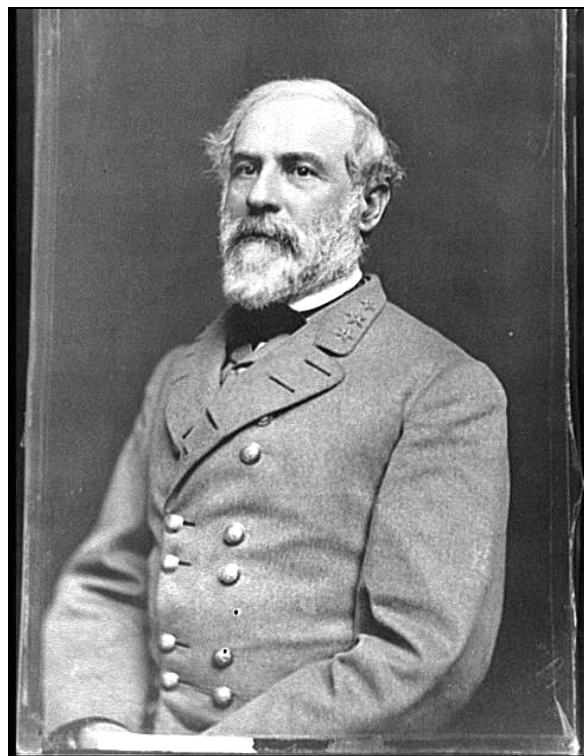


ACW SHIT FOR REAL MEN

Fast Dynamic Rules for 15mm
American Civil War Gaming

Version 1.477 Copyright Alistair Ramsden 1997 – 2014



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Scale & Game Play

1 **turn** = 30 minutes

1 **figure** = 1 company or troop = about 100 soldiers

1 inch = 1" = 100 yards

18 inches = 18" = 1 mile

1 **element** = 1 'base' or 'stand' of figures

1 **army** general element = 3 cavalry figures = a general officer and staff commanding an army,
or an **army wing**

1 **corps** general element = 2 cavalry figures = a general officer and staff commanding a corps

1 **divisional** general element = 1 cavalry figure = a general officer and staff commanding a division

1 **messenger** element = 1 cavalry figure = a messenger, an individual courier or staff officer

1 **infantry** element = 3 infantry figures = 1 infantry battalion or regiment = about 300 infantry

1 **cavalry** element = 3 cavalry figures = 1 cavalry battalion or regiment = about 300 cavalry

1 **artillery** element = 2 crew figures + 1 artillery gun figure = 1 artillery battalion
= about 12-18 artillery guns and crew

1 **supply** element = wagons, horses and crew = a train of supply wagons and crew

1 **unit** = 1 or more elements (general and messengers are not units)

1 **brigade** of infantry = a unit of 1 or more infantry elements

1 brigade of cavalry = a unit of 1 or more cavalry elements

1 **battalion** of artillery = a unit of exactly 1 artillery element

1 supply train = a unit of exactly 1 supply element

A division = a divisional general element and 2 or more brigades, with or without artillery & supply

A corps = a corps general element and 2 or more divisions, with or without artillery and supply

An army or army wing = an army general element and 4 or more divisions, or 2 or more corps,
with or without artillery and supply



infantry element

Table 1. Basing Scales		
<i>Element Type</i>	<i>Base Size (front x depth)</i>	<i>Figures per Element</i>
Army or Army Wing General	2" x 2"	3 Cavalry
Corps General	1 1/2" x 1 1/2"	2 Cavalry
Divisional General or Messenger	1" x 1"	1 Cavalry
Infantry or Dismounted Cavalry	3/4" x 3/4"	3 Infantry
Mounted Cavalry	1 1/2" x 1 1/2"	3 Cavalry
Artillery	1" x 1 1/2"	2 Crew & 1 Gun (gun unglued)
Supply	1" x 3"	Supply Wagon, Horses & Crew

Turn Order

attacker **phase**
defender phase



divisional general

Phase Order

command & supply **subphase**
movement & manoeuvre subphase
combat & combat morale subphase
army morale subphase

Command & Supply

Command

Command range is the distance within which a general element can give command to friendly units. Command range is halved through woods/forest.

