

# De Bellis Americanus

## Organisation

Infantry is organised into regiments of 4 elements.

Cavalry is organised into regiments of 3 elements.

Dismounted Cavalry is represented by 2 elements.

Artillery is organised into batteries of 1 Gun element, and 1 limber element.

Each army may have up to 12 regiments/batteries.

Rebel armies may have up to 3 regiments of cavalry, and 2 batteries.

Union armies may have up to 2 regiments of cavalry, and 3 batteries.

Each army must also deploy a *General* element (normally mounted).

By agreement both sides may deploy up to 3 regiments/batteries designated as veterans.

One veteran infantry regiment may be designated as Zouaves (but only if suitable figures are provided).

## Terrain & deployment

At the beginning of the game both sides roll a die. The highest scorer places between 4 and 8 pieces of terrain on the table, at least half of which must be bad going. The lowest scorer decides which side to come in on and deploys his army within 4" of the table edge. The highest scorer then deploys his army within 4" of the opposite table edge and moves first.

Bad going consists of woods and forests, built-up areas, tall crops, swamps and bayou, steep or rocky hills. Other terrain includes fences, walls and rivers.

## Game sequence

Players take turns to:

1. Determine command points.
2. Move regiments/batteries.
3. Both sides may fire.
4. Resolve melee.

### 1. Determining command points

The player whose turn it is rolls 1D6 to determine just how many command points he has available. These represent not only the *General's* ability to make decisions but also such factors as; incoming intelligence; the ability and availability of couriers; the competence of his staff; and whether regimental Colonels feel able to carry the orders out when they arrive, based on their own perception of the situation.

A *General* may use his command points as follows:

1. Move a regiment/battery that is within 12" and line of sight of *General* costs 1 point.
2. Move a regiment/battery that is beyond 12" of, or is out of line of sight of *General* costs 2 points (intervening units do not block line of sight, only woods, buildings and hills).
3. To move a regiment/battery forwards that fell back or lost an element last turn costs 2 points (they are rallying and reforming).

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4. Change a regiment's formation from column to line, or vice versa, costs 1 point.
5. Dismount or mount up cavalry costs 1 point.
6. To unlimber or limber up an artillery battery costs 1 point.
7. To deploy a regiment as skirmishers, or reform them, costs 1 point. They may only be deployed in line.

A unit can only be ordered to do one of the above in a single turn.

### 2. Movement

1. Infantry in column may move 6" on a road, 4 " in open country and 2" in bad going.
2. Infantry in line may move 4 " in open country and 2" in bad going.
3. Zouave regiments in line may make one move of 6" in open country per game.
4. Infantry skirmishers move 4" in any terrain.
5. Cavalry in column may move 10" on a road and 8 " in open country.
6. Cavalry in line may move 10" in open country.
7. Dismounted cavalry follow rules for infantry.
8. Limbered artillery may move 6" on a road and 4 " in open country.
9. Unlimbered artillery may be manhandled 2".

Regiments turn by wheeling and measuring the distance traveled along the outside of the wheel.

All elements of a regiment must remain in base-to-base contact, and in formation at all times. The exception is skirmisher elements. These must remain within 1" of each other, and are only deployed in line.

Rivers may be crossed at bridges, and fords for no movement penalty if in column. Otherwise it costs 2 command points to move a regiment/battery across a river, and a whole turn. By agreement rivers can be deemed impassable except at a ford or bridge.

Rivers and steep hills are the only form of bad going passable by mounted cavalry and by artillery.

### 3 & 4. Firing/Melee

A regiment/battery may engage with fire any enemy unit within range, and that is (at least in part) straight ahead of at least one of its elements. It may not fire if any of its elements are engaged in melee, or at a regiment that is engaged in melee.

If a regiment/battery is fired upon by a unit it cannot fire back at due to range or angle, still roll dice for both firer and target. If the firer loses there is no effect.

If more than one unit can fire upon a target, designate one as the primary firer and the others as support. Only the primary firer's combat factors and other modifiers are taken into account. The supporting units each add +1 to the die roll.

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When two regiments move into contact and commence melee line up all front rank elements. A column thus only presents a single element width, whereas one in line is up to four wide. On the second round of melee a column automatically becomes a line.

In any case roll 1D6 per regiment and modify as follows:

| Unit type   | Combat factors                                 | Firing Range |
|-------------|--|--------------|
| Skirmishers | +1 vs Infantry & Cavalry, +2 vs Artillery      | 6"           |
| Infantry    | +2 vs Infantry, +3 vs Cavalry, +4 vs Artillery | 6"           |
| Cavalry     | +1 vs Infantry, +2 vs Cavalry, +4 vs Artillery | 3"           |
| Artillery   | <i>Ball/Shell</i> +2 vs All                    | 18"          |
| Artillery   | <i>Cannister</i> +4 vs All                     | 4"           |
| General     | +2 vs All, but cannot cause casualties etc.    |              |

Dismounted Cavalry have Infantry combat factors, and Cavalry range.

Artillery must guess the range to all targets over 6" away. If they're wrong they miss.

### Other modifiers

- +1 if enfilading a line, or firing into the head of a column.
- +1 if a column charging into melee with a line.
- +1 if veteran
- +1 if General is in support.
- +1 for each supporting unit.
- 1 if firing at a unit in bad going, or behind a fence or wall.
- 1 if firing on skirmishers.
- 1 per element lost by the regiment/battery.
- 2 if firing at a unit in fortifications.

### Combat results.

Compare combat scores. If equal there is no effect. If not, apply the following to the unit with the lesser score.

|             | Half or less                    | Less than but not half               |
|-------------|---------------------------------|--------------------------------------|
| Infantry    | Lose an element, and fall back. | Lose an element <u>or</u> fall back. |
| Cavalry     | Lose an element and flee.       | Lose an element and fall back.       |
| Skirmishers | Lose an element and flee.       | Lose an element and fall back.       |
| Artillery   | Destroyed.                      | Lose an element (limber, then gun).  |

Units that fall back move directly backwards 3". Those that flee make a full move directly backwards. If blocked during that movement by an enemy unit or the flank of a friendly one they stop and lose another element. If blocked by the front or rear of a friend they push it back as well.

Units that flee reform in line facing the enemy and cannot move or change formation next turn (though they can fire). Those that fall back remain in their previous formation and facing the enemy they fell back from. They can move and/or change formation on the next turn.

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Falling back or fleeing do not cost command points.

Artillery units first lose their limber element, reducing them to the manhandling move only, and then the gun and crew. Artillery cannot fire in the same turn that they moved.

Regiments that have enemy in contact to front and rear (or have impassable terrain to their rear) and who lose a melee surrender and are removed. One of the surrounding enemy units loses an element to provide guards for the prisoners. Black Union regiments do not surrender to Rebels.

Units that start a turn with enemy in contact to flank or rear, but not to their front, turn to face that enemy. This does not cost a command point.

A General may support a unit in melee or firing by being in base contact with the unit's rear. This, however, is risky. The General has a 1 in 6 chance for each element lost by the unit in a turn of being killed. When a General is lost in this way any friendly regiment within 3" immediately loses an element. Next turn a replacement General appears on that side's table edge.

It should be noted that an element of infantry represents about 100 men. When an element is lost not all are considered dead. About 25 men are dead or dying and another 25 are wounded. Of the remainder 20-30 have chosen to retreat by escorting the wounded off the field, and the rest have fled never to return (or until the Provosts get them). It is because of this that there is no 'rout' result. When an entire regiment's elements are 'lost', most of them are not dead, they are merely physically, geographically or morally incapable of continuing.