

# EASY CIVIL WAR RULES by Don Lowry

## I. BASICS:

**A. Stands:** The miniatures are placed on stands, each of which represents a unit of troops or a general and his staff. Each stand should have a label on one edge (preferably the back edge) with enough information to identify the unit and showing its beginning number of strength points (see below). *For example: "I/I/3 - 5sp" would mean I Corps, 1<sup>st</sup> Division, 3<sup>rd</sup> Brigade - 5 strength points." Or it might say I/I/Stannard," using the brigade commander's name.)* Using different colored labels, or different colored lettering, or different combinations of these, for stands of different commands would also help to quickly distinguish which stands belong to which commands.

**1. Units of infantry and/or cavalry** are placed on stands that are 2 inches (50mm) square (in such a way that one of the sides of the square is obviously the front of the unit). Infantry stands represent forces of from 1,000 to 3,000 men. Cavalry stands represent forces of from 750 to 2,500 men. In both cases, these would normally be brigades, but might be large regiments or small divisions. It doesn't matter how many miniatures are placed on the stands, or what scale they are. They are just there for looks. (If the size of these stands doesn't suit your figures, you could use 3" squares or 1.5" squares or whatever you like, but you'll need to modify movement and ranges accordingly.) These units will be grouped into divisions and possibly corps, either in accordance with an historical order of battle or according to the wishes of the controlling player(s). (**Note:** See Optional Rules for alternatives.)

**2. Unusual weapons:** If an infantry or cavalry stand represents units that were completely or mostly armed with other than normal weapons, that should also be indicated on their labels. Infantry and mounted infantry stands should be assumed to be armed with muzzle-loading rifles or rifled muskets unless otherwise indicated. If they are armed with smoothbore muskets, breech-loaders, or repeating rifles, mark them SB, BL, or RR accordingly. Cavalry should be assumed to be armed with swords, revolvers, musketoons and/or other close-range weapons unless otherwise indicated. If they are armed with breechloading or repeating carbines, mark them BC or RC respectively. If they are armed with muzzle-loading rifles they should be considered mounted infantry.

**3. Units of artillery** are normally placed on stands that are 1" by 2" rectangles with

the cannon facing one of the short sides. These would represent batteries of six guns and/or howitzers. For 4-gun batteries, use 3/4"-wide stands if the model guns will fit. You can use the number of crewmen on the stand to indicate the number of guns the stand represents. (For instance, let 3 crewmen indicate a 6-gun battery and 2 crewmen a 4-gun battery.) The number of batteries in most large armies is so high that it will probably be best to only represent some of them, such as corps reserves and horse batteries, with stands. Others, such as division batteries, can be represented abstractly by adding strength points (see below) to the infantry units to which they were historically attached. The labels on artillery stands need to indicate which of four types of field artillery it represents: small smoothbores (6-pounder guns and/or 12-pounder howitzers); Napoleons (could include 24-pounder howitzers); or rifles (3", 10-pounder Parrott, 12-pounder James or 20-pounder Parrott); or mixed (a mixture of 2 or more of these types), and if it is horse artillery (assume not, if not so labeled). If there is not enough room for a label with all this information plus the unit's ID anywhere else on the stand, put it on the bottom (which, unfortunately, means you'll have to pick it up to read it).

**4. *Generals*** commanding higher commands, such as corps, as well as the overall commander, are placed on their own small stands, representing them and their staffs. You will probably need division commanders for Confederate armies, and for Union divisions or division-sized units that get detached from their corps (see "detachments" below), and you should have a few extra available for such cases; place division commanders alone on a half-inch by 1-inch stand. A general and one aide on a 1-inch-square stand would represent a corps commander; and a general with two aides on a 1.5-inch-square stand would represent the overall (army) commander. (Note: Having either the general or an orderly carry the corps/division flag, when/where there was such, would help to identify the units quickly. Army headquarters were often denoted with national flags.)

**B. Ground Scale:** With 2"x2" stands, one inch on our rulers represents about 150 yards of real terrain. At this scale 12 inches represents about a mile.

**C. Time Scale:** One turn represents (very roughly) about a half an hour of battle.

## **II. ACTIVATION:**

**A. Chits:** The order in which units move is determined by the drawing of chits.

**1. *Make chits*** (out of light cardboard, for instance) representing each small corps or large division. Also, make some for intermediate commands, such as wing

commanders or large-corps headquarters. Try not to have more than about 12 or 15 chits per side. This should include chits for the army commanders and any intermediate commanders, such as wing commanders.

