

RETREAT CHARTS

Great Campaigns of the American Civil War (Multiman Publishing)

GCACW Basic Rules v1.2.

Use lowest priority option to select each successive hex from the requisite chart (exception: Surrender²); owner's choice for equal-priority alternatives.

Retreat Chart 1

Use if: Exiting ZOC or 1st hex in normal retreat or hexes 1 to 4 of a rout or hexes 1 to 4 of a Cav Retreat

Priority	HEX RETREAT CONDITIONS					
	Avoid enemy hex	Avoid ZOC	Move further away	MANPOWER LOSS ¹		
				rd, pike, trail, RR	NO rd / pk / tr / RR / city friendly occup.	tr / RR / city not fr. occup.
1	√	√	√	√		
2	√	√	√			
3	√	√			1	1
4	√		√			1
4	√			1	1	2
5	note 3			3	3	3

SURRENDER²
Retreater surrenders if any condition below occurs <i>(exceptions: see notes 2 & 4)</i>
MOVE:
To or adjacent to start hex ⁴ , closer to active unit(s), off map, repeat a hex, to attacker hex
Enter/exit mountain/swamp <i>not</i> using a pike, road, trail, RR
CROSS UNBRIDGED:
River-in-non-rain (OK: bridge, dam, ferry, ford), river-in-rain (OK: bridge, dam, ferry), creek-in-rain (OK: road, pike, trail, RR)

Retreat Chart 2

Use if not exiting ZOC and one of: Hexes 2 to 4 of normal retreat or hexes 5 & 6 of rout / Cav Retreat

1	√	√				
2	√			0	0	1
3				3	3	3

Notes:

- √ Condition must apply for choosing given retreat priority.
- 1 Loss to *each* unit in a retreat
 - Cav Retreats: Never suffer manpower loss (exception: Surrender²), but cav is always disorganized after any Cav Retreat.
- 2 Exception: To avoid surrender, *once* per retreat/rout/cav-retreat owner may use any priority from requisite chart.
- 3 Chart 1, priority 5: No entering attacker hex whatsoever nor *stopping* in enemy hex - unit must keep retreating.
- 4 Exception: In a voluntary retreat, defender may stay adjacent to start hex.