

Rebels & Yankees

Quick play wargaming rules for the
American Civil War 1861-65

Version 2.0

By
NIGEL EMSEN

Edited by Martin Stephenson

Acknowledgements

I would like to specifically thank Christophe Finnegan and Alan Curtis for their assistance in play testing these rules, suggesting ideas to speed up the game and the feel of the rules. Their input was invaluable and have made the rules more enjoyable.

I would also like to thank Martin Stephenson for his efforts in editing, proofreading, and all round assistance with improving the layout and clarity of the final text of version 2.0.

Thank you all.

Nigel

References

I would like to acknowledge the following sources that I found particularly helpful in developing these rules:

- Gettysburg National Park Service Lectures, <https://is.gd/o6fNDy>
- 1st Manassas 158th Anniversary Battle Hike with Ranger Hank Elliott, <https://youtu.be/ntj6Dc8DAKI>
- Symonds, C. & Clipson, W. (1992). *Gettysburg, a battlefield atlas*. Baltimore, Md: Nautical & Aviation Pub. Co. of America.
- Wise, T. (1977). *American Civil War wargaming*. Cambridge: Stephens for Airfix Products Ltd.

Table of Contents

Contents

Introduction.....	5
Game scale and basing	5
Abbreviations	5
Army structure	6
Generals	6
Command and control	6
Quartermaster, supply and logistics	6
Using supply dice	6
Unit types	7
Artillery	7
Baggage camps	7
Cavalry	7
Indian war hosts	7
Infantry	7
Sharpshooters	7
Formations	8
Unit attrition, resilience testing and auto-breaking	10
Resilience	11
Determining a unit's resilience on the table	11
Resilience testing	12
End of turn tests	12
Conducting a test	12
Test outcomes	13
Broken units	13
Retiring units	14
Actions.....	15
Costs	15
Action points and supply dice	15
Activation sequence	15
Declaration	16
Change of formation	16
Redress ranks or stand	16
Reload after shooting	16
Charging	17
Charge sequence	17
Charge distance	17
Charging a camp	17

Melee	18
Melee sequence	18
Reinforcing a melee	18
Melee modifiers	19
Movement	20
Movement distances	20
Turning to face	21
Interpenetrating friendly units	21
Moving generals	21
Shooting.....	22
Unprompted shooting	22
Ranges.....	22
Dice pool	23
Shooting modifiers.....	23
Score to hit.....	24
Unprompted shooting	25
Shooting outcomes.....	25
Terrain	25
Playing the game.....	26
Sequence of play	26
Scouting initiative	26
Deployment.....	27
Deployment zones.....	27
Unit deployment	27
Turn Initiative	27
Optional rules	28
Generals' respect and capabilities	28
Risk to generals	29
Broken units	29
Shooting	29
Force commander	29

Introduction

Rebels and Yankees has been designed to introduce new players to wargaming during the American Civil War, 1861-65. Consequently, the rules do not attempt a detailed simulation rather they look to give a flavour of this exciting period.

It is hoped that the game will also provide more experienced wargamers with a simple, enjoyable, and more relaxed game without the complexities associated with match play rules.

The rules are designed to use with any scale of models. To play the games all you need are a few six sided dice numbered one to six, model soldiers for both sides, terrain to represent the chosen battlefield and a ruler.

Depending on the size of the forces involved and once familiar with the rules, you should be able to complete a game in about two to three hours.

Game scale and basing

The rules use base widths (BW) throughout for movement and range distances in an attempt to make them "scale independent" both in terms of ground and figure scale. You are free to imagine your units are famous regiments or brigades; whatever fires your imagination.

Typical base frontages are 40 mm (15 mm figures) and 60 mm (25 or 28 mm figures) although it doesn't matter as long as all bases have the same frontage or any differences can be easily accounted for. Base depth is less important and can vary without affecting the game too much.

Where possible, models should be grouped together on bases. When grouped together several bases make up a unit. Players wishing to use single figures, instead of the bases, should use an inch instead of a base width and calculate dice on the number of figures in the front rank instead of using the number of bases.

Abbreviations

BW	Base width the standard unit of measure in the rules.
3BW	A measurement equal to 3 base widths.
LoC	Line of Command representing the chain of command.
D6	A six sided dice numbered 1 to 6.
4D6	Four six sided dice numbered 1 to 6.
1D6 BW	A measurement equal to the score of one six sided dice base widths.