**Example:** *If playing Gettysburg, the Union side might have chits for: Meade, I Corps, II Corps, III Corps, V Corps, VI Corps, XI Corps, XII Corps, the 1<sup>st</sup> Cavalry Division, the 2<sup>nd</sup> Cavalry Division, the 3<sup>rd</sup> Cavalry Division, and the Reserve Artillery, plus, perhaps, Reynolds/Hancock and Slocum as wing commanders; that's 14 chits. The Confederates could have chits for: Lee, Longstreet, Ewell, Hill (these three are, in affect, wing commanders), each of the nine infantry divisions, Stuart's cavalry, Robertson's cavalry, and Imboden's cavalry; that's 16 chits.*

**2. Draw chits:** Place the chits in a cup or bowl, and at the beginning of each turn draw one, without looking to see what it's going to be; that is the first command to be activated: you may activate any or all of its stands that are within 6 inches of that unit's command stand. These can move or fire but do not have to do either. (They can pass.) They do not have to all do the same thing, nor do they have to stay together. In addition, the stand for the commander may move (but does not have to) either before or after activating stands.

**3. Replace chits:** After all this command's units have finished, place its chit in a discard pile and draw another chit. When all chits have been drawn and all units have moved, fired, and/or passed, return all chits to the cup/bowl and start another turn.

**4. Commanders:** When the chit for an army commander or wing commander is drawn, he may activate any one or two of his subordinate commands that are within six inches (half a mile) of his command stand; and his command stand may move (but does not have to) either before or after checking to see if it is close enough to the activating commands. An activated army commander may activate a wing commander as one of the two commands, if he is near enough.

**Example:** *If playing Gettysburg and Lee's chit is drawn, any two Confederate commands may be activated if they are close enough to Lee's command stand. Let's say he activates Stuart, who is near him, and then he moves close enough to Ewell (II Corps) to activate him; Ewell, being a wing commander, can now activate any one or two of his divisions, if they are close enough to him.*

**B. Movement:** When activated, stands may be moved up to the following limits, but may move less or not at all if so desired. (When turning, measure from the corner of the stand that moves the farthest.):

Infantry: 6 inches  
Cavalry: 9 inches  
Mounted Infantry: 8 inches  
Horse Artillery: 8 inches  
Foot Artillery: 6 inches  
Generals: 12 inches

**C. Terrain:** The above maximums are for use when moving over clear terrain. Some types of terrain might be impassible (swamps, lakes/ponds, very steep mountain sides). Other types of terrain will slow the stands, as follows:

**1. Rough Terrain** (such as rocky areas, plowed fields, thick underbrush): half distance (or double the cost; i.e. each inch moved counts as two).

**2. Moving Uphill:** half distance (or double the cost; i.e. each inch moved counts as two). (There is neither a bonus nor a penalty for moving downhill.)

**3. Crossing Obstacles** (such as fences or shallow streams): subtract the roll of one 6-sided die (1d6). (You cannot change your mind about the move after you've rolled the die.) *For example: An infantry stand wants to cross a stream, but the controlling player rolls a "5"; when 5 is subtracted from infantry's normal 6" movement rate, it can only move 1" this turn. We can thus assume the stream has a very muddy bottom, or perhaps the infantry took a long time to find just the right place to cross.*

**a. Major Streams** can only be crossed on a bridge or at a ford. (In the latter case it is an obstacle).

**b. Small Streams** can be forded by infantry and cavalry, as an obstacle, anywhere, but by artillery and wagons only at a ford (as an obstacle) or on a bridge (no penalty).

**4. Zones of Control:** Each infantry and cavalry stand should be thought of as controlling (via skirmishers, pickets, scouts, etc., and its own long-range fire) the space within 2 inches (300 yards) of its front and of both sides (but not its rear). Artillery stands only have zones of control to their front. Any stand that reaches an enemy zone of control must stop or go around it. Artillery stands may never move into an enemy stand's zone of control. Infantry and/or cavalry stands may, but only at the beginning of their activation. When an infantry or cavalry stand begins

its activation at or within an enemy stand's zone of control (but not in contact with the enemy stand) it can either:

- a. Withdraw:* Move directly away from the enemy stand, but facing it.
- b. Charge:* Move directly towards the nearest edge of that enemy unit. (When in doubt as to which edge is nearest, move towards its front edge.)
- c. Fire:* Stay put and fire. (See "Firing" below.)

**D. Firing:** When a unit is activated, it may fire instead of moving.

**1. Infantry Fire** is divided into three types: long-range, close-range, and point-blank. For our purposes, point-blank fire is part of Close Combat (see below). An infantry or mounted infantry unit that fires may not move on the same activation; and one that moves may not fire.

