cavalry firing while mounted	Left 2
Firing unit is Artillery firing grapeshot at target in range	Right 2
Firing unit is Confederate artillery	Left 1
Firing unit is out of ammunition (Optional)	Left 1
Firing unit is firing at 50 meters range for small arms (Optional)	Left 1
Firing unit is fatigued (Optional)	Left 1
Target unit is unlimbered artillery	Left 1
Target unit behind/in soft cover	Left 1
Target unit behind/in hard cover	Left 2
Target unit is two ranks deep	Right 1
Target unit is three or more ranks deep OR in square	Right 2
Target unit is limbered, mounted, in road column, OR enfiladed	Right 1

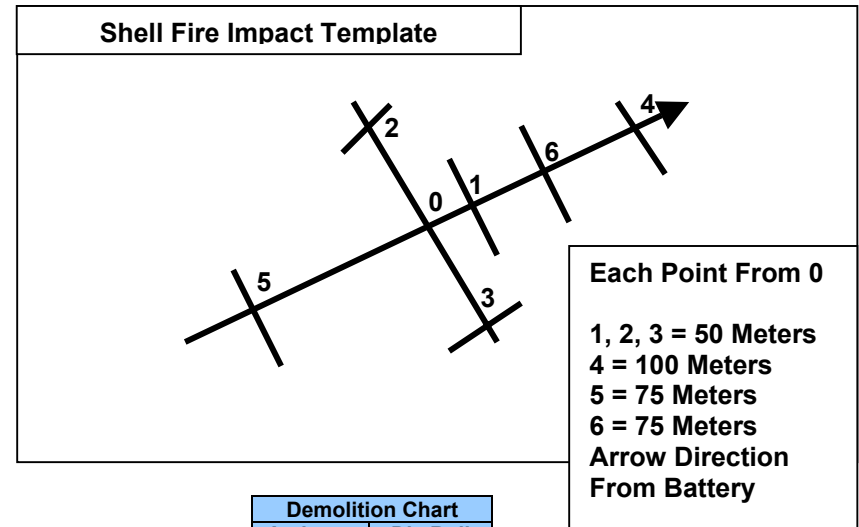
Fire Results										
Die	Total Factors									
	0+	3+	6+	10+	15+	21+	28+	36+	45+	55+
0	0	0	0	0	P	P	P	1	1	1
1	0	0	0	0	P	1	1	1	1	1
2	0	0	0	P	P	1	1	1	1	2
3	0	0	0	P	P	1	1	1	1	2
4	0	0	0	P	1	1	1	1	2	2
5	0	0	P	1	1	1	1	2	2	2
6	0	0	P	1	1	1	1	2	2	2
7	0	P	P	1	1	1	2	2	2	3
8	P	P	1	1	1	2	2	2	3	3
9	P	1	1	1	2	2	2	3	3	4

Ship Defensive Value				
Ship	Armour Type			
	Unarmoured	Wooden	Cottonclad	Ironclad
Boat	8	N/A	N/A	N/A
Barge	10	N/A	N/A	N/A
Cutter	15	N/A	N/A	N/A
Sloop	N/A	30/60/90	N/A	N/A
Steamer	20	40/70/90	60/90/120	80/100/130
Gunboat	N/A	50/75/100	70/85/130	90/130/160
Monitor	N/A	N/A	N/A	250

# BILLY YANK! FIRE COMBAT CHARTS



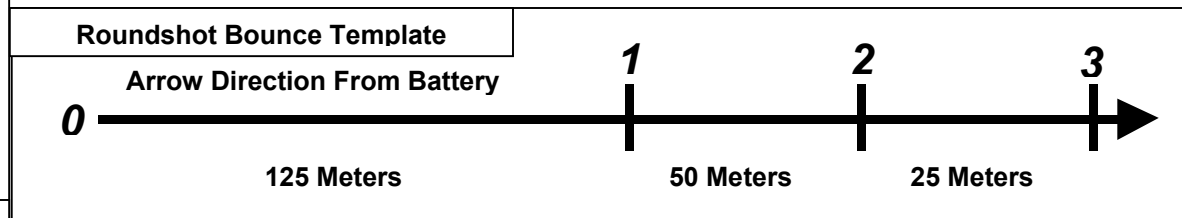
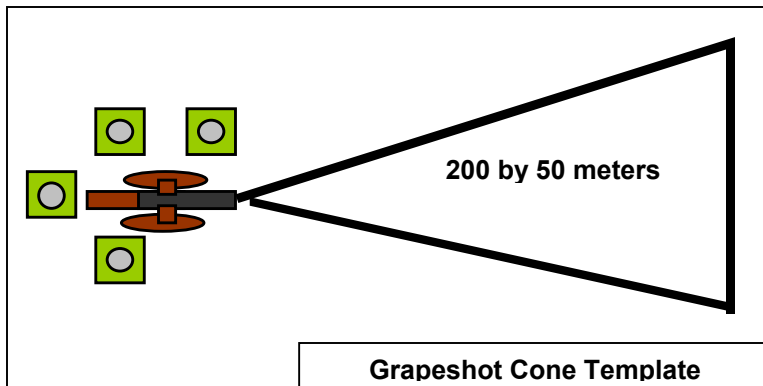
Fortifications Chart			
Fortification	Cover	Fortified Ground	Special Rule
Blockhouse	Hard	Yes	Palisade Wall
Stockade	Hard	Yes	Palisade Wall
Redoubt	Hard	Yes	Reveted Wall
Fortress	Hard	Yes	Stone Wall
Palisade Wall	Hard	N/A	200 Firepower Points Defense Value per 3 Centimeters
Reveted Wall	Hard	N/A	350 Firepower Points Defense Value per 3 Centimeters
Stone Wall	Hard	N/A	550 Firepower Points Defense Value per 3 Centimeters
Rifle Pit	Soft	N/A	360 Degree Cover and Firing
Breastwork	Hard	N/A	No cover through rear
Trench	Hard	Yes	Full cover if not firing from within.
Lunette	Hard	Yes	No cover through rear
Redan	Hard	Yes	No cover through rear



Obstacles Chart			
Obstacle	Effect On Movement		Notes
	Formation	Cover Provided	
Entanglement	No	No Cover	
Ditch	No	No Cover	Enter/Exit Penalty, Open Cover on bottom.
Abatis	No	Soft	
Cheval-de-frise	Yes	No Cover	Can be moved by 2 stands.
Slant Palisade	Yes	Hard	
Small Picket	No	No Cover	
Fascine	Yes	No Cover	Functions as causeway of ditch.

Demolition Chart	
Action	Die Roll
Success	4, 5, 6
Failure	1, 2, 3

Roundshot Bounce Fire Effect		
Landing Spot	Distance From 0	Firepower Points Effect
1	75 Meters	75%
2	125 Meters	50%
3	150 Meters	25%



# BILLY YANK! ARTILLERY AND ENGINEERING CHARTS

