

“BULL RUN TO BENTONVILLE” AMERICAN CIVIL WAR RULES BY **ANDY CALLAN**

Introduction. *This is a game for 20mm figures based on multi-figure stands with a common frontage. The suggested base size is about 1 ½ inches or 4cms wide with whatever number of figures your resources stretch to or whatever you think looks right. Either of the following options work well:*

- a) *Stands consist of 3 Infantry in a single rank, 2 skirmishers (Infantry or dismounted Cavalry), 1 gun & crew or 1 limber & team*
- b) *For a grander look go instead for stands of 6 Infantry (in 2 ranks), 3-4 Skirmishers (Infantry/dismounted Cavalry), 4 Cavalry (in 2 ranks), 1 gun & crew or 1 limber & team*

In either case adjust the depth of the stands as appropriate to fit the models.

Organization

The Brigade, of around 10 stands or so, is the game's key unit for command, fire and movement. Civil War units could vary considerably in size, even within the same army, but for the purposes of the game, organize them like this:-

Infantry: A regiment = 2-3 stands. A Brigade = 3-5 regiments with at least 1 Command (flag) stand. A Division = 3-4 Brigades with a General, A Corps = 2-4 Divisions, with a General and his HQ flag. A Brigade may detach 1 or 2 regiments to meet a tactical situation, while the command stand(s) stay with the main body (*so a detachment is “an infantry unit without flags”*).

The normal Brigade formation is a single line of stands. A line more than 10 stands wide is too unwieldy to move without becoming disordered, so it is usually re-formed into a “column” – a formation of two or more equally-sized lines with about 3 inches between them (*unless you are happy for it to move in disorder...*).

Infantry may deploy **Skirmishers** by exchanging 1 stand in 4 for two skirmisher stands. Put them 6-12 inches in front of their parent unit with a one-stand gap between each skirmisher stand. They fire only at Long Range and must withdraw if enemy troops (except other skirmishers) get any nearer. Skirmishers can only re-join the ranks as ordinary stands at the end of a turn.

Cavalry: A Regiment = 3-4 stands. A Brigade is 2-3 regiments. Mounted Cavalry move and fight in line or column, but they don't shoot. If they dismount, replace each mounted stand with a dismounted one and give each regiment at least one stand of horses and horse-holders. On foot, they move and shoot as skirmishers or in a line, but they can't charge. Mid- to late war Union Cavalry may have breech-loading carbines, giving them extra firepower.

Artillery : A Battery = a gun stand (the gun & crew) and a team stand (the limber and horses). Union Batteries are either smoothbores or rifles. Confederate batteries have a mix of guns. Artillery usually supports the Infantry and a battery may be permanently attached to a Brigade. A Horse Artillery Battery (*these were very rare*) operates with Cavalry and moves like them.

An independent “Artillery Brigade” is a group of batteries, usually set up for a specific mission, such as a massed bombardment. Deploy them with at least a 1-stand gap between each battery.

Troop Quality

Infantry & Cavalry units may be rated as “Experienced” (most troops), “Veteran” or “Green”, according to the campaign or battle scenario being played. All Artillery is rated “Experienced”.

Markers, Measurements and Game Etiquette

Dice. This game uses ordinary, six-sided dice (D6). Each Player needs a handful.

Unit labels. You will find it useful to write a number or letter on all the stands of each Brigade in order to avoid getting them mixed up in the heat of battle. Put it on the rear of the stand.

Markers.

Show a “**Disordered**” unit by staggering its stands.

Put an “**Under Fire**” marker (eg cotton wool “smoke”) in front of a unit whenever it is shot at, whether it suffers any hits or not - this is important for Orders and Rallying (see 2.1 & 4.1 below).

“**Hit**” and “**Damage**” markers are used to record hits suffered by units – essential except where all units start off at the same size. A damage is equal to half a hit. When a unit takes a hit or a second damage it must remove one of its stands (in the case of infantry or cavalry). Leave any Command stands until last, representing the survivors, clustered around the regimental flags.