*a. Long-Range Fire:* Infantry or mounted infantry stands firing at enemy stands that are at least 1 inch away, and not more than 2 inches, are considered to be firing at long range. Only units armed mostly or completely with rifles or rifled muskets (including breech-loaders and repeaters) may use long-range fire. Roll 1d6 and add the result to the firing stand's current number of strength points; if the total is at least three times the target stand's current number of strength points the target stand must fall back – that is, it must move away from the firing stand one half of its normal movement allowance (for the type of terrain it would move through), facing the firing stand. Any other result has no effect. (Long-range fire cannot be used if the current weather is "Low Visibility;" see below.) If the stand that is firing is armed with breech-loading rifles, add 1 to the die roll; if it is armed with repeating rifles, add 2.

*b. Short-Range Fire:* Infantry or mounted infantry stands that are less than 1 inch from its target stand, but not touching it, are considered to be firing at short range. Any Infantry or mounted infantry stand may fire at this range if that close. The procedure is the same as for long-range fire, but now the total of the die roll and the firing unit's strength points only needs to be double the target units strength points in order to cause it to fall back. Again, add 1 for firing with breech-loaders or 2 for firing with repeaters.

**2. Cavalry Fire:** Cavalry armed only with close-range weapons, such as revolvers and/or swords, may not fire; they can only use close combat (see below). Cavalry armed with carbines cannot fire at long range but may fire at short range. Use the same procedure as with infantry (see above). Do not give a bonus for breech-loaders, but add 1 to the die roll if firing with repeating carbines or repeating rifles.

**3. Artillery Fire:** When an artillery unit is activated it may, instead of moving, fire

at an enemy unit instead. Measure the distance (along an unblocked straight line at least as wide as the front of the artillery stand) between the front of the firing stand and the nearest part of the target stand and roll two 10-sided dice (2d10) (except that batteries that have taken a hit get only 1d10). Any intervening stand, hill, forest, or building will block the line of sight. The following chart shows the numbers needed to obtain a hit on the target stand for various types of batteries at various ranges. On this chart, “smoothbore” indicates any smoothbore cannon smaller than the light 12-pounder (which was also known as the Napoleon), such as 6-pounder guns or 12-pounder howitzers. “Mixed” is for batteries that contained a mixture of types, such as 2 smoothbores and 2 rifles. Whitworth rifles could only fire solid shot but could do so at extremely long range, so they always need a roll of 10 to hit, but can do so anywhere from 0 to 18 inches (if their line of sight is not blocked), and they do not take a penalty for counter-battery fire (see below). *For example: A battery of four 10# rifles would cause one hit on the target stand if the range was more than 3 inches but less than 8 inches (Effective Range) and the player controlling that battery rolls a 9 or 10 on 1d10. If he rolls that high on both dice he would get two hits on the enemy stand.*

<b>For each d10</b>	<b>To hit with</b>	<b>To hit @</b>	<b>To hit @</b>
<b>Number x Type</b>	<b>Cannister</b>	<b>Effective Range</b>	<b>Long Range</b>
very small guns	9-10 @ 1.5"	10 @ 4"	—
4x smoothbores	8-10 @ 2"	9-10 @ 5"	10 @ 8"
6x smoothbores	7-10 @ 2"	8-10 @ 5"	10 @ 8"
4x Napoleons	5-10 @ 3"	7-10 @ 6"	10 @ 10"
6x Napoleons	3-10 @ 3"	6-10 @ 6"	10 @ 10"
4x 3"/10# rifles	8-10 @ 3"	9-10 @ 8"	10 @ 12"
6x 3"/10# rifles	7-10 @ 3"	8-10 @ 8"	10 @ 12"
4x 20# rifles	6-10 @ 3"	8-10 @ 8"	10 @ 12"
6x 20# rifles	5-10 @ 3"	7-10 @ 8"	10 @ 12"
4x mixed	7-10 @ 2.5"	8-10 @ 6"	10 @ 10"
6x mixed	6-10 @ 2.5"	7-10 @ 6"	10 @ 10"
4x Whitworths rifles	—	—	10 @ 18"

*a. Other Types:* There were a few other types of cannon used in the ACW that are not covered here, but they were often in mixed batteries. If you want to simulate a battery of some other type, use the line on the chart above that comes closest to their numbers and types. Count a battery of 24-pounder howitzers (quite rare) as Napoleons. Count a battery of 12-pounder James Rifles as 10-pounders. Larger types, such as siege guns and coastal defense guns are not rated.

**a. Counter-battery Fire:** When an artillery stand fires at an enemy artillery stand, subtract 1 from each die roll. (Guns, being spread out, are harder to hit.)

**b. Cover:** When firing at an infantry stand that has hard cover (such as behind a stone wall, in a sunken road, or in buildings) subtract 1 from each die roll.