Command ability is (i) a general element's chance on d6 each turn to command to friendly units, (ii) the maximum number of units a general element can **attach** to (be in base to base contact with), (iii) a general element's chance on d6 each turn to read each **message** they have received, and (iv) a general element's value when determining Army Morale.

Combat value is the basic combat value of a general element in combat.

Table 2. General Officer Statistics	
<i>General Element Type</i>	<i>Command Range" (Command Ability) + Combat Value</i>
Divisional Inferior	2" (1) + 1
Divisional Regular	4" (2) + 2
Divisional Superior	6" (3) + 3
Corps Inferior	8" (2) + 1
Corps Regular	10" (3) + 1
Corps Superior	12" (4) + 2
Army Inferior	14" (3) + 1
Army Regular	16" (4) + 1
Army Superior	18" (5) + 1

Units are **in command** if they are:

- (i) partly within the command range of at least 1 friendly general element that succeeds at their command ability roll this turn, or
- (ii) part of a continuous column of 1 **file** of elements (i.e. a continuous column of units and elements in **march column formation**) containing at least 1 friendly general element.

Units in command and not **routed**: may move and may fire; or alternatively, may perform a **route move**. (Routed units must be designated by an appropriate marker.)

Units **out of command** and not routed: may not move but may fire; or alternatively, may perform a route move. (Out of command units must be designated by an appropriate marker.)

Units in command, routed and with an attached friendly general element: may be **unrouted** and **change formation** and may fire; or alternatively, may perform a route move.

All other routed units; may neither move nor fire; but alternatively, may perform a route move.

Officer Casualties

General and messenger elements immediately roll on the officer casualties table to check for officer casualties if they are:

- (i) attached to a friendly unit which take a casualty, or
- (ii) not attached to a friendly unit and are contacted by the enemy, or
- (iii) not attached to a friendly unit and take a casualty from being fired upon.

Table 3. Officer Casualties	
Dice Roll	Result
2	A shot through the chest. The officer is taken back to the surgeons in agony. He will die before the day is out. Remove element from play permanently.
3	Hit on the knee, the officer is stretchered to the rear. He will live but lose his leg. Remove element from play for d6 months, -1 to all statistics.
4	A painful and bloody wound to the thigh. The officer valiantly remains in command despite his injury. -1 to command and combat abilities.
5	The officer's horse is shot out from under him, and his eventual remount proves inferior. -1 to command radius.
6	Another staff officer is injured nearby. No effect.
7	Shots scatter aimlessly. No effect.
8	A private is hit several yards away. No effect.
9	The officer is hit in the arm. He begins to get second thoughts about the wisdom of leading from the front. - 1 to combat value.
10	Clipped badly on the scalp, the officer is dazed but heroically, and with bloody visage, stays with his command. -1 to command radius and ability.
11	Hit badly in the shoulder and incapacitated. The officer lives but will lose an arm. Remove element from play for d6 months, -1 to all statistics.
12	That one had his name on it. One shot, one dead officer. Remove element from play permanently.

General or messenger elements that suffer an officer casualty result of 2,3,4,5 or 6, and are in contact with enemy troops and not in contact with friendly troops, are also captured. Remove element from play as a prisoner of the enemy, as well as incurring any other officer casualty result.

After making a roll on the officer casualties table, general and messenger elements that remain in play may also make an immediate **rout move**.

Removed general elements are replaced at the end of their side's next command & supply subphase by the **promotion** of their highest ranking subordinate general element. All subsequent promotions caused by that promotion are also performed at that time.

An army or corps general element is replaced by their highest ranking subordinate general element. A divisional general element is replaced by an element of their highest ranking subordinate brigade, that is, the infantry or cavalry element, containing the officer and staff commanding the brigade.

Promoted general elements replace removed general elements for the purposes of determining what is in command and out of command. Promoted general elements keep their own statistics until **reorganised**. Promotions from a brigade start as 1 lower on each statistic than the general they replace, until reorganised. Reorganisation takes 1 day of **rest** in a **capital city**, or 1 week of rest elsewhere. Regardless, the minimum statistics for any general element at any time are 1" (1) +1.

Discussions of Strategy & Tactics During Play

During play, unless players' representative general elements are in contact with each other, they should not discuss in game strategy and tactics. Such discussions should be written down and relayed by messengers.