Army structure

Generals

An army is led by a force commander and several sub generals, or only plain old generals, represented by single models or vignettes on small round bases. Generals command specific units during the game. If you envisage your force commander leading a division, then the generals would represent brigade commanders.

You can design your army to be any structure, but the rules only recognise the force commander and the level below. There are optional rules for generals' characteristics such as competence & inspirational qualities.

Command and control

Generals exert their influence throughout their command by their presence and by sending messengers. In the game this is represented by a command radius. Units within this distance are under the command of a general or the force commander. Beyond this distance they are out of command and cannot spend action points. The standard command radius is 10BW.

Quartermaster, supply and logistics

All armies need supplies. In the game this is represented by a pool of additional dice held by each player. This pool of supply dice cannot be resupplied in any way during the game. It is held in the baggage camp and is lost if the baggage camp is captured (see Charging a camp).

At the start of the game the pool of dice is calculated as follows:

Rules	Modifier	Dice
Standard	Base level of supply	2D6
	Each general	+1D6
Optional *	Each exceptional general	+1D6
	Each incompetent general	-1D6

* In addition to the standard modifier for generals.

Using supply dice

One supply dice can be added to any throw by either the force commander himself or any throw by a unit when the force commander is within 3BW.

One supply dice can also be allocated to a unit by the force commander as an extra action point. The force commander must be within 3BW of the unit. A unit cannot have more than three action points per turn.

Supply dice must be added before any dice are thrown. Once added it is considered spent and removed from the game.

Unit types

Artillery

These represent an artillery battery of 4 to 8 pieces of various calibres, deployed in a firing line with caissons behind. Artillery is subdivided into smooth bore and rifled artillery. The total base footprint for a battery on the table should be square: two bases with model guns & crew side by side with a double base across the back for the caissons.

Baggage camps

Each army has a baggage camp that needs to be defended. It is represented by models occupying an area 4 by 6BW. If it is captured by the enemy it is removed from play and all remaining supply dice are lost (see Quartermaster, supply and logistics). To capture a camp enemy units must charge the camp (see Charging a camp).

Cavalry

These represent the detachments of 320 men, from a parent cavalry regiment. Whilst mounted cavalry deploy as a formed unit or in column of march. Cavalry can also dismount and fight in open order with some troops assigned to hold the horses (see Formations).

Indian war hosts

These are warbands of 160-320 Indian warriors, some on horseback and others on foot. They fought for both the Union and Confederate armies. A war host is typically represented by two to four bases and can only deploy in open formation. In the game they cannot charge large units (see Charging).

Infantry

These represent the infantry regiments of foot with 320 to 480 men, including Zouave units. Typically, Union regiments would be four bases and Confederate regiments six bases.

Sharpshooters

These represent skilled foot soldiers who are very accurate shots deployed away from main bodies to snipe at the enemy. They are represented by two bases in open formation. Hits from a sharpshooter affect the outcome of any resilience tests taken by the target (see Resilience).

Formations

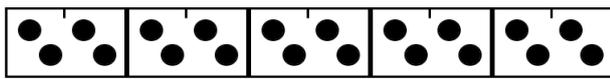
Units may use several different formations depending their type. There are three formations namely: formed, open order and column of march:

Type	Notes
Formed	A densely packed body of infantry or cavalry which are more effective at shooting and hand to hand combat. Cavalry deploy on a narrower frontage than infantry but with troops behind for mutual support
Open	A loose firing line with troops using all available cover to harass the enemy. They move more quickly through difficult terrain. They are veterans firing and moving so it is harder to fix their position. Being 'sniped' affects morale far more than the physical damage caused.
Column of march	Used to move units quickly around the battlefield or along roads. However, if shot at or involved in any form of combat columns the unit suffers high casualties.

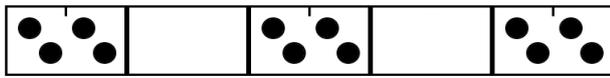
The allowed formations for the different troop types are:

Type	Class / Status	Column	Formed	Open
Artillery	Deployed		✓	
	Limbered	✓		
Infantry	Foot	✓	✓	✓
	Indian war hosts	✓		✓
	Sharpshooters			✓
Cavalry	Mounted	✓	✓	
	Dismounted			✓