**c. Entrenchments:** When firing at an infantry stand that is in prepared entrenchments (such as those around Washington, Richmond, and Petersburg), subtract 2 from each die roll.

**III. CLOSE COMBAT:** This is when units of opposite sides come into base-to-base contact and represents hand-to-hand or very close-range fighting. The stands that are currently activated are the attackers; the stands of the other side are the defenders. A moving stand may only contact an enemy stand with its own front edge; it may not back or sidle into an enemy stand. (Also note the “Zones of Control” rule above.)

**A. Multiple Contacts:** The player controlling the attacking stand(s) gets to decide which of his stands are attacking which defending stands, so long as each attacking stand actually touches any and all enemy stands it is attacking. A defending stand may be attacked by more than one stand, but each edge or side of a defending stand may only be attacked by one attacking stand. (So at most any given stand may only be attacked by 4 enemy stands, and then only if it is completely surrounded.) Or one stand may attack more than one defending stand, if it touches them both. And all defending stands being touched must be attacked. So far as possible, combats should be resolved one defending stand at a time. *For example: Instead of saying, “Stands 1, 2 and 3 are attacking stands A and B;” say, “Stands 1 and 2 are attacking stand A, and stand 3 is attacking stand B.”*

**B. Resolving Close Combat:** Finish moving all activated units that are going to move before resolving combats. The player controlling the attacking stands gets to decide what order the combats are resolved in. Each combat is resolved by each side rolling a number of d6 equal to the total number of strength points (see below) possessed by all of its bases that are involved. Subject to certain modifiers (see below), the total number of fives and sixes rolled on all these dice will be the number of hits on the enemy stand. The defender rolls first, and any hits he makes are subtracted from the attacker’s strength points before he rolls. If there is more than one attacking stand the hits are on the stand touching the defender’s front edge, if any. *For example: A Union stand with 5 strength points is attacking a Confederate stand’s front and a Union stand with 4 strength points is attacking the same Confederate stand’s right flank. The Confederate stand has 5 strength*

*points, so the Confederate player rolls 5d6 and gets 2 hits on the Union stand to its front, bringing that stand's strength points down to 3. The player controlling the two Union stands now rolls seven d6 (3 for the front unit and 4 for the flanking unit) and any hits he gets diminish the defending stand's strength points.*

**1. Flank Attack:** Add 1 to the attacker's die roll for each stand attacking the defender's flank or rear. (Defending stands in buildings have no rear or flank.)

**2. Cover:** Subtract 1 from the attacker's die roll if the defending stand is infantry in cover (such as behind a stone wall, in a sunken road, or in hastily built entrenchments).

**Entrenchments:** Subtract 2 from the attacker's die roll if the defending stand is infantry in prepared entrenchments (such as those around Washington, Richmond, and Petersburg.)

**C. Strength Points:** All batteries of artillery start with two strength points. The number of strength points (sp) an infantry or cavalry stand starts with depends on the types of units it represents, the number of men those units contained, and their level of morale and training. If you are using an historical order of battle from a real battle or campaign, use actual strength figures and unit types, so far as you are able to determine those. If you have no such data to go on, give most of your infantry 5sp, with perhaps a few elite infantry with 6 or 7sp, and most of your cavalry 4sp. To calculate historical infantry and/or cavalry strength points, start with the number of men in the unit(s) and divide it by a number that depends on the units' type and quality, as follows:

<b>Quality</b>	<b>Number</b>
Crack troops	200 (For instance: The Texas Brigade; the Iron Brigade)
Veterans	300 (Most troops in the field armies by 1863)
Trained	400 (Most troops in the field armies by 1862; garrisons in '63)
Green	500 (Militia or newly raised volunteers; garrisons in '62)

**For example:** *A stand that represents 2,000 trained infantrymen would start with 5 strength points (2,000 divided by 400); a stand that represents 1,200 veteran cavalrymen would start with 4 strength points (1,200 divided by 300).*

**1. Keeping track:** When you place an identifying label on each stand, include its beginning number of strength points (sp) on that label; then as it loses and/or regains strength use markers placed on or beside the stand to modify the beginning number. (To minimize cluttering your table with distracting markers and to avoid

giving too much information away to the other side, make up small cardboard chits that are painted green [or whatever the dominant color of your terrain might be] on one side and have various numbers on the other side. When a stand takes hits, place a marker on it or by it, face down, showing how many hits it has taken. The player who controls that stand can consult this chit whenever he wants, but the other side may not.)