Measurements.

All moves and ranges are in multiples of 3 inches – approximately two stands width, or 8cms in metric. Always measure from the front centre of a stand.

The game will be more fun if you avoid any petty quibbling over fractions of inches!

Halves and above always round UP. Ignore any fractions lower than half.

THE RULES

These are summarised on the Playsheet (page 9-10)

The Turn sequence

There are four distinct phases in each turn. Note that it is important to follow this sequence exactly in each turn of the game:-

1. **Firing.** First one side fires any units it wants to, then the other side does so.
2. **Movement.** First one side moves its units, then the other side does so – but any units that have been attacked or charged by troops from the side that moved first, now cannot move. Test the Nerve of any Infantry units who have been attacked or charged.
3. **Close Combat.** Opposing units who are touching must fight each other.
4. **Rallying and Morale Checks.** Retreating and Disordered units test to **Rally**. Badly damaged units may be forced to retreat.

PHASE 1 : FIRING: Dice to see which side fires first (re-roll any draws).

1.1 Ranges and Targets

Small Arms : Short Range 9 ins, Long Range 18 ins (carbines & smoothbore muskets = 15ins)

Artillery: Short Range 9 ins, Long Range 30 ins , Extreme Range 48 ins (rifled artillery = 60 ins.

Measure range from the front centre of a firing unit to the nearest point on the target.

The **Arc of fire** for all weapons is 45 degrees to each side of a stand's front corners.

Target Priorities :

A unit's priority target is the nearest enemy within its arc of fire, unless a General is there to order otherwise. Artillery Brigades may be ordered to bombard an area target or fire counter-battery. Skirmishers will shoot first at any enemy skirmishers opposing them – if one skirmish line gets to outnumber the other by 2:1 or more, the smaller force must withdraw behind its parent body.

Target prohibitions : Only Artillery on a hill can fire over the heads of friendly troops – and these must be at least 9ins from the artillery's target. A target that is out of sight can't be shot at.

You can't shoot through your own troops, including Skirmishers.

You can't fire small arms at any troops who are in cover and who aren't shooting. (e.g. troops hunkered down behind a wall or other defences, or hiding inside a wood).

You can't fire into an ongoing Close Combat (*you might hit your own men in the confusion!*).

1.2 Effects of Firing

Roll firing dice as follows and put an "Under Fire" (smoke) marker by the target :-

Extreme Range : Roll one dice per battery firing.

Long Range : Roll 1 dice per 3 infantry stands or per 2 Skirmisher or dismounted Cavalry stands or 2 dice per battery.

Short Range : Roll one dice per 2 stands firing or 3 dice per battery (2 dice for rifled Artillery).

Always Halve the number of firing dice if the unit is disordered.

The **first time** an infantry unit fires, or whenever dismounted Cavalry fire **breech-loaders**, you re-roll any misses (once). (*This represents a well ordered first volley or rapid carbine fire*).

Any 6s rolled are hits.

Any 5s cause damage (equal to "half a hit"). Place a damage marker on the target unit.

Against a GOOD Target 5s and 6s are both hits.

Against a DIFFICULT Target only 6s are hits

Skirmishers only ever cause damage for both 5s and 6s (against any target).

A Good Target is: Limbered Artillery or a target that is “enfiladed” or “bunched”, so that any shots in the same range band would pass through two or more of its stands (this is often the case with a column). Test by drawing an imaginary line from the firer through the target.