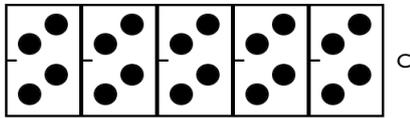
For open order infantry, a simple 1BW spacer, without figures, can greatly improve the visual appeal of the unit but they are not absolutely necessary. They do however make the unit's footprint absolutely clear and ensure the bases stay the right distance apart. On the table each formation looks as follows:



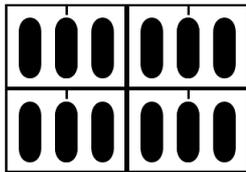
A



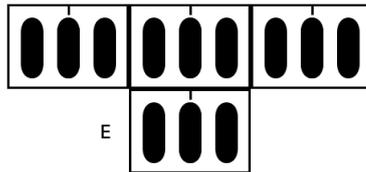
B



C



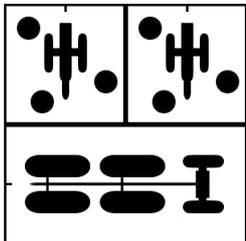
D



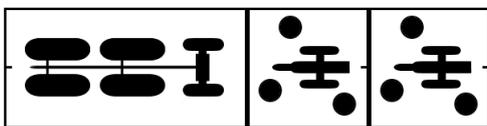
E

Key

- A = formed infantry,
- B = open order infantry with spacers,
- C = column of march,
- D = formed cavalry,
- E = dismounted cavalry in open order with a rear base of horse holders.



A



B

Key

- A = formed artillery,
- B = limbered artillery in column of march.

Unit attrition, resilience testing and auto-breaking

Units suffer losses during the game and this is represented by units taking hits and the removal of bases. Hits can result from:

- Shooting.
- Melee.
- Failing a resilience test.
- Neighbouring units breaking.

A base is removed when an artillery unit has taken 6 hits and all other units have taken 2 hits. Players should record all hits leading up to the removal of a base; either on paper, with markers or casualty dice.

All units reach a point when they become ineffective. This could be due to casualties or when the unit's morale and willingness to fight is destroyed.

If a unit's strength falls to 50% or below the unit must take a resilience test at the end of the turn and may break as a consequence. At any other point during the game a unit will auto-break immediately when it is reduced to a single base, becomes the last unit in their command, or fails a resilience test.

See Resilience: Test outcomes for the consequences and options associated with broken units.

Resilience

This represents a unit's willingness to fight. There are three levels of resilience and one special category:

Type	Definition
Lackluster	Poorly motivation units. May have been pressed into service or waiting for the war to come to an end.
Steady	Committed Units which will give a good account of themselves despite having experienced combat before.
Determined	Highly motivated units that can be expected to be very robust in battle.
In addition to the above units may also be:	
Zealous	Units inclined to charge preferring this to standing and shooting. Players must agree at the start of the game which units are zealous. Can be applied to any unit except artillery.

Determining a unit's resilience on the table

In real life units were expected to have a certain level of resilience, but the actual level was not apparent until the day itself. To represent this a unit's resilience is randomly assigned after the players have deployed all their units.

To assign resilience roll 1D6 and, depending on the year of battle and whether the unit is Union or Confederate, lookup the result on the table below. Repeat for all units.

Period	Belligerent	Lackluster	Steady	Determined
1861-62	Union	1-3	4-5	6
	Confederate *		1-4	5-6
1863	Union	1	2-5	6
	Confederate	1	2-4	5-6
1863 post Gettysburg	Union	1-2	3-4	5-6
	Confederate	1-2	3-5	6
1864-65	Union		1-5	5-6
	Confederate	1-3	4-5	6
* Also classed as Zealous.				

Based on personal research I have chosen to classify all Confederate units, except artillery, during 1861-1862 as zealous. They seem to have been more inclined to charge and were less effective at shooting than Union troops during this period.

Resilience testing

In wargaming, a resilience test is also known as 'a morale test'. Units must take a test to initiate and receive charges, when it has lost a round of melee, and it may have to test at the end of a turn if its strength has fallen to 50% or below.

End of turn tests

Players alternate, testing their units in any order they choose. The player without initiative goes first. In all cases the results of the tests are applied immediately and the victory conditions checked after each test. A unit only takes one test at the end of the turn.

Conducting a test

To test a unit roll 2D6 and add the scores. Modify the total using the first table below and cross reference the modified total against the second.