**2. *Contacting Generals:*** Command stands, or generals, have no strength points. When an infantry or cavalry stand comes in contact with the stand of an enemy general, the player controlling that general moves its stand behind the nearest infantry or cavalry stand belonging to its command and out of touch with any enemy stands, then rolls 1d6. If he rolls a 6 the general is considered killed, wounded or captured. The stand is not removed from the table, for it is assumed that another general will take his place; but the other side receives one victory point.

**D. Combat Results:** Stands that lose all their strength points are removed from the table (but might be able to return later), and for each such stand lost the other side receives one victory point. (This does not mean the unit was wiped out, just that it has become so disordered that it cannot fight again until/unless it has rallied; see Rallying below.) If there are stands of both sides still in contact after all hits are applied, both sides roll 1d6 and add the number of strength points that their participating stands still have left and consult the following:

**1. *Locked in Combat:*** If neither total is at least twice the other, the stands remain locked in combat pending their next activations.

**2. *Retreat:*** If one side's total is at least twice as high as the other side's (but less than three times as high) it has won this combat and the losing stand(s) must retreat, moving away from the winning stand(s) (and, so far as possible, away from all enemy units) one half a normal move, facing toward the winning unit.

**3. *Rout:*** If one side's total is at least three times that of the other side it has won this combat and the losing stand(s) must retreat a full move away from the winning stand(s) and (if possible) toward other stands of its own side, facing away from the winning stand(s). Place a marker by/on it to indicate that it has routed. (A casualty figure makes a good routed marker. Or something yellow.)

**4. *Blocked Retreat:*** If a retreating unit cannot move as required without contacting another enemy stand (or the same one), its strength points are reduced

to zero and it is removed from the table (but might be able to return later). If a retreating stand's move is blocked by a stand or stands of its own side, it stops just in front of (touching) that friendly stand (so long as it is no longer touching the enemy stand that just defeated it). (This simulates the benefit of supporting units.)

**5. *Blocked Rout:*** If a routing unit cannot move as required without contacting another enemy stand (or the same one), its strength points are reduced to zero and it is removed from the table and cannot be brought back into the game (rallied). If a retreating stand's move is blocked by a stand or stands of its own side, it moves on beyond that stand, even if this means exceeding the required movement distance.

**E. *Continuing a Combat:*** If a stand is already in contact with an enemy stand when it is activated, the enemy stand rolls as if being attacked, but in this case only 6s are hits. After applying any results of this fire, if the stands are still in contact, the activated stand may either roll for hits on the defender(s) (i.e. attack it), or it may voluntarily withdraw a half-move, facing toward the defender – provided that it can do so without contacting any other enemy stands. *Note: the activated stand might or might not have been the attacker in the original combat; that doesn't matter. The point is, it must now either continue the fight or withdraw.*

**F. *Attacking Artillery Stands:*** If infantry and/or cavalry stand(s) contact an enemy artillery stand, the player controlling the defending artillery stand has two choices:

**1. *Evade:*** If there is at least one friendly infantry stand in contact with the artillery stand's flank or rear, the player controlling the artillery stand can choose to have it evade combat. This represents the artillerymen seeking cover with the adjacent infantry. If and when enemy stands are no longer in contact with the artillery stand the artillerymen will be considered to have returned to their guns, but until this happens that artillery stand can neither move nor fire, even if activated. (**Note:** If there is no friendly infantry unit in contact with any edge of the artillery unit, this option cannot be chosen.)

**2. *Fire:*** If one of the attacking stands contacts the artillery stand's front edge, the artillery may elect to fire upon that unit. Check the canister range on the Artillery Fire chart above for the appropriate number and type of guns in the battery and roll 2d10 (1d10 if the battery has previously taken a hit). Apply any resulting hits to the attacker contacting the artillery's front edge, and if the attacking stand(s) has any strength points left it returns fire as outlined above.

**3. Otherwise:** If neither one of the above conditions can be met (e.g. the artillery stand is attacked only from the flank and there is no adjacent friendly infantry stand), the artillery stand gets no die roll(s); the attacker rolls as normal, and any resulting hits are applied to the artillery stand. If the artillery stand loses both of its strength points it is permanently removed from the game, and the attacking side immediately receives 1 victory point for capturing the guns.

**4. Two Artillery Stands:** Because artillery stands are narrower, an infantry or cavalry stand may contact and attack two artillery stands at once. The two artillery stands do not have to take the same option. *For example: One could fire while the other evades.*

#### **IV. MISCELLANEOUS:**

**A. Rallying:** When a general is activated, he may be used to bring back any one stand that was part of his command that had previously been eliminated (i.e. its strength points had been reduced to zero), unless that stand had been eliminated by a blocked rout (see above). Place the stand in contact with the general's stand and roll 1d6. The result of the roll is the number of strength points that the stand has recovered, but it cannot recover more than it had at the start of the game. *For example: When a corps commander is activated the player controlling it decides to use him to rally a previously eliminated unit. He rolls a 6, but the unit only had 5 strength points to start with, so it now has 5 strength points again.* This does not erase the victory point the other side received for eliminating the unit in the first place; and if it is eliminated again the other side will receive another victory point for that. The general can not be used for any other purpose this activation. If there is no room on the table to place the rallied stand (because of other stands in the way and/or the edge of the table or unplayable terrain) it cannot be rallied at this time.

