

**"I died with my face to the enemy"\***  
**Rules for the American Civil War (v1.12)**  
**by Pete Jones**

\*Colonel I.E. Avery, Confederate soldier at Gettysburg (1863)

**Scale**

The game is designed for 20mm, what started off as an adaptation of Fields of Glory is slowly evolving with playtesting.

**Organisation**

There are typically three brigades in a division. A cavalry brigade may be attached to an infantry division but it was more usual for them to be organised into separate cavalry divisions. A corps is two or three divisions operating together. There may be up to two or three divisions in a force depending on the scenario. Generals are required for each division and each corps. Each brigade is made up of a number of stands one of which is a command stand. Any basing system can be used we use Fire and Fury basing.

**Quality and State of Units**

The quality of a unit may be Raw, Average or Veteran. Raw troops are notified by having the command stand on the right (raw = right). Veteran troops should have the command stand on the left and average troops have the command stand in the middle.

Each unit has several morale grades. They start as Fresh then during the battle they become worn, spent and broken.

**TURN SEQUENCE**

Players alternate turns:

**1) Move generals**

**2) Activation Phase**

*Active side chooses a General and then attempts to activate units within brigade. Move activated units, make move test if applicable.*

**3) Shooting phase**

*Resolve shooting for both players and resolve post shooting cohesion tests.*

**4) Melee phase**

*Resolve melee combat. Resolve post combat cohesion tests.*

**5) Recover from disorder phase**

**MOVE GENERALS**

Division commanders are moved 2D6" ignoring terrain.

Corps commanders are moved 3D6" ignoring terrain.

**ACTIVATION PHASE**

Each General on a side is activated in any order the player wishes. In turn that General attempts to activate each unit within his Brigade in any order he so wishes.

Cavalry and artillery are automatically motivated.

Infantry have to roll 2D6 and score equal or above the target number to activate that unit.

**Modifiers:**

- |             |   |
|-------------|---|
| Raw = 3     | +1 Average General  |
| Average = 2 | +2 Poor General   |
| Veteran = 1 | +1 per complete 3" from general                                   |
|             | +1 unit or general in woods/buildings                             |
|             | +1 intervening enemy or friendly brigades                         |
|             | +2 Unit and general separated by woods, hills, crops or buildings |
|             | +1/2/3 Of a unit the general is attached to*                      |
|             | +1 if worn (unless retreating)                                    |
|             | +2 if spent (unless retreating)                                   |
|             | +3if broken (unless retreating)                                   |

11,12 is always a pass

2, 3 is always a fail

Once a general fails an activation test no further attempts to activate units may be made in that Division.

\*If a general is attached to unit then the testing unit adds its own grade, that of the general and the value of the unit he is attached to.

**Formations**

The following formations are permitted:

**Line** - Bases in single rank.

**Reinforced Line** - Two ranks. Cavalry units cannot be in reinforced line.

**Column** - Any block formation 2 or 3 bases wide.

**March Column** - One base wide. Units must be in this formation in order to use road movement. A march formation moving across country (off road) moves at March Column speed.

| Movement Rates        | Open  | Uneven | Rough | Difficult |
|-----------------------|---|--------|-------|-----------|
| Infantry Line/Column  | 5"  | 5"     | 4"    | 4"        |
| Infantry Column       | 6"  | 6"     | 5"    | 5"        |
| Infantry March Column | 6"  | 6"     | 6"    | 6"        |
| Cavalry               | 8"  | 7"     | 6"    | 3"        |
| Artillery             | 2"  | 1"     | 1"    | -         |
| Disordered            | -1 on on move tests. Lose 1 dice per 3 shooting and close combat                      |        |       |           |
| Severe Disorder       | -2 on move tests. Lose 1 dice per 2 shooting and close combat<br>-1 on cohesion tests |        |       |           |

Uneven : open fields, broken ground, hill

Rough : Brush, enclosed fields, crops, gully, light woods

Difficult: Forest, marsh steep hill, village.

Once a unit leaves the terrain that made it disordered it automatically loses its disordered status.

Roads +2" If in march column during its entire length

During the activation phase units may be required to test to see if they can complete certain actions.