Effect	Situation (Tester)	Shooting	Combat	Other
Troop Class	Zealous		+2	
	Not Zealous	+1		
	Determined	+1	+1	+1
	Indian war host	-1	+1	
	Lackluster	-1	-1	-1
Generals * within 3 BW	Each inspirational general in LoC	+1	+1	+1
	Each hated general in LoC	-1	-1	-1
Hits this turn	Inflicted hits	+1	+1	
	Hit by artillery	-1	-1	-1
	Hit by sharpshooters	-1	-1	-1
Tactical effects	Defending a fortification or obstacle	+2	+2	+1
	More friends than enemy bases within 6 BW	+1	+1	+1
	Formed foot vs mounted cavalry	+1	+2	
	Mounted cavalry vs formed foot		-2	
	Baggage camp has been lost	-1	-1	-1
	Forced to retire this turn	-1	-2	
	In column of march	-1	-2	-1

* Optional. Effects are additive. Combat = Charge or Melee. LoC = Line of Command.

Final Score	Shooting	Charge	Melee	Other
12 or more	Advance 1 BW *	Carry On	Carry On	Advance 2 BW *
10-11	Carry On	Carry On	Carry On	Advance 1 BW *
7-9	Carry On	Carry On	Carry On	Carry On
4-6	Retire	Stand	2 hits	1 hit
2-3	Retire & 1 hit	Retire	Retire	Retire
1 or less	Break	Break	Break	Break

* Convert to "Carry On" if behind obstacles, fortifications or at the edge of terrain.

Test outcomes

Broken units

This section applies not just to a failed resilience test but to all circumstances where a unit can break. Namely when a unit:

- Fails a resilience test.
- Is reduced to a single base.
- Becomes the last unit in their command.

One consequence of this is that a unit can pass an end of turn resilience test but break before the end of the turn due to other outcomes. At any point in the game and as soon as any of these conditions are met, the unit is immediately broken and all action involving the unit stops.

Effect of broken units: all friendly units within 6BW take 1 hit. This is applied immediately, and any resultant resilience tests are resolved. Once all outcomes are completed, the broken unit is removed from play without further movement.

Broken in melee: the victor may choose to occupy the space vacated by the broken unit.

Broken by shooting: the shooters may move 1D6 BW in an attempt to occupy the space vacated by the broken unit. If they move they cannot move further than is necessary to occupy the vacant space but must move the full distance wherever possible.

Occupying vacated ground: the opposing player must decide whether to do this straight away. If there are multiple victors the player decides which to move but only one may move. This move is free and does not cost action points.

Effect on Generals: generals are removed from play once their last unit has broken and its effect on friends has been resolved. Likewise, once a general has lost all the units in their command, they are removed from play.

Retiring units

This is when a unit; is driven back by the weight of fire; has decided to break off from a melee without orders; or hesitates and backs away from the enemy. The unit has not broken, as above, but has 'lost its nerve' for a short period but the officers have maintained discipline.

How to retire: the unit must move 1D6 BW straight back to its rear and end facing the enemy. A supply dice may be used to increase or decrease the distance by 1BW.

Contacting a friendly unit: the moving unit moves so as to completely interpenetrate the friendly unit. Both units take a hit which is immediately applied and any resultant resilience test(s) resolved.

Possibly contacting an enemy unit: the unit moves and stops 1BW away from the enemy unit. The retiring unit takes 1 hit for every whole BW it could not move and must take at least 1 hit. The player in control of the retiring unit may elect to turn the unit to face this new enemy unit if it is bigger than the unit that forced it to retire.

Actions

Costs

At the start of each turn every unit gets two action points whilst generals get only one. During the turn these are spent, one point per action, to:

- Change formation.
- Charge.
- Move.
- Redress ranks or stand.
- Reload.
- Shoot.

All of the above apply to units but generals and the force commander can only move or stand.

Unprompted actions, as a result of enemy action, are free. For example: retiring due to a failed resilience test is free. If a unit has action points remaining but is forced into such an unprompted action it loses those action points.

Action points and supply dice

One supply dice can be allocated to a unit by the force commander as an extra action point when the force commander is within 3BW. A unit cannot have more than three action points per turn.

Activation sequence

Starting with the player with the turn initiative, players take turns to activate the units within a command and the general in command (see Sequence of play). They must complete:

- All action points for a unit before they activate another unit in their next turn.
- All action points in a command, including those for the general, before activating another command next turn.

Before activating any unit, players must check that the unit is within the command radius of either a general or the force commander. Units outside command radius cannot be activated or spend action points (see Command and control).