A player may write, and send by messenger, one message per turn, which originates at their general, addressed to another general.

A player may read each message previously received by their general, providing their general rolls equal to or less than their command ability on a die, for each message.

Unread messages carried by captured enemy messengers or generals may be carried to a friendly general and read like any other message.

Players may discuss rules interpretation during play.

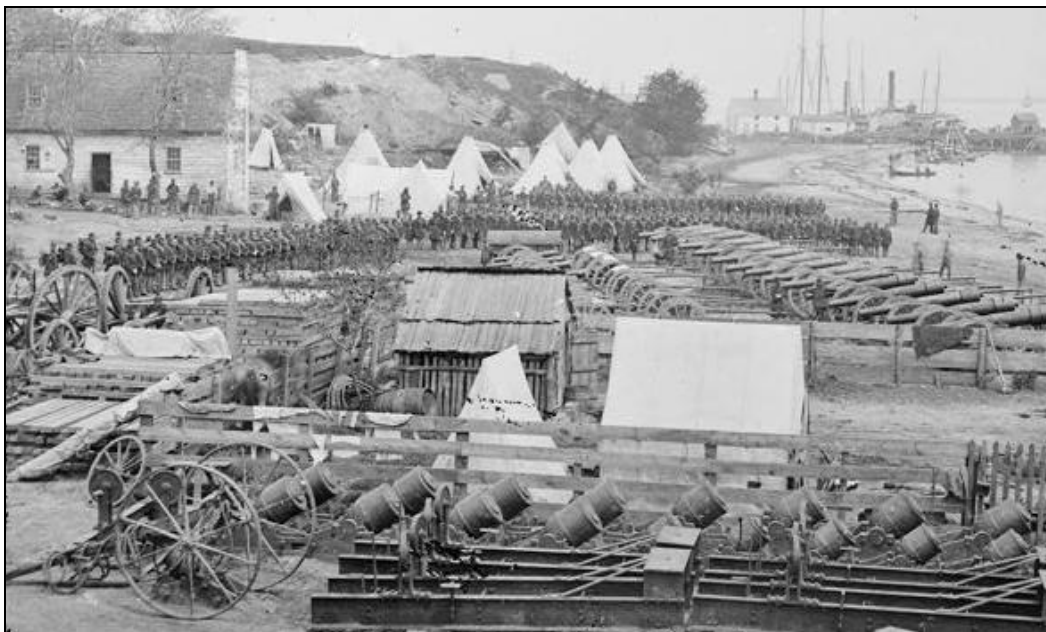
Supply

Any capital city, and any town with a port or railroad connection, is a **supply source**, unless it is besieged and/or blockaded.

A supply train is **in supply** if they are no more than 4 miles (72") by **road** from a supply source or an in supply supply train. A supply train may alternatively temporarily be in supply for 1 turn, providing they are voluntarily removed from play at the end of that turn.

Supply is thus traced from a supply source, by road, using supply trains. The enemy may cut supply by occupying those roads, or destroying or dispersing those trains.

All other units are in supply if they are no more than 2 miles (36") from an in supply supply train. Otherwise they are **out of supply**. Each unit that is out of supply receives an appropriate marker after each phase that they take part in combat. Each out of supply marker counts as -2 towards combat value. All out of supply counters are removed when the unit is next in supply.



Movement & Manoeuvre

What May Move

General and messenger elements may always move. Units in command may move. Units out of command and/or routed cannot move, except as specified in ‘Command & Supply’ on page 4.

Movement

Basic unit formations are **march column**, being 1 file of elements, and **line**, normally being 1 to 2 **ranks** of elements. March column is not a combat formation, line includes all combat formations. Artillery in march column and line are said to be **limbered** and **unlimbered** respectively.

Units may only **charge** into contact (into base to base contact) with the enemy, and change to or remain in the special line formations **skirmish**, **battle column** or **emergency square**, providing they have an attached friendly general element.

Table 4. Movement Rates				
<i>Element Type</i>	<i>March Column/ Limbered On Road</i>	<i>March Column/ Limbered Off Road</i>	<i>Line/ Unlimbered</i>	<i>Terrain/ Manoeuvre Modifier</i>
General or Messenger	36"	36"	36"	x 1
Infantry or Dismounted Cavalry	24"	16"	8"	x 2
Mounted Cavalry	36"	24"	18"	x 3
Horse Artillery or Gatling Guns	36"	12"	0"	x 4
Field Artillery	24"	8"	0"	x 4
Siege Artillery	12"	4"	0"	x 4
Supply	24"	0"	0"	-

At the start of moving, units in line formation may expand or contract their frontage of elements.