**B. Length of Game:** If you are recreating an historical battle or situation, you should ascertain how many hours of daylight there were that day and about what time the battle started. Then, since each turn represents about half an hour, you should be able to calculate how many turns could be played before "darkness" put an end to the fighting for the day. If you are fighting a non-historical battle, decide before starting on how many turns you will play, either by mutual consent of both sides, or by dice rolls. If neither side has won a clear victory when the "day" ends, another day of battle could be fought, and even more, until a victory is won.

**C. Victory:** Victory points are awarded for each enemy stand that is reduced to

zero strength points (even if it comes back again later; see below). Keep track of these on paper (off the table). By mutual consent or by the design of whoever sets up the scenario (see below), victory points could be awarded for holding or capturing certain terrain features, such as hills or towns or bridges. Whichever side has accumulated the most victory points by the end of the day is the winner, but there are different levels of victory, as follows:

**1. Draw:** Both sides have the same number of victory points. The battle could continue for another day if neither side wants to retreat (defender decides first).

**2. Marginal Victory:** One side has more victory points, but less than twice as many as the other side. The battle could continue for another day if neither side wants to retreat (defender decides first).

**3. Decisive Victory:** One side has at least twice as many victory points as the other, but less than three times as many. The side with fewer victory points must retreat.

**4. Overwhelming Victory:** One side has at least three times as many victory points as the other. The side with fewer victory points must retreat.

**D. Weather:** If you are recreating an historical battle, use whatever kind of weather existed there and then. Otherwise, if both sides can agree on a type of weather, use that; if not, roll 1d6 and consult the following (add 1 to the die roll if the battle is taking place in the winter or spring):

**1-4 = Clear and Dry:** There are no changes to movement rates or artillery fire.

**5 = Poor Visibility:** Subtract 1 from all artillery rolls, artillery cannot fire at long range, and subtract 1 from all cavalry and generals' movement rates.

**6 = Muddy:** Subtract 1" from all infantry and cavalry movement rates, 2" from all artillery movement rates. Subtract 1 from all artillery firing rolls.

**Optional:** Sometimes weather is variable. If you want to simulate this, at the start of each turn roll 1d6, and if the result is an even number the weather remains the same as it was, but if it is an odd number roll for the weather again.

**V. ADVANCED RULES:** Once you have gotten used to all of the above, you should add in the following rules:

**A. Detached Units:** When a stand or group of stands become separated from its/their commanding general by 12 inches or more it/they should be considered a detached unit. Create a separate chit for it/them, and from now on they will be

activated by that chit instead of as part of its previous command. ***For example:*** *In a game where only corps commanders and higher have chits, a 3-stand division has become separated from the rest of its corps and from its corps commander by over 12 inches. A new chit should be made for that division, and it will no longer be activated when that corps' chit is drawn.*

**B. Attached Units:** When an army commander is activated, it may be used to attach one or more units to a different subordinate general than it started under. This is in addition to anything else the activated commander might do. ***For example:*** *In a Gettysburg scenario when Meade is activated the player controlling the Union side could decide to attach the 3<sup>rd</sup> Cavalry Division to the VI Corps. From now on, when VI Corps is activated, so is that division, but, when its own chit is drawn it is not activated and its chit is not returned to the cup/bowl.*

**C. New Commands:** When an army commander is activated, it may be used to create a new command out of independent units or units detached from existing commands. The new command is immediately activated, and this counts as one of the two activations that the army commander can make this turn.