Declaration

Each time a player become active they must declare to their opponent:

- Which unit, or general, they are about to activate.
- What actions they will perform.
- The order in which they will do them.

Action sequences cannot be conditional; unless they end up out of command distance for the next action. They can be descriptive.

Examples:

- This is not allowed as it is conditional: "I am going to shoot at this unit, if I do not score any hits I am going to shoot at it again, however, if I do hit that unit, I will then shoot at another other unit".
- These are allowed alternatives: "I am going to shoot twice at that unit" or "I am going to shoot once at each of those two units."
- This is an allowed descriptive set of actions: "I am going to use both action points to advance, until I reach the fence line here, then stop, wasting any unused distance".

Once declared actions must be completed if it is legal to do so.

Change of formation

To change formation a player chooses a front rank base to remain static. The player then moves the other bases into the new legal formation around the static front rank base. When changing formation, a unit cannot change facing.

Redress ranks or stand

The unit or general remains in their current position. This action can also be used to do nothing; it is effectively a "pass action" for the unit or general.

Units may use this action to pull back bases into a legal formation. This is useful after bases have become detached after several rounds of melee. A unit may not move forward or change facing with this action.

Reload after shooting

After any shooting action a unit must reload before it can shoot again. With this action the unit simply counts as reloaded and any unloaded markers are removed (see Shooting).

Charging

Only foot, cavalry and Indian war hosts may charge other units (see table below). An Indian war host cannot charge another unit if it has 3 or more bases unless it is another Indian war host.

Charge sequence

To begin a player declares a charge on a unit within its maximum charge move (see below). This costs one action point. The charging unit must then take a resilience test. If the outcome is to stand, retire or break the charge fails.

If the attacker's pass the test the defending unit(s):

- Must take a resilience test.
- Implement any outcomes from a failed test.
- Shoot at the charging units if already reloaded (see Unprompted shooting).

The charging unit:

- Takes any hits from shooting and checks to see if it auto-breaks (see Broken units).
- If not broken, works out the final charge distance (see below) and moves accordingly.

Charge distance

If successful in pressing home its charge, and before rolling any dice, the attacking player may spend one supply dice to add 1BW to the final distance if the force commander is within 3BW. The attacking player then works out the final charge distance using the table below:

Type	Formation	Max Distance in BW	Distance in BW
Cavalry	Open / Dismounted	6	1D6
	Formed / Mounted	12	2D6
Indian war host	Open	7	1 + 1D6
Foot	Open	6	1D6
	Formed	6	1D6
All other units & formations cannot charge.			

Charge distances are unaffected by difficult terrain.

Normally, the charging unit is moved the full distance directly towards the target but one wheel of up to 45° is allowed to ensure contact. If this results in base to base contact a melee ensues. All units in melee lose any remaining action points for the turn.

Charging a camp

A baggage camp is automatically and immediately lost when an enemy foot or cavalry unit declares a charge on the camp, passes a resilience test and contacts any part of the camp.

When the camp is lost all remaining supply dice are lost (see Quartermaster, supply and logistics section) and the event inflicts 1 hit on all friendly units within 6BW.

Melee

In the rules, melees are conducted until a conclusion is reached. They do not continue in multiple turns. A melee ends when units are no longer in base to base contact. This will be due to either one unit being forced to break off or to one being destroyed.

Melee sequence

The process is straightforward. Each base in front edge contact gets one dice along with any supporting bases in a second rank. The number of dice is modified (see below) before all dice are rolled simultaneously. All scores of 4-6 are "melee hits" and the player with the highest number of hits is the winner of this round of melee.

The losing side takes the difference in "melee hits" between the sides as hits while the winner takes one hit. In the case of a draw both sides take one hit. Both sides check for any auto-breaks before the losing side takes a resilience test and implements any outcomes. See Resilience: Test outcomes.

If fighting more than one unit at a time, group the defending bases by the different enemy units in contact and modify each group of dice separately. Use combined scores to work out the winning side.

If units remain in contact another round of melee is fought, and the above process is repeated, until the units are no longer in contact. This ensures all melees are completed in the turn in which they started.

Reinforcing a melee

Between rounds of melee players may elect to move some of a unit's bases not already in front edge contact with the enemy so that they are. This models the replacement of losses etc. Corner to corner contact does not block this type of movement and such moves are free.

Melee modifiers

The number of melee dice rolled is modified using the table below. All units must roll a minimum of 2 dice in all circumstances.