**Spent/broken** units cannot initiate melee. Other units may declare a charge.

The attacker must make a morale test and pass to initiate the melee. The defender must then make a morale test to receive the charge and pass. If it passes there is a defensive fire phase from the defensive player. If the attacking player survives the fire and passes any morale test they join together in melee.

| Movement Type       |  | Veteran | Average           | Raw               |
|---------------------|--|---------|-------------------|-------------------|
| <b>Advances</b>     | Any wheel or short move without a general which starts within 20" of enemy | Yes     | Yes               | Test              |
|                     | Any other forward move which may include a wheel                           | Yes     | Yes               | Yes               |
| <b>Cavalry</b>      | Mount or dismount  | Yes     | Yes               | Yes               |
| <b>Artillery</b>    | Limber or unlimber   | Yes     | Yes               | Yes               |
| <b>Expansion</b>    | Expand 1 or 2 bases whilst stationary                                      | Yes     | Yes               | Test              |
|                     | Expand 1 or 2 bases and advance  | Yes     | Test              | Test              |
| <b>Contractions</b> | Contract 1 or 2 bases whilst stationary                                    | Yes     | Yes               | Test              |
|                     | Contract 1 or 2 bases and advance  | Yes     | Test              | Test              |
| <b>Turn</b>         | Turn 90 degrees whilst stationary  | Yes     | Yes               | Test              |
|                     | Turn 90 degrees with simple advance  | Yes     | Test              | Test              |
| <b>Retreating</b>   | Fall back half distance  | Yes     | Test <sup>1</sup> | Test <sup>1</sup> |

Cavalry can move and dismount (but not shoot) or they can mount and move.

Artillery may move and unlimber; unlimber and fire; limber and move.

<sup>1</sup> If the test is failed the unit becomes disordered, but may retreat normally.

### Movement Test

|   |                                     |
|---|-------------------------------------|
| Roll 2D6, apply quality re-rolls and add scores, apply modifiers: |                                     |
| +1 of general in line of command and is in range (12")            |                                     |
| +1 if the same general is attached to the unit                    |                                     |
| +1 if the same general is inspired                                |                                     |
| -1 if any bases are WORN or DISORDERED                            | Count the worst of the two not both |
| -2 if any bases are SPENT or SEVERELY DISORDERED                  |                                     |
| <b>Score to pass:</b>   | <b>7 or more</b>                    |

If the unit fails the movement test it may still make a movement that doesn't require a test.

### SHOOTING PHASE

In this phase both sides not in contact may shoot. Any base that is in range of an enemy base and is able to fire at it may do so. A base may only fire directly to its front. The arc of fire of a base is defined by lines projected along its side edges plus a 1 base overlap.

| Weapon            | Effective Range | Maximum Range |
|-------------------|-----------------|---------------|
| Muzzle Smoothbore | 3"              | 6"            |
| Rifle             | 5"              | 10"           |
| Carbine           | 4"              | 9"            |

| Weapon               | Cannister Range | Effective Range | Short Range | Maximum Range |
|----------------------|-----------------|-----------------|-------------|---------------|
| Smoothbore Artillery | 5"              | 10"             | 20"         | 30"           |
| Rifle Artillery      | 5"              | 10"             | 30"         | 40"           |

Calculate the total number of dice thrown by the firers:

|                  |  |
|------------------|--|
| <b>Artillery</b> | 4 dice in canister range                                 |
|                  | 3 dice in effective range                                |
|                  | 2 dice in short range                                    |
|                  | 1 dice outside effective range                           |
| <b>Infantry</b>  | 1 dice per front rank in effective range                 |
|                  | 1 dice per 2 bases in second rank in effective range     |
|                  | 1 dice per 2 bases in front rank outside effective range |
| <b>Worn</b>      | Lose 1 dice per 3 allocated                              |
| <b>Spent</b>     | Lose 1 dice per 2 allocated                              |

### To Hit Shooting

A firing unit hits on a roll of 4 on a D6. A 6 is always a hit and 1 is always a miss.

Modify the "to hit" number as follows:

+2 if target is in works or a sunken road

+1 if target is in other cover

+1 if target is artillery

-1 if target is cavalry

-2 if target is in column

-2 if target is enfiladed

Quality rerolls:

Depending on the quality of the brigade re-rolls may be made.

|         |     |
|---------|-----|
| Veteran | 1,2 |
| Average | 1   |
| Raw     | 6   |

When a unit is hit it rolls 1D6 if one hit or more is received.

|   |
|---|
| <b>Rolls when hit (no quality re-rolls)</b>   |
| Roll 1 dice re-roll score higher than number of hits received or lose a base.                               |
| +1 for artillery being shot at  |
| If a base was lost and there were more than 6 hits deduct 6 from the hits and roll again for the commander. |

If a general is attached to a unit, when it is hit, he is killed on a roll of double 6.