A Difficult Target is : deployed Artillery, Skirmishers, dismounted Cavalry or anything inside woods or fieldworks. Also any troops under **small arms** fire who are behind a wall or improvised defences or occupying buildings - but if they take cover and don't fire this turn you can't hit them! When you fire small arms at a target through an enemy **skirmish line**, half of your firing dice must be rolled against the skirmishers (*so, firing with 3 dice, 2 of them (1½ rounded up) would be against the skirmishers -difficult targets, hit for 6- and the other 1 would hit as normal for 5 ½ or 6).*

Hits. When an **Infantry or Cavalry** unit is hit or takes a 2nd damage place a hit marker on the unit and remove a stand from the end of the line nearest the enemy shooting. *This represents closing its ranks towards the centre - any Command stands (with flags) should be the last you remove.* For every hit or 2nd damage on **Artillery** take one hit marker. A battery with 3 hits is permanently disordered and a small battery (*eg a typical, 4-gun Confederate battery*) must limber up and withdraw. Any battery with 4 hits is destroyed.

1.3 Ammunition

1.3.1 A Field Artillery Battery usually starts with enough ammunition for up to 6 turns worth of bombardment (that is, firing at **Long or Extreme** range), shown by a small dice placed beside the battery limber and reduced by 1 each time it shoots. A battery always has enough Canister shot to fire at **Short range** in self-defence.

You can re-supply a battery in position by putting a Reserve Ammunition limber or wagon beside it for 2 turns. This counts as a “Good Target”, (*so it's a risky thing to do under fire!*). Alternatively, move the battery (or just its limber) back to the Artillery Park (anywhere on your edge of the table) and stay there for 1 turn. *The limited ammunition supply is designed to discourage too much speculative fire. Union armies usually had more ammunition reserves than the Confederates.*

1.3.2 Infantry :

Ammunition expenditure is not recorded. A unit's shooting will get less effective as it loses stands in Firefights or Close combat. *Lost stands and “Hit markers” represent not just casualties, but also expenditure of ammunition, increasing fatigue and men skulking to the rear.*

1.4 Fire Control

Once Infantry start firing, they can be reluctant to stop. During your firing phase, to make an Infantry Brigade or Detachment **cease firing** at an enemy in range roll a dice (+1 for Veterans, -1 for Green troops)– **if the total is 3 or less** the unit keeps firing. For a **4 or more** it stops firing, and can now be ordered to move – keep the dice you rolled for its “move” order (see 2.1)

Artillery, Skirmishers and dismounted Cavalry fire at will, so you don't need to dice for them.

PHASE 2 : MOVEMENT

Dice to see which side moves first (re-roll any draws). The winner can choose to move 1st or 2nd. Do any continuing retreats before moving any other units.

Skirmishers and dismounted Cavalry are the only troops who can move after firing in a turn.

2.1 Movement orders

In all the smoke, confusion and “friction” of the Civil War battlefield, troops often failed to do what their General intended (see page 10). We take this into account whenever Infantry is ordered to move. *Artillery and Cavalry are not affected – they act independently and on their own initiative.*

First, declare your order to the unit, eg *“The Iron Brigade will deploy skirmishers and advance”* then, **roll a dice**. If a General is leading the unit, or moves to join it, OR if it is a Veteran unit, you

can discard the roll, if it isn't to your liking, and roll again. If none of the Brigades in a Division are disordered, and you want them all to do the same thing, you give a single order eg *"Pickett's Division, Forward!"* and roll just once for the whole formation.

The unit(s) must then act according to the dice you have rolled:-

- a) **6:** The unit is keen to fight. It can make a Fast move up to 15 ins or **Charge** (see 2.4) into Close Combat.
- b) **3, 4 or 5:** The unit is in hand and can **Move or Attack** up to its normal move of 12 ins
- c) **2:** Some hesitation in the ranks. The unit moves only 9ins, less a further 3ins for each of a) under fire, b) disordered c) a detachment (*so a disordered detachment under fire can't move at all.*). It can't move into Close Combat. (see 2.4).
- d) **1:** Confusion and misunderstanding. The unit stands still. If there are any enemy in range, it will shoot at them next turn unless stopped with a Fire Control dice (see 1.4).

On a BATTLE's FIRST TURN, all units not under fire move double (so a 4 or 5 gives a 24 ins move).