Type	Condition	Adjustment
Special	Unit's first round of melee in the game	+2 dice
	Supply dice from force commander within 3BW	+1 dice
Troop class	Indian war host in 1 st round after charge	+2 dice
	Indian war host in later rounds after charge	+1 dice
	Zealous in all rounds after a charge	+1 dice
	Artillery	-1 dice
Formation	Cavalry* against open order foot in the open	+1 dice
	Formed foot against cavalry*	+1 dice
	In column of march	-2 dice
Terrain	Uphill from enemy	+1 dice
	Attacking across obstacles or fortifications	-1 dice

* Mounted only, not dismounted.

Movement

Action points allow players to move their troops. Units may advance, retire or change their facing.

Movement distances

The distance moved depends on the unit's type, its formation, the type of terrain to be crossed and a dice roll. Use this table to look up the dice to be rolled.

Type	Formation	Open	Difficult
Cavalry	Dismounted	2 + 1D6	1D3
	Formed	2D6	2 + 1D3
	Column of march	3D6	3 + 1D3
Indian war host	Open	3 + 1D6	1 + 1D3
	Column of march	2D6	2 + 1D3
Foot	Open	2 + 1D6	1D3
	Formed	1D6	1D3
	Column of march	2D6	1 + 1D3
Artillery	Formed / Deployed	1D3	1BW
	Column / Limbered	2D6	1D3
Generals	All	10BW	10BW

For 1D3 roll 1D6, half and round up.

Certain restrictions and bonuses apply:

- Units can only wheel when advancing. They can only wheel once to a maximum of 90°.
- To retire a unit must move straight back to its rear and end facing the enemy.
- When moving along a road for a full move in column, add 1D6 to the dice above.
- Generals' movement cannot be increased by any means.

One supply dice can be allocated to a unit by the force commander to add 1BW to the distances above when the force commander is within 3BW. This must be declared before any movement dice are thrown.

In these rules there is no concept of 'shifting across' to avoid terrain or other units. Any change of direction must be completed by wheels, turns or interpenetration.

Turning to face

A change of facing costs one action point and the only movement allowed is that required to change facing. Any further movement requires a second action point.

- To turn and face left or right, pivot the unit on the appropriate front corner until it is facing to left or right.
- To about face with a unit consisting of one rank, simply turn the bases around. For units with two ranks reposition the front rank bases as the new rear rank facing in the opposite direction. Then reposition the rear elements to become the new front rank.

Interpenetrating friendly units

A moving unit may elect to interpenetrate another friendly unit in certain instances. To move & interpenetrate friendly a unit:

- Can only perform one movement action this turn.
- Cannot declare a charge action in the same turn.
- Must have sufficient move distance to clear the friendly unit.

The only the following interpenetrations are allowed base on a units formation not its type:

Moving unit	Stationary unit		
	Open	Formed	Colum
Open	✓	✓	✓
Formed	✓	✓	
Column of march	✓		

Moving generals

Moving a general or the force commander requires one action point. Generals:

- Can only move once a turn.
- Moves are unaffected by difficult terrain
- Cannot traverse impassable terrain.
- Can freely interpenetrate friendly units.
- Cannot pass within 2BW of an enemy unit, unless there is an intervening friendly unit.

There are further optional rules that involve moving generals at the end of the main rules.

Shooting

Units are considered to be armed with only one type of weapon and a unit may only shoot at one target at once. Before shooting players must check that the:

- Unit has reloaded after their last shot. Units are assumed to be loaded at the start of the game.
- Unit can see any part of the target.
- Target is in front of the unit's front edge and within the 45° arc of fire measured from the front corners of the unit.

Shooting normally costs one action point and is straightforward: measure the range, create & modify a dice pool, roll the dice, and work out the number of hits.

Unprompted shooting

Shooting is often at the player's discretion and costs one action point. However, a unit may be forced to shoot as a result of enemy action. This unprompted action is free but units with action points lose all of them immediately. A unit must shoot when:

- It is charged.
- It is targeted whilst outside the command distance of a general in line of command.

In both instances the unit's target is obvious and the unit cannot shoot at anything else. However the target must be a valid target and in range. The unit must have reloaded previously and cannot respond by reloading and shooting. The responding unit always shoots second.

Both discretionary and unprompted shooting are resolved in exactly the same way except there is a hit penalty for the latter (see below).

