

## WBTS Movement Notes by Donald Johnson 05/05/2016

### **Naval move:**

Naval units & naval leaders always have movement initiative.

RT/RF/IC can be on coastal hex or river hexside up to head of navigation.

NT/NF can be on all sea hex, coastal hex, tidal river, or go around FL.

RT/NT can create a "ferry" across a river hexside by not moving.

RT/NT can carry 10 SPs/supply points, pay MP cost (chart 7.26).

RT/NT cannot enter hexes or hexsides with enemy RF/NF/IC.

NF/RF/IC entering hex/hexside with enemy NF/RF/IC must stop and then must

Resolve naval combat in combat phase (chart 11.12).

NF/NT can round Florida, all sea hex to all sea hex on South map edge takes 1 week.

If naval unit leaves fort hex/hexside, suffer Naval Transit attack (chart 11.24).

Naval units attack units in forts in movement phase on CRT 1.

Amphibious assault in movement phase, if opposed, must start week adjacent

Attacker halved, leader must roll for combat initiative, if defender

does not vacate hex, attacker losses are 3x.

### **Land move:**

Leader has 7 movement points.

Infantry Corps commander cannot command cavalry units, army commander can.

Cavalry Corps can contain only cavalry. Infantry Corps can contain only infantry.

**ZOC:** Must stop on entering enemy ZOC, can always leave enemy ZOC.

Cavalry Corps or Army with 2 cavalry divisions has a cavalry ZOC.

Infantry Corps with 3 infantry divisions has infantry ZOC. Army with 2 inf. divs and 1 div.

No ZOC across river or mountain hexside or if entrained.

Mounted units ignore enemy infantry ZOC.

**Force march** 1 or 2 hexes (chart 6.32), roll for total strength in moving stack.

Supply train or siege gun each add 1 to total strength. Player chooses losses.

Supply train costs 1 carried supply for each rough, forest, swamp hex entered.

**Attack from march** if attackers could enter enemy hex, cannot AFM a fort.

Go to combat routine, no extra initiative roll needed, no supply cost,

halve non-cavalry strength, cavalry is full strength,

battle intensity is 0 or 1 for both. Can advance, but no further.

**Winter:** Supply Train & Siege Gun may move only on road or rail.

**Rail move:** entrain/detrain: unit pays 1 MP, train pays 1 MP.

Train gets 5 MP: 1 MP = 10 hexes of rail movement, entrain or detrain.

Write destination hex to avoid initiative use to detrain.

RR max given per month, Max of 10 strength points on common path per turn.

**Entrench:** In '64 10 strength points of non-moving infantry can entrench.