2.2 Movement rates

- Infantry : 12ins, or Fast/Charge 15 ins. A line over 10 stands wide is disordered if it moves.
- Skirmishers : 15 ins, or 12 ins if they fired and then moved.
- Cavalry: 18 ins or Charge 21ins. Dismounted, they move like Infantry - in line or as Skirmishers.
- Artillery : 12 ins (15 ins for Horse Artillery) when limbered (it takes half a turn to limber up or unlimber). Once unlimbered, artillery may fire up to 45 degrees to either side of its front corners. It takes a full turn to pivot the battery to face another direction or to manhandle it up to 3ins.

All troops may advance in a straight line directly forward or diagonally forward up to 45 degrees to the right or left of their front corners. See below for other manoeuvres.

2.3 Special Manoeuvres

Units can perform the following special manoeuvres. *Note : a unit is disordered by doing any except the last three of these (#) - so you are in trouble if the enemy moves second and attacks you!*

"Wheeling" is done by moving one end of a line forward or backwards up a normal move while pivoting on another point in the line.

"Taking Ground" is done by edging sideways – up to a normal move.

"Changing formation" (such as going from line to column) takes a full move to complete.

Crossing an obstacle (such as a fence or stream) ends the move for all troops – they halt on the other side. Picket fences don't count as obstacles. "Snake" fences do, but they can be knocked down by infantry crossing them, and won't delay any troops that follow. Walls, "Post & Rail" fences and Abatis are fixed obstacles. All troops also take half of their next move to get clear of an Abatis.

Moving through another friendly unit (*"Passage of Lines" is the technical term for it*) is very difficult and will always disorder **both** of the units involved. See Phase 4, Rallying.

Moving in Woods : Artillery can't move in woods. Other Troops move only half distance and all except Skirmishers are disordered. Only troops on foot can move and fight in **Thick Woods**.

#Building Improvised Defences : Veteran or Experienced infantry can dig-in along the line of a Post & Rail or Snake fence or the edge of a wood to give cover against small arms. It takes them 3 turns.

To mount or dismount Cavalry takes half a move (*so they can mount and then move 9 inches or move 9 inches and then dismount*). # Sending out or withdrawing Skirmishers does not affect the parent unit's move.

2.4 Attacking and Charging

You must have rolled an Orders dice of 3, 4 or 5 to Attack or a 6 to Charge.

An **Attack** is any advance that ends with the unit touching an enemy unit – it leads to a Close Combat (see 3, below), unless the enemy retreats first. (see “Defender’s Nerve” 2.5).

A **Charge** is an attack made at charge speed. It must be made in a straight line directly forward. Troops can’t charge up a steep hill or in woods. Infantry can’t attack or charge mounted Cavalry. Only Green troops are eager enough obey an order to charge an enemy in fieldworks.

To make a flank attack : the attacker must begin his move with at least half his stands behind the enemy unit’s front corner (*draw an imaginary line extending the enemy unit’s front rank*)

A rear attack : must start with all of the attacking unit’s stands behind the enemy unit’s front rank.

2.5 Test the Defender’s Nerve before the attack goes in :-

Infantry under attack from Infantry or Mounted Cavalry

Roll a dice for the defending unit. You must score **more than** the number of stands it has already lost in order for it to keep its nerve and meet the attack resolutely (**equal or more** if the unit is behind a fence, wall, improvised defences or fieldworks). Take 1 off the dice score in the case of “Green” Union Brigade (*the “Rebel Yell” rule!*) or a Detachment and 1 more if disordered.

If a unit passes the test it can fire at Point-Blank Range (see 3.1) if it hasn’t already fired this turn. If it fails the test it doesn’t fire – instead it **wavers** and will be 25% less effective in Close Combat. If it ever gets a final adjusted total of **one or less the unit loses its nerve** and does a fast retreat move immediately, disordered and with its backs to the enemy.