Ranges

To shoot measure the shortest distance to the target and ensure it is in range using this table:

Ranges in BW	Short	Long*
Pistols, shotguns or similar	0 - 1	
Bows	0 - 1	2 - 4
Muskets	0 - 2	3 - 6
Carbines	0 - 4	4 - 12
Rifles	0 - 6	6 - 18
Smooth bore artillery	0 - 8	8 - 24
Rifled artillery	0 - 10	10 - 30

* Not when mounted who shoot at short range only.

Dice pool

Count the number of bases in the unit and creating an initial dice pool by adding the following dice per base to the pool:

Weapons	Firearms *	Artillery
Initial dice pool	1	6
* Do not count rear rank bases of dismounted cavalry.		

Players may add a supply dice via the force commander if he is within 3BW of the firing unit.

Shooting modifiers

The number of dice in the pool is now modified using either the artillery or firearms tables below. All units must roll a minimum of 2 dice in all circumstances.

Artillery	Condition	Adjustment
Hits	Shooting at same target as last turn	+2 dice
	For each hit on shooting unit	-1 dice
Target	Target in cover at long range and moved	-1 dice
	Target in open formation at long range	-1 dice
Movement	Unlimbered or will limber	-1 dice
	Man handled gun this turn	-1 dice
Conditions are for current turn only.		

Firearms	Condition	Adjustment
Troop effects	Sharpshooters firing at short range	+2 dice
	Sharpshooters firing at long range	+1 dice
	Zealous	-1 dice
	Shooters in column of march	-1 dice
Target	Target moved	-1 dice
	Target in open formation at long range	-1 dice
	Target in cover	-1 dice
Open Formation	First shot of the game	+2 dice
	Target in cover at short range	+1 dice
Formed units	First shot of the game	+2 dice
	Shooters moved, or will move	-2 dice

Conditions are for current turn only.

Score to hit

Roll all remaining dice and use this table to work out the number of hits:

Score to hit	Short	Long*
Pistols, shotguns or similar	5 - 6	
Bows	4 - 6	
Muskets	4 - 6	5 - 6
Carbines	4 - 6	6
Rifles	3 - 6	5 - 6
Smooth bore artillery	4 - 6	6
Rifled artillery	3 - 6	5 - 6

*** Not when mounted who shoot at short range only.**

Unprompted shooting

If firearms or bows are shooting at a charging unit, or in response to being shot at, increase the minimum score to hit by 1. The maximum remains 6.

Shooting outcomes

Mark that the unit has fired with a suitable marker such as cotton wool etc and apply all hits to the target.

A unit auto-breaks if it is reduced to a single base or it becomes the last unit in their command. See Resilience: Test outcomes for the consequences and options associated with broken units. If a unit's strength falls to 50% or below, then the unit must take a resilience test at the end of the turn.

Terrain

All battlefields have low rises, ditches, fences, trees etc. In these rules we assume they are an unseen part of the table and suggest that you only represent features that could affect the tactical play.

Terrain must be placed on the table before any units are deployed.

In the rule's terrain can be any size the players agree on although we suggest the following minimum sizes:

- 4 x 4BW for area terrain such as woods, farm complexes etc
- 4 x 1BW for linear terrain such as obstacles, fences, walls, ditches, streams etc.

All terrain provides cover from firearms, but it does not afford cover from artillery fire.

At the start of the game, players should agree which terrain pieces represent:

- Open, difficult, or impassable.
- Obstacles offering a defensive advantage in melee.
- Capable of blocking the line of sight and thereby possibly hiding units from one another.

They should also agree how they will resolve terrain advantages such as defining who has an uphill advantage.

Fortifications

Fortifications were a common feature of American Civil War battles, especially in the later parts of the war. This led to long and drawn out sieges. To prevent a game stagnating the rules treat fortifications as follows:

- Fortifications must be linear terrain features.
- Artillery does not count fortifications as cover.
- Attacking across fortifications is disadvantaged in melee (see Melee modifiers).

Playing the game

Sequence of play

Before the first turn:

- Decide the composition of the armies involved and their command structures.
- Dice for each side's pool of supply dice.
- Agree and place all terrain.
- Agree on objectives and victory conditions.
- Dice for who has a scouting initiative.
- Deploy the forces.
- Assign each unit's resilience.

For each turn:

- Dice for who has the turn initiative. The player with the initiative always goes first.
- Take turns spending action points.
- Stop when all units and generals have been activated
- Take resilience tests where necessary.
- Decide if the victory conditions have been met.
- Move force commanders in preparation for the next turn.