The number of elements in the front rank of a line formation must always remain greater than or equal to the number of elements in the second rank.

When moving, each element of each unit can move no more inches than the number noted for its type of element and basic unit formation. Each inch traveled should also be calculated as multiple inches, as multiplied by the terrain/manoeuvre modifier, where applicable.

“March Column/Limbered On Road” only applies to units which remain in march column or limbered and on road for their entire move.

Elements in march column may move no closer than 4” to the enemy. Elements in line may move no closer than 1” to the enemy unless they charge into contact (into base to base contact) with them.



Manoeuvre

Unmodified manoeuvres include:

- (i) moving directly forwards,
- (ii) moving forwards in echelon at an angle of equal to or less than 45° from directly forwards,
- (iii) moving forwards wheeling, pivoting on one front corner of the unit and measuring the movement of the other front corner.

Modified manoeuvres include:

- (iv) moving sideways or backwards,
- (v) moving in rough terrain (wood/forest, town or river), or whilst skirmishing.

The terrain/manoeuvre modifier is applied cumulatively if both cases (iv) and (v) are applicable.

Friendly elements may freely interpenetrate each other whilst moving and changing formation.

Units may follow or conform to the irregular contours of roads or terrain edges in an appropriate manner, and still be considered to be in formation.

Units which are in line-emergency square, prone, or deployed in town may not move, except to change formation, or to perform a rout move.

Formation Changes

Instead of otherwise moving, a unit may change formation to: march column (or limbered) (1 file); line (or unlimbered) (1 to 2 ranks); line-deployed in town (inside town all elements facing outward); line-skirmish (2 ranks, chequerboard pattern); line-battle column (2 files); or line-emergency square (2 ranks, second rank reversed). It may also become mounted or dismounted, standing or prone, and face any desired direction. A unit performing a formation change may go no closer to the enemy.

Entrenching

Instead of otherwise moving or changing formation, units may dig fortifications or entrenchments for their frontage, providing they are not mounted. Entrenchments should be designated with an appropriate marker. 1 turn of entrenching will create hasty entrenchments (1 level), 1 day will create standard entrenchments (2 levels), and 1 week will create improved entrenchments (3 levels).

Rout Moves

A rout move cannot go closer to the enemy, and must go towards cover or friendly elements if possible. A rout move must be at least 4". Where a routing unit has a maximum column off-road movement greater than 4", it may move between 4" and its maximum column off-road movement. Rout moves of 4" ignore all movement and formation modifiers. Rout moves of greater than 4" ignore all movement and formation modifiers except for rough terrain. Routing units that cannot move are dispersed.

Routed units must be designated by an appropriate marker. Routed units do not fire, and may not move except to be unrouted by an attached general element whilst being in command, or to make further rout moves. For each rout move a unit makes whilst routed, the unit suffers an additional 1 element of casualties.

Combat & Combat Morale

Combat

All casualties are in elements, which are removed from play.

Elements in march column may move no closer than 4" to the enemy. Elements in line may move no closer than 1" to the enemy unless they charge into contact (into base to base contact) with them.

Non-phasing elements fire, then phasing elements fire. Units (including any attached general elements) in contact with the enemy continue to fire in the same sequential order, until no units (including any attached general elements) remain in contact with the enemy.

Front rank elements, in contact elements, elements adjacent to in contact elements, and general elements attached to in contact units may fire. Other elements may not fire.

Firing is performed for each unit, general element or messenger element **target** being fired at. Total the **basic combat value** of all the elements firing at a target, and then add any applicable firing & situation modifiers. Divide by 6 to give the number of definite casualties, and roll 1 die equal to or less than the remainder, to give a possible further casualty.

Elements **enfilade** firing (entirely from behind the flank or into the rear of a target) count as +1 multiple of their basic combat value.

Mounted cavalry elements charging into contact with enemy infantry, dismounted cavalry, artillery or supply elements, which are not in cover, square, entrenched, across a river (charging cavalry are fording) or with enemy cavalry also in contact, count as +1 multiple of their basic combat value.