***Example 1:*** *Lee is activated and the Confederate player decides to create a grand battery by combining artillery stands from various corps. A new chit is made for this command and placed in the discard pile. A new general stand will be needed, and it should be labeled to identify it as the commander of the grand battery. Those batteries are now activated and their new commander will be activated in the future whenever that new chit is drawn, but the batteries will not now be activated when their various corps commanders are activated. (Something like this would be needed to simulate the great artillery bombardment that preceded Pickett's Charge at Gettysburg.)*

***Example 2:*** *Meade is activated and the Union player decides to combine a division of the V Corps and a division of the VI Corps into a temporary command. A new general will be needed to represent their commander, and a new chit made for him. The stands of the two divisions are immediately considered activated, and their new commander will be activated in the future whenever his new chit is drawn (place it in the discard pile), but the two divisions will not be activated when the V or VI Corps chits are drawn.*

**D. Engineers:** Most armies had small units (battalions or even just companies) of specialized troops that were trained to perform special tasks of construction or destruction, such as erecting or destroying barriers, building bridges, etc. To simulate these, make small stands, 1 inch square, with a few engineer figures and a

chit for each such stand. Every army should have at least one. Unless you know the numbers of men in historical units, give each such stand one strength point. If there is only one engineer stand in an army it should be subordinate directly to the army commander (i.e. can only be activated by the army commander or by its own chit).

**1. Construction/Destruction:** An engineer stand can complete the following tasks in the number of complete turns indicated. That is, the stand must begin the activation at the spot where the work will be done. (Use casualty chits set beside them to indicate the number of turns left to complete the job; each time the engineer stand is activated reduce the number by one.):

Repair a bridge over a major stream (or large railroad trestle) = 6 turns

Build a bridge over a small stream (or railroad culvert) = 3 turns

Repair a bridge over a small stream (or railroad culvert) = 2 turns

Build enough earthworks to provide cover for one infantry stand = 2 turns

Cut a road through rough terrain = 1 inch per turn

Destroy a bridge over a major stream = 2 turns

Destroy a bridge over a small stream = 1 turn

Destroy a barricade or abatis = 2 inches per turn

**c. Weather:** Double the number of turns needed if the weather is “muddy.” (If the weather changes, count each two turns during muddy weather as one turn.)

**2. Attachment:** An engineer stand can be “attached” to an infantry stand of the same army by putting it – and keeping it – in contact with the infantry stand (on any edge). But neither the engineer nor the infantry stand may exceed its movement allowance in the process. As long as it remains so attached, it is activated whenever that infantry stand is activated and moves and/or fights as it does. (If it is activated on its own it may then be detached and moved away from the infantry stand, but it does not have to.)

**a. Otherwise,** when an infantry stand that has an engineer stand attached (on any edge) is attacking or defending, add the engineer stand’s 1sp to the strength of the infantry stand.

**b. Hits:** Should an infantry stand to which an engineer stand is attached take a hit, the player that controls it may elect to eliminate the engineer stand instead of reducing the infantry stand. (But, of course, if the infantry stand takes more than 1 hit the others still come from the infantry stand.)

**3. pontoons:** To bridge a sizable river you will need a model pontoon train on a

1"x2" stand and an activation chit for it. It can also be activated by the army commander. It has no strength points, and if contacted by an enemy stand it is captured and thenceforth belongs to the other side (unless recaptured). It moves at the foot artillery rate, but if it is fired on by artillery that is not considered counter-battery fire.

**a. Bridging:** To build a pontoon bridge the pontoon train must begin its activation at the river's edge; then roll 1d6 and the number rolled is the number of inches of bridge completed on that activation. Each time it is activated, roll again and add that number of inches to the bridge until it reaches all the way across. Each pontoon train may only build one bridge.

**b. Stopping:** Upon any activation the army commander may choose to stop building the bridge, in which case no roll is made, any part of the bridge completed so far is removed, and on any subsequent activation the pontoon train can move again and may then start a bridge again, either at the same place or elsewhere.

**c. Weather:** During any turn that the weather is "muddy" subtract 2 from the bridging die roll. If this results in a negative number (you rolled a 1) remove 1 inch from what has already been built (it was swept away by the swollen stream).

**VI. OPTIONAL RULES:** Add any of the following rules if they suit your tastes:

**A. Supply Wagons:** It would be more realistic if all armies were provided with a train of supply wagons (these are full of ammunition, food, forage, and, most important of all, the officers' personal baggage). Each army gets one wagon for each major command (such as a corps) plus one for the army as a whole. Base them like artillery units. They move like foot artillery. Make one activation chit that activates any and all wagons. They may also be activated by their respective corps commanders and/or the army commander.

1. Wagons have no SP value and can be captured or destroyed. When a wagon is contacted by an enemy infantry, cavalry or engineer unit, the enemy player must decide whether to capture it or destroy it. (Some kind of marker will be needed to indicate that a wagon has been captured, i.e. changed sides. If it is destroyed, just remove it from the table, and it may not be rallied.) Of course, wagons could be recaptured by the original side (if not destroyed), and could keep changing hands indefinitely. In order to destroy a wagon, the contacting stand must stop where contact is made and not move beyond the wagon. If the wagon is merely captured the overrunning stand can keep going, and the wagon can be moved at that time by the capturing player.