### MELEE PHASE

Units in contact now resolve melee. Calculate the dice for each unit. Every base in a unit takes part in a melee.

### MELEE

|                  |   |
|------------------|---|
| <b>Artillery</b> | 2 dice per gun                          |
| <b>Infantry</b>  | 1 dice per base in front and rear ranks |
| <b>Cavalry</b>   | 1 dice per base in front and rear ranks |
|                  |   |
| <b>Worn</b>      | Lose 1 dice per 3 allocated             |
| <b>Spent</b>     | Lose 1 dice per 2 allocated             |

### To Hit Melee

A firing unit hits on a roll of **4** on a D6. A 6 is always a hit and 1 is always a miss.

Modify the "to hit" number as follows:

+2 if target is defending in works or sunken road

+1 if attacking target is in the rear

+1 if attacking target in the flank

+1 if target is defending and uphill

+1 if target is defending woods or fence line

Quality rerolls:

|         |     |
|---------|-----|
| Veteran | 1,2 |
| Average | 1   |
| Raw     | 6   |

Lose 1 base for each 6 hits obtained and then roll for any remainders.

|   |
|---|
| <b>Rolls when hit (no quality re-rolls)</b>                                   |
| Roll 1 dice re-roll score higher than number of hits received or lose a base. |
| +1 for artillery  |
| +2 if won or drew close combat  |

## MORALE TESTS

Tests are taken as follows:

| Reason To Test  |                                 |  |    |
|---|---------------------------------|--|----|
| Immediately   | At the end of the current phase |  |    |
| A brigade attempting to charge                        | A brigade breaks within 6"      |  |    |
| A brigade receiving a charge                          | A commander lost within 6"      |  |    |
| Brigade suffering 1 hit per 3 bases from shooting     |                                 |  |    |
| Taking 2 or more hits and shot at by artillery        |                                 |  |    |
| Losing a melee  |                                 |  |    |
| Roll 2D6 (Apply quality re-rolls)                     |                                 |  |    |
| Having taken 1 hit per 2 bases from shooting          | -1                              | Current Morale State                     |    |
| Having taken 1 hit per 3 bases from melee             | -1                              | Worn or Severely Disordered              | -1 |
| At least 2 more hits received than inflicted in melee | -1                              | Spent                                    | -2 |
| Have taken 25% casualties prior to this test          | -1                              | Broken                                   | -3 |
| Threatened flank                                      |                                 |  |    |
| More than 1 reason to test                            | -1                              | General in LOS within 6" if not in melee | +1 |
| Unit shot at  | -1                              | General attached to unit in melee        | +1 |
| Cavalry attempting to charge infantry frontally       | -1                              | Brigade has rear support within 6"/12"   | +1 |
| Raw unit attempting to charge                         | +1                              | (inf/cav)                                |    |
| Raw unit receiving charge                             | -1                              |  |    |
| Veteran unit attempting to charge                     | -1                              |  |    |
| Veteran unit receiving charge                         | +1                              |  |    |

If a brigade is reduced to broken then each move it must make a full move towards the edge of the field. The only way to halt it is to attach a commander to it and attempt to rally it by taking a morale test.

| Result     |        |  |                             |   |
|------------|--------|--|-----------------------------|---|
| Dice Score | Result | Morale   | Charge                      |   |
|            |        |  | Attacker Test               | Defender Test                           |
| 7 or more  | Pass   | Rise one morale level if rallying troops.  | Charge home.                | Stand to receive charge.                |
| 3 - 6      | Failed | Drop 1 morale level (unless rallying).   | Halt at 3"                  | Fall back half a move disordered        |
| 2 or less  | Failed | Drop 2 levels if in melee and received at least 2 hits more than inflicted or for seeing friends break or commander killed. Drop 1 level in all other circumstances. | Fall back remainder of move | Fall back full move severely disordered |

### Autobreak

A unit is removed from the field when it has been reduced to the number of bases as below depending on your quality.

| Initial Brigade Size | Veteran | Average | Raw |
|----------------------|---------|---------|-----|
| 2                    | n/a     | 1       | 1   |
| 4                    | 1       | 2       | 2   |
| 6                    | 2       | 3       | 4   |
| 8                    | 3       | 4       | 5   |
| 10                   | 4       | 5       | 6   |
| 12                   | 6       | 7       | 8   |