Unlimbered artillery elements firing in their **firing arc** at a range of 1" or less are assumed to be firing 'double canister', and count as +1 multiple of their basic combat value if rifled, +2 multiple if smoothbore.

Unlimbered artillery not firing in their firing arc, limbered artillery, and supply elements have a combat range of 0" and a basic combat value of 1. General elements have a combat range of 0" and a basic combat value equal to their current combat value. Routed units and messengers may not fire.

Green Units First Time In Combat

Green units roll on the "Seeing The Elephant" Table, as soon as they fire or are fired upon for the first time, to determine their quality. Units which 'rout & remain green' do not fire, and rout, performing their rout move after both sides have had a chance to fire in this subphase.

Table 5. "Seeing The Elephant"	
<i>Dice Roll</i>	<i>Result</i>
2, 3	Inferior
4	Union Inferior, Confederate Regular
5, 6	Regular
7	Rout & Remain Green
8, 9	Regular
10	Union Regular, Confederate Superior
11, 12	Superior

Combat Tables

Table 6. Basic Combat Values, by Range and Weapon, for Infantry, Cavalry and Artillery			
<i>Each element by weapon type counts as basic combat value n up to range r</i>	<i>basic combat value 3 ("Canister")</i>	<i>basic combat value 2 ("Shell")</i>	<i>basic combat value 1 ("Shot")</i>
Small Arms (Sabres, Pistols, Shotguns)	-	-	0"
Smoothbore Muskets, Carbines	-	-	1"
Rifled Muskets, Sharpshooters or Repeating Rifles	-	-	2"
Gatling Guns (Horse Artillery)	1"	3"	6"
6 Pound~ Smoothbore Horse Artillery	2"	6"	12"
12 Pound~ Smoothbore Field Artillery	3"	9"	18"
10 Pound~ Rifled Field Artillery	2"	18"	36"
20 Pound+ Rifled Siege Artillery	3"	36"	-

Table 7. Firing and Situation Modifiers		
<i>-2 Elements</i>	<i>-1 Element</i>	<i>+1 Element</i>
<i>Firing Unit is:</i>	<i>Firing Unit is:</i>	<i>Firing Unit is:</i>
Prone	Inferior	Superior
Out Of Supply (per out of Supply Counter)	Fatigued (per full level of Fatigue)	Confederate Infantry or Cavalry
in Snow	in Rain	Union Artillery
	in March Column or Square, or Skirmishing	Sharpshooters or Repeating Rifles
	Fording a River	
<i>Target Unit is:</i>	<i>Target Unit is:</i>	<i>Target Unit is:</i>
Skirmishing	Artillery	Mounted Cavalry
	in Cover (e.g. Woods/Forest, Town, Sunken Road) or Deployed in Town	in March Column or Square
	in Fortifications (per level of Entrenchment)	
	Prone	
	Uphill	

March column, line-battle column, line-skirmish and mounted cavalry do not take advantage of linear obstacles such as fortifications/entrenchments or sunken roads.

Firing Arc & Target Availability

The firing arc of an element is the area in front of the element, between the ray lines from the back corners of an element through the opposite front corners of an element. Thus the firing arc for infantry or cavalry = 90°, and for artillery = 60°.

Sight range is 2 miles (36"), half through cover, half through bad weather, half at night, and a maximum of 2" into cover.

An element may fire at 1 target in firing arc, firing range, sight range, and of which it can see at least half an element; or at 1 target in contact; or at 1 target in contact with directly adjacent friendly elements; or if a general element, at targets in contact with units they are attached to.

Firing From Higher Elevation

Since artillery in this period was a direct fire weapon, targets may be obscured from sight due to terrain elevation. Elements may not target elements on a lower elevation, unless they are at least twice as far from the firer than the terrain feature edge denoting higher elevation, and vice versa.

This also applies to units firing over their own troops from a higher elevation. Elements may not target elements on a lower elevation, unless they are at least twice as far from the firer than friendly troops being fired over, and vice versa.

Morale, Routing, Casualties & Dispersal

Infantry and cavalry units suffer morale failure and rout, if they take the following damage in one phase: inferior units 1 casualty, regular units 2 casualties, superior units 3 casualties.