Cavalry

Mounted Cavalry don’t test their nerve. Veterans will always counter-attack (ie meet attacking or charging enemy Cavalry half way), otherwise the side that moves into contact has the advantage. If attacked when on foot they can fight, in which case test their nerve like infantry OR, if they have not moved already this turn, they can evade the attack, by mounting up and moving away 9ins.

Artillery

If attached to a unit it conforms to their Nerve Test. If deployed on its own in the open it **must** try to limber up and evade when attacked or charged. Move it 6 ins immediately, instead of on the next Movement phase. Attackers moving fast enough may still catch up with it. If it has taken more than one hit it won’t be able to limber up in time to get away (*it will have lost too many horses*).

PHASE 3 : CLOSE COMBAT

3.1 Fire Point Blank. If you passed the Nerve test **and haven’t already fired this turn**. The usual rules for Short Range fire apply (see 1.2) but all targets counts as “Good” (all 5s and 6s are hits). *Note the tactical dilemma of whether to hold your fire or shoot in the Firing Phase.*

3.2 Face off

Line up the surviving combatants, stand against stand. Try to align the stands even if the attack has come in at an angle – be prepared for a bit of give and take here and this will save a lot of arguments about who can fight whom. *In this game, although the opponents are touching, Close Combat represents fighting and firing at very close range rather than any crossing of bayonets*

3.3 Close Combats and their outcomes

Roll one Combat dice for each of your stands touching an enemy stand or overlapping his line by up to 2 stands at either end. Artillery count but Skirmishers don’t.

Roll **half** this number of combat dice if your unit is Disordered.

Roll only a **quarter** of the dice if your unit is attacked or charged in its rear.

When two friendly units fight against the same enemy, treat it as one combat. Combine their Combat dice, share any hits taken and apply the overall result of the combat to both units.

In the First Round of a Close Combat :

A **charging unit** gets an extra 50% dice and an **attacking unit** gets an extra 25%.
A **wavering defender** gets 25% less dice. A defender in **fieldworks** re-rolls any misses (once)
In the 1st round all 6s hit, 5s cause damage.
In the 2nd round, just 6s are hits (all weapons)
Lose a stand and take a hit marker for each hit suffered.

If both sides suffer the same number of stands lost or there is a difference of only one (*for example, if one side lost 3 stands and the other lost 2*) then that round of combat is a **draw** and it continues for a second round next turn with neither side having any advantage.

If one side loses by **2 or 3 stands** it **wavers** and the combat continues for a second round next turn, with the loser counting 25% less dice.

On the 2nd round. If a Brigade in column (Infantry or Mounted Cavalry) **won or drew** the previous round, then stands from its second line may be fed in to the fighting – now **half** of these second line stands will count in this second round of combat. *Remember this as “Draw or win, feed ‘em in”.*

A Combat ends and one side is defeated:-

If it loses any round of fighting by **4 stands or more**,

OR if it wavered in two successive rounds of fighting (lost by 2 or 3 stands each time)

OR if Cavalry (mounted or on foot) lose **any** round of fighting against Infantry.

The losers must make a fast retreat move immediately, with their backs to the winner. If they were attacked in the rear, or if they retreat into enemy troops, they surrender. Prisoners must be sorted out and disarmed (this takes a turn), then marched to the rear with an escort of 1 stand.

A Combat usually ends by mutual exhaustion after 2 rounds of fighting. If neither side has been defeated after two rounds, the combatants roll a dice each, and the one with the lower score must make a fast retreat move immediately, with backs to the enemy. If the scores are tied, the two sides stay locked in position for yet another round, losing a stand each, and then dice again.

Both sides are always Disordered at the end of a Close Combat, win or lose. They can't try to rally (see 4.1) until the end of the next turn.

Artillery is always overrun and captured if it is on its own, or if a unit it is attached to is defeated.