2. Each wagon destroyed or captured counts as a victory point for the destroying/capturing side, the same as a combat stand destroyed.

3. If at the end of any turn an army does not control any wagons (its own or captured ones), it immediately loses the battle with a decisive defeat, (or worse, depending on relative losses), and must retreat even if not required to do so by relative losses.

**B. Rating Generals:** Some generals were better than others. To reflect this, when a poor army commander's (or wing commander's) chit is drawn he may only activate one subordinate command. Great generals (including corps commanders) should have two activation chits (so are activated twice a turn). If a corps commander is a poor general, when his chit is drawn roll 1d6 to determine how many of his stands are activated (controlling player chooses which ones, provided they are near enough). Either rate the generals in your armies by their known historical abilities, or roll 1d10 and consult the following:

1-2 = Poor general (*For instance: Burnside or Bragg*)

3-9 = Average general

10 = Great general (*Grant, Lee, Jackson, Hancock*)

**C. No Zones of Control:** Some units (such as militia), were not very good at using skirmishers. To simulate this, do not give such stands a zone of control. That is, enemy units do not have to stop when coming within two inches of them, and, if they have sufficient movement left, could attack them immediately or move past their flank.

**D. Slow Units:** Some green units, such as militia, or early volunteers, were not accustomed to marching, nor well drilled. To simulate this, infantry stands of such units have a basic movement allowance of 5 inches (instead of 6); green cavalry stands have a basic movement allowance of 7 inches; green artillery stands have a basic movement allowance of 5 (even if horse artillery).

**E. Rosters:** To avoid having to place loss markers by units that have taken hits, you could keep track of lost strength points on a roster of all units, but this, while keeping the table neater looking, causes a lot of paperwork. The choice is yours.

**F. Ammunition:** Real armies did not have an infinite supply of ammunition. At the beginning of the game give each army a number of ammunition units (to be represented by chits marked "ammo") equal to the number of artillery stands it has

times the roll of 2d6. (Keeping this secret from the other side would add to the fog of war.) Every time an artillery stand fires at effective or long range it expends one of these ammo chits. When they're gone, no battery of that army can fire at those ranges any more that day. Artillery stands that fire at canister range, do not expend an ammo chit. (This should discourage players from "blasting away" every chance they get, no matter how unlikely they are to hit anything – which slows the game.) Since the Union forces usually had a better supply of ammunition, add one to their die roll.

**G. Small Armies:** Many armies early in the Civil War – and most small armies – did not have a corps organization, or consisted of a single corps. In such cases, make chits for each division. If there are only 2 or 3 corps in an army, treat their commanders as wing commanders and still make chits for each division. If there are fewer than four divisions, make chits for each brigade.

**H. 2-Stand Brigades:** To provide more flexibility, each brigade-sized unit (as defined in I:A:1 above) could be represented by two rectangular stands (2 inches wide by 1 inch deep) instead of by one 2-inch-square stand. In this case place identifying labels on both stands. The two stands must stay together at all times – that is, touching each other, either along a side or at a corner. Placing them side by side represents the brigade being in a single line. Placing them one behind the other represents the brigade being in two lines. Each stand should receive one half of the unit's strength points (in whole numbers). (*For example: A brigade with 5 strength points would have one stand with 3 and one stand with 2.*) When the unit loses sufficient strength points, one of the two stands should be removed. However, a unit cannot be rallied (recover strength points) until both stands have been eliminated (reduced to 0 strength points).

**J. Division Stands:** To fight really large battles, or to use a smaller table, or to gain more room on the table for maneuvering, stands could represent larger units, of, roughly, division size – say 3,000 to 8,000 infantry or 2,000 to 6,000 cavalry. In this case change the ground scale to 1 inch represents 400 yards. Artillery stands would represent 12 to 20 guns (replacing 4-gun and 6-gun batteries, respectively, on the Artillery Fire Chart).

**K. Fewer Chits:** To add more suspense and uncertainty to the game, set a limit on how many chits will be drawn each turn, and make the limit slightly smaller than the total number of units (chits) in the game, so that on any given turn some units will not get activated. You could do this easily by pre-drawing a few chits each turn and placing them in the discard pile without looking at them. Those units will

not be activated this turn. We could say that these are units who never received their orders or whose orders were delayed for some reason.

**VII. SCENARIOS:** In some respects, I have done only the easy stuff by writing these rules. Now you, or someone, must paint and base the miniatures, design, buy or otherwise provide the terrain (hills, buildings, streams, trees, etc.), and, most important of all, design one or more scenario(s), either based on an historical battle, a what-if situation, or out of pure imagination, which will prescribe the armies, terrain, weather, etc., to be used. Have fun.

###