

ALTAR OF FREEDOM

GRAND TACTICAL BATTLES IN THE AMERICAN CIVIL WAR



Official Speed Play Variant

1. WHY WOULD YOU NEED THIS?

The standard *Altar of Freedom* rules are already designed for fast, army-level games, but there can be those rare occasions when you need to speed along your scenario more than usual. Perhaps you and friends want to get through all three days of a monster scenario like Gettysburg in a single afternoon. Or maybe you only have two hours one evening to play Shiloh. This very simple, one page variant can be tailored to speed up any scenario as needed with the **minimum possible rule changes**.

2. THE TIME TABLE

One turn in *Altar of Freedom* typically represents about one hour of real time, but with the speed play variant, a turn is even less predictable. At the end of each turn, the player who last controlled the Turn Clock should roll a single d6 and announce the result from the Time Table below. This tells players how much time actually elapsed.

D6	Time Table
1-2	"Our watches appear to be working, sir." The turn was one hour. No additional effect.
3-4	"Two hours have slipped by!" Two hour turn. Divisions in road march may move an extra 10".
5-6	"The sun is sinking low on the horizon." Three hour turn. Divisions in road march may move an extra 20".

Before the game, players are welcome to adjust the d6 probabilities as needed. For a slighter faster game than normal, the three hour turn option could be eliminated entirely, or simply made less likely by requiring a "6" instead of a "5-6".

3. OTHER EFFECTS

Note that the Time Table does allow for divisions in road march the opportunity to take additional movement. All divisions in column on the road are eligible for this bonus move, whether they already moved normally during the turn or not. Typical road march restrictions remain (*ex: you cannot come within 10" of the enemy*).

If playing in a multi-day battle, like Gettysburg or Chattanooga, broken brigades only have an opportunity to rally at the **end of each day**, and not at the end of each turn as in the normal rules. This revision also helps speed along play and makes the loss of a brigade more costly.