PHASE 4 : RALLYING & MORALE CHECKS

4.1 Rallying Disordered Troops

- a) Disordered Units who are not retreating and who were not under fire or in Close Combat this turn always rally now. Re-align their stands. Skirmishers can re-join their parent unit.
- b) Other disordered units roll a dice - rally for a score of 4 or more (3+ for Veterans, 5+ for Green troops). Minus 1 from the dice roll if the unit is retreating. (*so, Green troops who are retreating need a 6 to rally*). If it rallies, re-align its stands, facing the enemy. If it fails, it stays disordered (and continues any retreat) until it tries again at the end of the next turn
- c) Retreating troops cannot rally if any enemy troops are within 15 ins.
- d) In the case of a “passage of lines” under fire, both units must roll and both must Rally, otherwise they both stay disordered and cannot move next turn- this mass of troops will count as a Good Target!

4.2 Morale Checks

Count the hit markers (ignore “damages”) on seriously depleted Brigades or Detachments. A unit which has as many hit markers as stands is down to half strength. With twice as many hit markers as stands it is down to one-third strength. (*Remember that 2 skirmisher stands are worth only one original stand*).

A unit that is reduced to **half strength or less** is “**Worn Out**”. It can still shoot, but it can’t advance towards the enemy. If it fails a Nerve Test it must retreat.

A unit that is reduced to **one third strength or less** or “**Broken**” and must immediately retreat straight back towards its home edge of the battlefield. Broken Infantry and Cavalry move at charge speed and will run straight through and disorder any friendly units who are in their way. After they have made one retreat move, take them off the table.

Any Artillery battery that has taken 4 hits is broken – remove it immediately.

FINALLY : remove all the “under fire” markers from the battlefield. THIS IS THE END OF THE TURN.

COMMAND & CONTROL

In this game, Commanders are kept busy encouraging their men and making sure their orders are carried out. Use a General figure to represent yourself, as the Army Commander. Each Division and Corps Commander is also represented by a General figure.

A General can be moved up to 18 inches, at any time in the turn but only once per turn.

If a General is leading a unit or moves to join it, then **once per turn** he may roll a second **Orders** dice (but not one for Fire Control) OR re-roll a failed Nerve test or Rally roll. The Army commander never moves to join a unit, but he can roll a second Orders dice for one unit within 18ins of him.

If a unit ever loses a stand while a general is leading it roll 2 dice **immediately** with *(no re-roll!)*:-

A roll of 2 = the General is killed, 3 = he is wounded and out of action for the next turn.

If he gets a second wound he has to leave the battlefield.

His replacement will take over on the next turn. He can only re-roll Orders dice.

VICTORY AND DEFEAT

Some battles can be won by capturing or holding a key point on the battlefield. In other circumstances, the moment of defeat comes when a General or his army (or both!) loses heart and decides to call it a day. But since some Players are more stubborn than others we say that :-

An army is defeated if, at the end of a turn, more than half of its original Infantry Brigades are Worn-out, Broken or Retreating.

On rare occasions this may apply to both armies!

Some final words

These simple rules can’t cover every possible situation that might come up in a game. In such cases the only way to decide a point at issue is to boil it down to a question of “Can you do something, Yes or No?” Then, dice for it and move on with the game. Make a note to discuss it after the game and perhaps agree a “House Rule” for future use. Most sets of rules evolve like this...

Each Player should have a copy of this 2-page Playsheet

ACW Playsheet

Organization

Infantry : Regiment = 2-3 stands, Brigade = 3-5 regiments, Division = 3-4 Brigades.

Usual formation is a single line of stands. Disordered if moving more than 10-wide.

Column is 2 stands deep or more. Exchange 1 in 4 stands for 2 Skirmisher stands

Detachments (1 or 2 regiments) may act independently but need separate orders.

Cavalry : Regiment = 3-4 stands. Brigade = 2-3 Regts. Line or Column. On foot, exchange each mounted stand for 1 dismounted - fight as line or skirmishers (can't attack).

Artillery : Battery = 1 gun stand & 1 limber & team. Usually attached to a Brigade

2 or more batteries may be formed into an independent "Artillery Brigade".

Troop Quality : Veteran, Experienced or Green. Artillery always counts as "Experienced".