Units which rout due to casualties, or perform a voluntary rout move during Movement and Manoeuvre, or are already in a routed state and are contacted by the enemy, make a rout move.

See 'Rout Moves' on page 8 for the rules concerning rout moves.

Routed dismounted cavalry remount their horses, before they perform their rout move.

Routed unlimbered artillery and gatling guns limber their guns, before they perform their rout move.

Infantry and cavalry units disperse (are removed from play due to casualty caused morale failure and disorder) if after taking casualties they consist of equal to or less than the following number of elements: inferior units 3 elements, regular units 2 elements, superior units 1 element.

Casualties and dispersals are considered half destroyed (dead, mortally wounded or incapacitated) and half returned unaffected during the night (lightly wounded, returned routers or stragglers). A side completely dispersed during battle has half of their unaffected troops captured instead. A side fleeing the battlefield overnight has a third of their unaffected troops captured instead.

Breakthrough Advances & Combat

Phasing units which charged and routed all in contact enemy units during the initial combat subphase may now move up to an additional half move. A general must be attached to the units for them to be able to charge into contact with the enemy again. Without an attached general, such units may still move, but may not charge into contact, nor go closer than 1" to the enemy.

Where such units and attached generals come into contact with further enemy, they now fight breakthrough combat. Such combat proceeds like normal combat, but any casualties inflicted on the charging units in this phase so far are ignored for the purpose of determining routs.

Army Morale

For the phasing side, if the number of its units that are currently routed, dispersed and/or eliminated is equal to or greater than the sum of its generals' current command ability values, then all of the out of command units of that side make an immediate rout move.

See 'Rout Moves' on page 8 for the rules concerning rout moves.

Scenario Rules

Time, Weather & Daylight

For the purposes of this game, Spring is March, April and May; Summer is June, July and August; Fall is September, October and November; Winter is December, January and February. If desired, roll 2 dice to randomly determine the month of the year.

The American Civil War was historically fought from April 1861 to April 1865. If desired, roll 1 die and add 1860 to randomly determine the year, rerolling inappropriate years.

If desired, roll 1 die to determine the weather.

Table 8. Weather Determination				
Die Roll/Day	Spring	Summer	Fall	Winter
1	Clear	Clear	Clear	Clear
2	Clear	Clear	Clear	Clear
3	Clear	Clear	Clear	Cold
4	Cold	Clear	Hot	Cold
5	Rain	Hot	Cold	Rain
6	Rain	Rain	Rain	Snow
Clear = no effect Cold = halve movement Rain = -1 combat modifier, halve sight and movement Hot = double fatigue loss (+1 fatigue after Noon) Snow = -2 combat modifier, quarter sight and movement				

Daytime is from 5am until 7pm during Summer, from 6am until 6pm during Spring and Fall, and from 7am until 5pm during Winter. Before daytime is an hour of dawn, and after it is an hour of dusk, which can be fought in, but at a combat modifier of -1 for the turns directly before and after daytime, and -2 for the presequent and subsequent turns respectively. If desired, roll two dice to randomly determine the number of half hours (turns) after dawn that battle is joined (the game starts).

After dusk and before dawn is night-time. During night-time, movement is halved, movement cannot go closer to known enemy, and there is no combat.

For each day involving combat, add 1 fatigue. For each day of marching and/or entrenching without combat, add ¼ fatigue.

Fatigue is cumulatively doubled if forcemarching (moved more than 16 daytime turns during the day), nightmarching (moved more than 8 night-time turns during the night), or in hot weather.

Subtract 1 fatigue for each day of resting (neither fighting, marching nor entrenching) in supply.



Army Costing System

A unit or brigade normally consists of 2 to 10 elements for infantry and 2 to 8 elements for cavalry. Regular brigades consist of 3 to 8 elements, inferior brigades of 4 to 9 elements, superior brigades of 2 to 7 elements and green brigades of 5 to 10 elements. All the elements of a brigade must be exactly the same type of element.

A Union division consists of 2 to 4 brigades with a maximum of 30 infantry and cavalry elements. A Confederate division consists of 2 to 6 brigades with a maximum of 60 infantry and cavalry elements. A division also contains up to 4 command, supply & artillery elements. A corps consists of at least 2 divisions plus up to 8 command, supply & artillery elements and 1 additional brigade. An army or army wing consists of at least 4 divisions or 2 corps plus up to 12 command, supply & artillery elements and 1 additional division.