In the first turn the player with the initiative can activate two units, or one unit and the command's general. In subsequent turns they can only activate one unit or the command's general. The player without initiative can only ever activate one unit or the command's general.

It is worth emphasising that the general and all units in a command must have been activated before a player can activate another command.

Scouting initiative

This competitive dice roll represents pre-battle scouting. It is decided at the start and allows one player to gain an advantage over their opponent. Use this table to calculate the number of dice for each player:

Type	For each	Dice
Generals	General	+1D6
	Exceptional general *	+1D6
	Incompetent general *	-1D6
Units	Unit in open formation	+1D6
	Cavalry unit	+1D6

* Optional. A supply dice may be added to the throw.

After rolling the dice and adding together the scores, the player with the highest score is the attacker; the other is the defender. If drawn, repeat using an unmodified 1D6. Supply dice cannot be used to resolve draws.

Deployment

Deployment zones

The game board is divided up into three zones. The attacker's zone, the defender's zone and no man's land. All zones are the full width of the table. Players may only deploy within their respective zones.

- **Attacking zone:** extends outwards from the attacker's baseline covering one quarter of the table.
- **Defensive zone:** extends outwards from the defender's baseline to the midpoint of the table.

Unit deployment

Players take turns to deploy all the units in a general's command, including the general himself as follows:

- The defender deploys first by placing two commands on the table.
- The attacker then deploys one command.
- The first commands deployed must include the baggage camp.
- After this players deploy one command each starting once again with the defender.
- When all commands have been deployed the force commander is placed on the table.

Nothing can be deployed in terrain designated as impassable.

Turn Initiative

At the start of each turn, including the first turn of the game, players must decide who has the initiative. Using this table players calculate the number of dice they roll:

Type	For each	Dice
Generals	General on the table	+1D6
	Exceptional general *	+1D6
	Incompetent general *	-1D6

* Optional. A supply dice may be added to the throw.

After rolling the dice and adding together the scores, the player with the highest score has the initiative. If drawn, repeat using an unmodified 1D6. Supply dice cannot be used to resolve draws.

The player with the initiative may elect to go first or hand the initiative to their opponent.

Optional rules

The following are purely optional but are designed to add extra depth to the game especially for more experienced wargamers.

Generals' respect and capabilities

Attribute	Type	Definition
Respect	Hated	Unpopular with the men in their command to such an extent that it affects their morale on the battlefield.
	Accepted *	Accepted by the men who hold no strong opinions whatsoever about the general.
	Inspirational	Extremely popular with the men to such an extent it boosts their morale on the battlefield
Capability	Incompetent	Political appointees with no experience of staff work. Ineffective, indecisive and prone to procrastination.
	Competent *	Experienced in their role and position. Can command effectively.
	Exceptional	Highly proficient commanders and of a higher calibre than their peers.

* The default in the standard rules.

A general's respect affects:

- Outcome of resilience tests taken by units under their command.

A general's capability affects:

- Supply dice.
- Scouting initiative.
- Turn initiative.
- Command radius.

Capability	Incompetent	Competent	Exceptional
Command radius *	8	10	12

* In BW.

The factors and modifiers for respect and capability are included in all the relevant tables in the standard rules and are clearly marked as optional.

Risk to generals

During the war there was a high casualty rate amongst staff officers. As generals are critical to the enjoyment and flow of these rules, we thought that you might like some rules to deal with this aspect of the war.

Broken units

A general can be swept away with fleeing soldiers:

- Roll 1D6 if a general is within 3BW of a unit that breaks.
- With a score of 5 or 6 the general has been swept away.
- The general is moved 3D6 BW directly to his own baseline ignoring everything in the way.

From this point onwards until the end of the turn, units in their command can only use one action point a turn.

Shooting

Units cannot shoot at just a general even if no other units are nearby. However, they may be struck by a stray bullet or shell fragment aimed at a nearby unit:

- Roll 1D6 if a general within 3BW of a unit has received one hit per base from shooting.
- With a score of 6 the general has been temporarily incapacitated.
- The general is moved directly backwards by the shortest route until he reaches his own baseline.
- The general is free to move normally in the next turn.

From this point onwards until the end of the turn, units in their command can only use one action point a turn.

Force commander

In both of the cases above, if the general involved is also the force commander the outcomes are the same, but they can no longer issue any supply dice until the next turn.