Measurements

All moves & ranges are in multiples of 3 inches (or 8cms/2 stand widths).

Troop Types and Statistics

<u>Troops</u>	<u>Move (Fast/Charge)</u>	<u>Firing</u>			<u>Notes</u>
		<u>Ins</u>	<u>Short : 9</u>	<u>Long : Inf 15/18 Art. 30</u>	
Infantry	12 (15)	1 D6 per 2 stands	1 D6 per 3 stands	n/a	
Skirmishers	12 (15)	n/a	1 D6 per 2 stands	n/a	May fire & move
[DM]Cavalry	[12]18 (21)	1 D6 per 2 stands	1 D6 per 2 stands	n/a	Fire dismounted [DM]
Artillery	12	3D6 per stand (2D6Rif.)	2 D6per stand	1 D6 per stand	
Generals	18	n/a	n/a	n/a	Re-rolls

Turn Sequence

1. Firing
2. Movement
3. Close Combat
4. Rallying & Morale Checks

Phase 1 : Firing

Dice each turn for who fires first. Re-roll any draws.

For an Infantry unit's 1st shot and any shots from breech-loaders, re-roll any misses (once).

Roll half dice if disordered.

Normally, roll 6s to hit. 5s to damage (= ½ a hit).

Vs a Good target both 5s&6s are hits (Limbered Artillery, or an enfiladed/bunched target)

Vs Difficult target hit just for 6s (fieldworks, deployed artillery, skirmishers, DM cavalry).

If the target is screened by skirmishers, roll half of any small arms firing dice against them.

Skirmishers cause only damage for 5 or 6 (vs any target).

Lose a stand and take one hit marker for each hit. 2 damages = 1 hit.

Artillery take a hit marker for each hit. A Battery is permanently disordered after 3 hits : small Batteries (most Confederates) must limber up and withdraw. A Battery is destroyed after 4 hits.

Under Fire : take a marker when a unit is shot at.

Skirmish Lines : shoot at each other. Must withdraw if outnumbered 2:1

Fire Control : Dice for an Infantry Brigade/detachment to **Cease fire** (Veterans +1, Green -1) Keep firing for 4+. Artillery/Skirmishers/DM Cavalry fire at will.

Artillery Ammo : 6 turns bombardment (long/extreme range) No limit on canister (short)

Re-supply takes 2 turns in position (as a Good Target) or 1 turn on the baseline.

Phase 2 : Movement

Dice each turn to see who moves first. The winner can choose to go 1st or 2nd.

Then dice to give orders to an Infantry Brigade, a detachment, or to a whole Division.

Re-roll if the unit is Veteran or has a General leading it – but then accept this 2nd roll.

6: Keen. Move or Charge up to 15ins.

4,5: In hand. Move or Attack up to 12ins.

2,3: Hesitant. Move 9 ins, can't attack. Less 3ins for: Under fire, disordered or detachment.

1: Confused. No move. Open fire next turn unless stopped with a fire control dice.

A Normal move is straight ahead or forward diagonally up to 45 degrees right/left
Charges must be straight ahead. You can't charge up a steep hill or in a wood.

Special Moves (take a disorder marker for all except #) :-

Changing formation takes a full turn.

Wheeling is by pivoting on one point in the line, up to a normal move.

Taking Ground is by edging sideways up to a normal move.

Crossing an obstacle ends the move for all troops except skirmishers.

Passage of Lines disorders both units.

Moving after firing: Only Skirmishers and Dismounted Cavalry can do this

Moving a big Brigade : a line more than 12 stands wide is always disordered if it moves.

To build **improvised defences**, along a fence or treeline, takes 3 turns

To **mount or dismount** Cavalry takes half a turn.