Up to a quarter of infantry and cavalry elements may be inferior. Up to a quarter of infantry and cavalry elements may be superior. Any infantry or cavalry elements may be green. No more than half of Union infantry elements may be armed with muskets. At least a quarter of Confederate infantry elements must be armed with muskets. The Union may arm as many infantry or cavalry elements as they possess general **figures** with repeating rifles or sharpshooters.

Artillery is limited by supply. For every supply element included up to 4 artillery elements may be included. 6# Smoothbore elements count as half an artillery element for these purposes. At least half of Confederate artillery elements must be 6# Smoothbores in 1861-1862 only. The Union may possess up to 1 Gatling Gun element per corps, army or army wing, in 1864-1865 only. Each army or army wing may also organise 1 of it's divisions as an artillery reserve division. An artillery reserve division consists of 4 to 12 command, supply & artillery elements. Up to half of Union artillery reserve division elements are the only 20# Rifled Siege Artillery allowed.

Green or unknown general officer statistics are decided randomly after troop allocation. On one die per general **figure**, keeping the best, the results are 1, 2 = inferior, 3, 4, 5 = regular, 6 = superior.

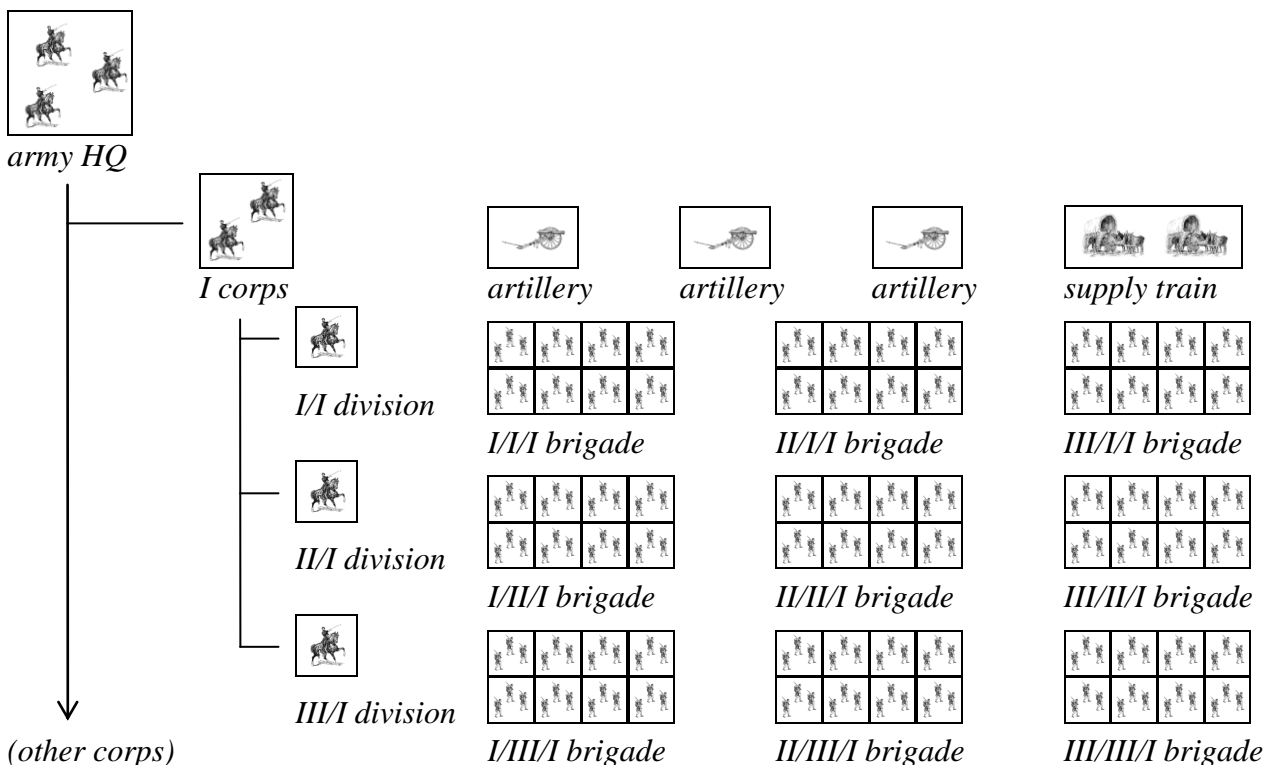


Table 9. Army Costing			
<i>Command, Supply & Artillery Elements</i>		<i>Cost</i>	
Inferior General per figure		10	
Green or Unknown General per figure		40	
Regular General per figure		40	
Superior General per figure		90	
6 Pound~ Smoothbore Horse Artillery		40	
12 Pound~ Smoothbore Field Artillery		60	
10 Pound~ Rifled Field Artillery		120	
20 Pound+ Rifled Siege Artillery		180	
Gatling Guns (Horse Artillery) (Union 1864-1865 only)		20	
Supply Train		120	
<i>Union Infantry</i>	<i>Muskets 1"</i>	<i>Rifles 2"</i>	<i>Sharpshooters or Repeating Rifles 2"+1</i>
Inferior	4	5	6
Green	7	8	9
Regular	8	10	12
Superior	13	15	18
<i>Union Cavalry</i>	<i>Small Arms 0"</i>	<i>Carbines 1"</i>	<i>Sharpshooters or Repeating Rifles 2"+1</i>
Inferior	5	8	12
Green	8	13	18
Regular	10	17	25
Superior	15	25	35
<i>Confederate Infantry</i>	<i>Muskets 1"</i>	<i>Rifles 2"</i>	
Inferior	5	6	
Green	9	10	
Regular	10	12	
Superior	15	18	
<i>Confederate Cavalry</i>	<i>Small Arms 0"</i>	<i>Carbines 1"</i>	
Inferior	6	10	
Green	10	17	
Regular	12	19	
Superior	18	29	

There is no cost for Messenger elements.



Scenario Setup

Non historical scenarios should either be a meeting engagement, a hasty defence, or a prepared defence.