To **limber or unlimber** Artillery takes a half turn

Phase 3 Close Combat

Test Defending Infantry's Nerve : Roll a dice (minus 1 for a detachment or a Green Union Brigade and 1 more if disordered). Roll more than the unit's hits (= or more, when behind defences) to pass the test. If it fails it wavers (= less effective in Combat) and if it scored 1 or less does a fast retreat immediately, backs to the enemy & disordered. If it passes the test, and has not fired already this turn, it **Fires at Point Blank** and hits any target for 5 or 6.

Cavalry : Mounted Veterans counter-attack. DM Cavalry may fight (test nerve) or evade.

Artillery : If attached to a unit, conform to its Nerve Test. On its own it must evade (limber-up).

Move attackers into contact and line up opposing stands.

Count stands: Roll 1D6 per stand touching enemy or overlapping (up to 2). Ignore Skirmishers.

Roll only half the dice if Disordered or a quarter if attacked in rear.

Get an extra 50% dice in 1st round if charging, 25% extra if attacking, 25% less if wavering.

Defender in fieldworks in 1st round re-rolls any misses (once).

1st round. Hit for 6s, damage for 5s

Draw = If both lose the same or for a difference of only 1. Combat continues next turn.

Difference of 2/3 : Loser wavers. Combat continues next turn.

2nd round. "Draw or win, feed 'em in" .(½ of 2nd line counts). Hit for 6s only (all weapons)

The Loser of any round by 4 hits or more, or of two successive rounds by 2/3 or any Cavalry who lose vs Infantry, is defeated : make a fast retreat move, disordered, immediately.

If neither side is defeated after 2 rounds the combat usually ends by mutual exhaustion –

Roll D6 vs D6 : the loser is defeated and does a fast retreat move, disordered, immediately.

If tied, they stay locked in position for another round (losing 1 stand each), then dice again.

Both sides are always disordered at the end of any Close Combat, win or lose.

Artillery is overrun if it is on its own or if a unit it is attached to is defeated

Phase 4 : Rallying & Morale checks

Rallying Disordered Troops

a) Disordered units who were not retreating, and not under fire or in Close Combat this turn, always rally at the end of the turn. Retreating troops cannot rally within 15ins of enemy.

b) Otherwise, Roll a D6 (+1 Veterans, -1 Green, -1 retreating). Rally for 4+.

c) **Both** units must pass the rally test for a passage of lines under fire.

Check the Morale of any seriously damaged units :-

A unit that has lost **half** of its stands is **Worn out** . It can't advance or be rallied and must retreat if fails a Nerve Test. On **two-thirds** losses it is **Broken** and must retreat off table.

Generals

Move 18 ins, any time in the turn. If leading a unit he may re-roll an Order, Nerve test or Rally dice.

If the unit loses a stand while he is with it roll 2D6: 2=killed, 3 = wounded (out of action next turn).

The Battle of Bull Run (First Manassas)

From "John Brown's Body" by Stephen Vincent Benét (1927)

If you take a flat map
And move wooden blocks upon it strategically,
The thing looks well, the blocks behave as they should.
The science of war is moving live men like blocks.
And getting the blocks into place at a fixed moment.
But it takes time to mold your men into blocks
And flat maps turn into country where creeks and gullies
Hamper your wooden squares. They stick in the brush,
They are tired and rest, they straggle after ripe blackberries,
And you cannot lift them up in your hand and move them.
-A string of blocks curling smoothly around the left
Of another string of blocks and crunching it up-
It is all so clear in the maps, so clear in the mind,
But the orders are slow, the men in the blocks are slow
To move, when they start they take too long on the way-
The General loses his stars and the block-men die
In unstrategic defiance of martial law
Because still used to just being men, not block-parts.
McDowell was neither a fool nor a fighting fool;
He knew his dice, he knew both armies unready,
But congressmen and nation wanted a battle
And he felt their hands on his shoulders, forcing his play.
He knew well enough when he played that he played for his head.
As Beauregard and Johnston were playing for theirs,
So he played with the skill he had-and does not lie
Under a cupolaed gloom on Riverside Drive.
Put Grant in his place that day and with those same dice,
Grant might have done little better.