In the case of a meeting engagement, both sides should receive the same number of points, and the defender may start with one level of entrenchment. In the case of a hasty defence, the defender should receive two-thirds of the attacker's points, and may start with two levels of entrenchment. In the case of a prepared defence, the defender should receive one-half of the attacker's points, and may start with three levels of entrenchment.

Determine orders of battle in an appropriate manner. Place terrain in an appropriate manner. Determine objectives in an appropriate manner. Determine which table edges each side controls in an appropriate manner. Determine which side is the attacker, and which side is the defender, in an appropriate manner, such as competitive die roll.

The defender deploys their forces to the table first.

For each supply train in their order of battle, the defending side may start the game with:

- (i) 1 in command continuous column of 1 file of elements/units, marching onto the table, from table edges they control, or
- (ii) 1 in command entrenched deployment of elements/units, on the table, in the third of the table adjacent to table edges they control, but not in the third of the table adjacent to table edges the attacking side controls.

The attacker deploys their forces to the table after the defender has done so. The attackers forces may deploy no closer than maximum sight range to the defenders forces (see page 10).

For each supply train in their order of battle, the attacking side may start the game with:

- (iii) 1 in command continuous column of 1 file of elements/units, marching onto the table, from table edges they control.
- (iv) 1 in command unentrenched deployment of elements/units, on the table, in the third of the table adjacent to table edges they control, but not in the third of the table adjacent to table edges the defending side controls.



Acknowledgments

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The photographs enclosed in there rules come from the Library of Congress, Prints & Photographs Division website <http://lcweb2.loc.gov/ammem/cwphtml/cwphome.html>. They are open source, and there are no restrictions, fees, or permissions necessary to publish or otherwise distribute them.

Version 1.41 expanded version 1.4 (published in Broadsword Magazine 2005) from 4 pages to 16 pages, and removed cavalry react movement rules inconsistent with the rest of the combat system.

Version 1.42 changed artillery references from artillery batteries to artillery battalions, changed the army costing of generals, and rewrote the scenario setup rules for clarity and fairness.

Versions 1.43 through 1.47n simplified command and improved some aspects of combat and morale based on problems in play testing, as well as making various other amendments and clarifications.

Alistair “Fitz-John” Ramsden, 28 April 2009

