
Rebels and Yankees

Quick play rules for wargaming The American Civil War

BY
NIGEL EMSEN

www.quickplayrules.com



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Their input was invaluable and have made these rules more enjoyable to play.

Models shown in the background are from Neil Snelgrove's collection.

Thank you
Nigel



References

As part of the research for these rules I would like to acknowledge the following sources where drawn upon.

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Rebels and Yankees

Introduction

Rebels and Yankees have been designed to introduce new players into wargaming in American Civil War and provide more experienced gamers a simple more relaxed way of enjoying the period without the complexities and depth of match play.

These rules are not written to provide a purist simulation of the period, but a game with a flavor for the period. The rules are designed to use with any scale models. To play the games all you need are Six-sided dice (D6), your own models based in a common way between the two forces, terrain to represent the landscape of your battlefield and a ruler.

Game Scale

In wargaming there is usually a link between the real-world representation in ground scale and several men. Rebel and Yankees uses 1 base width (BW) to equal 40 yds with 80 men deployed in two ranks. Several bases would make up a regiment unit depending on the regiments size. Base Widths (BW) are used also in the game for movement and range distances.

Where players wish to use figures instead of the bases. If that is the case, then for distances use an inch instead of a base width. Calculate dice on number of figures in the front rank instead of the number of bases.

For 15mm a base would be around 40mm and in 25/28mm a base width would be around 60mm.



Army Structure

The army structure consists of a Force Commander/CinC and several sub generals which must have a designated command of specific units to control in the game. If your force commander is leading a division, then the sub generals would represent Brigade commanders. You can design your army to be of any structure, but the rules only recognise the CinC Level and the next command level below. There are optional rules for generals.

Quarter master, supply and logistics

All armies need logistics. This represented by a pool of additional dice held by the player. A single dice at a time can be added to any throw by either the Force Commander or a unit making a throw when the force commander is within 3MU. The dice must be added to the number of dice being thrown before that set of dice are thrown. Once a dice has been added it is considered spent and is removed from the game.

The pool of supply dice cannot be resupplied in any way during the game. The pool of dice is held in the baggage camp and will be lost if the baggage camp is captured.

The pool of dice is calculated at the very start of the game and is as follows.

- 2D6 basic.
- +1D6 per general in the force.
- (Optional) +1D6 for each general that is classed as *Exceptional Staff Ability*.
- (Optional) -1D6 for each general that is classed as *Incompetent Staff Ability*.

Unit Types

Each of the units in the force being deployed must one of the following types.

Artillery Batteries

These represent an artillery battery deployed in a firing line with caissons behind, representing 4-8 field pieces of various calibres. An artillery battery is represented on the board by two bases with model's artillery guns and a double base across the back for the caissons. The total base footprint for the whole battery should be square. Artillery is further sub divided into *Smooth Bore Artillery* and *Rifled Artillery*.

Baggage Camp and what happens when it is captured

Each army has a *Baggage Camp*. The size is 4BW x 6BW and needs to be defended. If it is captured by the enemy, it is removed from play and all remaining *Supply Dice* are lost and cannot be replaced at any point during the game. Also, if the *Baggage Camp* is lost then there is an ongoing -1 applied to any *Resilience Test* made during the remainder of the game. A *Baggage Camp* is automatically and immediately lost when an enemy Foot or Cavalry declares a charge on the camp and contacts any part of it, when the charge movement is completed. A successful *Resilience Test* must be made to be able to charge into the contact with the *Baggage Camp*. When the *Baggage Camp* is lost it immediately inflicts 1 Hit on any friendly unit within 6BW as would any other broken unit. For this case, no response for generals.

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Cavalry Detachments

These represent the detachments of 320 men, from a parent cavalry regiment. They can dismount in the game, but one base must be placed to the rear, in a second rank as horse holders. The remaining bases are deployed in line in the first rank as a continuous base rank to represent the firing line. When mounted they deploy as a block in 2 ranks of bases. This represents Troops of cavalry deployed in mutually supporting ranks behind each other with spacing between the ranks of cavalry troops.

Indian War host

These are warbands of mixed Indian warriors on horseback and foot in the service of either the Union or CSA. A war host is 2-4 bases in size for 160-320 warriors represented. *Indian War hosts* can only deploy in *Open formation*. An *Indian War Host* cannot charge another unit if it is greater in size than 2. Unless the unit being charged is an enemy *Indian War Host*. If the war host is charged and contact is made, it will fight as per normal.

Infantry Regiments

These represent the infantry regiments of foot with 320 – 480 men, including the Zouave units, (4-6 bases). Typically, the Union regiments would be 4 bases and the CSA regiments would be 6 bases.

Sharpshooter Detachments

These represent skilled foot soldiers who are very accurate shots and would deploy away from main bodies of men to snipe at enemy formations. They are represented by 2 bases and are always deployed in *Open formation*. Hits from *Sharpshooter detachments* affect the *Resilience Test* of a unit that has been hit that turn by them.



Resilience

Resilience represents the unit's willingness on the day of the battle to fight. In these rules there are three levels of resilience.

These are:

Lackluster

These are men with little motivation to fight, may have been pressed into service or are waiting for the war to come to an end.

Steady

These are men who are committed to give a good account of themselves and have experienced combat but are still willing to fight.

Determined

These are men how are highly motivated and can be expected to be very robust in the coming battle.

Zealous

In addition, the above three resilience levels, a unit may also be classed as zealous. Zealous troops are inclined to charge and would do so over standing and shooting. Artillery cannot be zealous at any point. Players can agree at the start of the game if they are going to class any units as zealous. These rules set *Rebels 1861-1862, except artillery* to be classed as *zealous*. In my opinion formed from my own research, the Confederates where inclined to charge and where not as effective at shooting as the Union during this point in the war.

What happens when a command group with a sub general is down to its last unit?

When the last unit, excluding the general, is left in a command. *It will auto break immediately*. Resolve as per normal and immediately, remove the command's general from play for the rest of the game.

What happens when all the units in a general's line of command are broken?

Once a general has lost all the units in their command, the commander is removed from play for the remainder of the game.

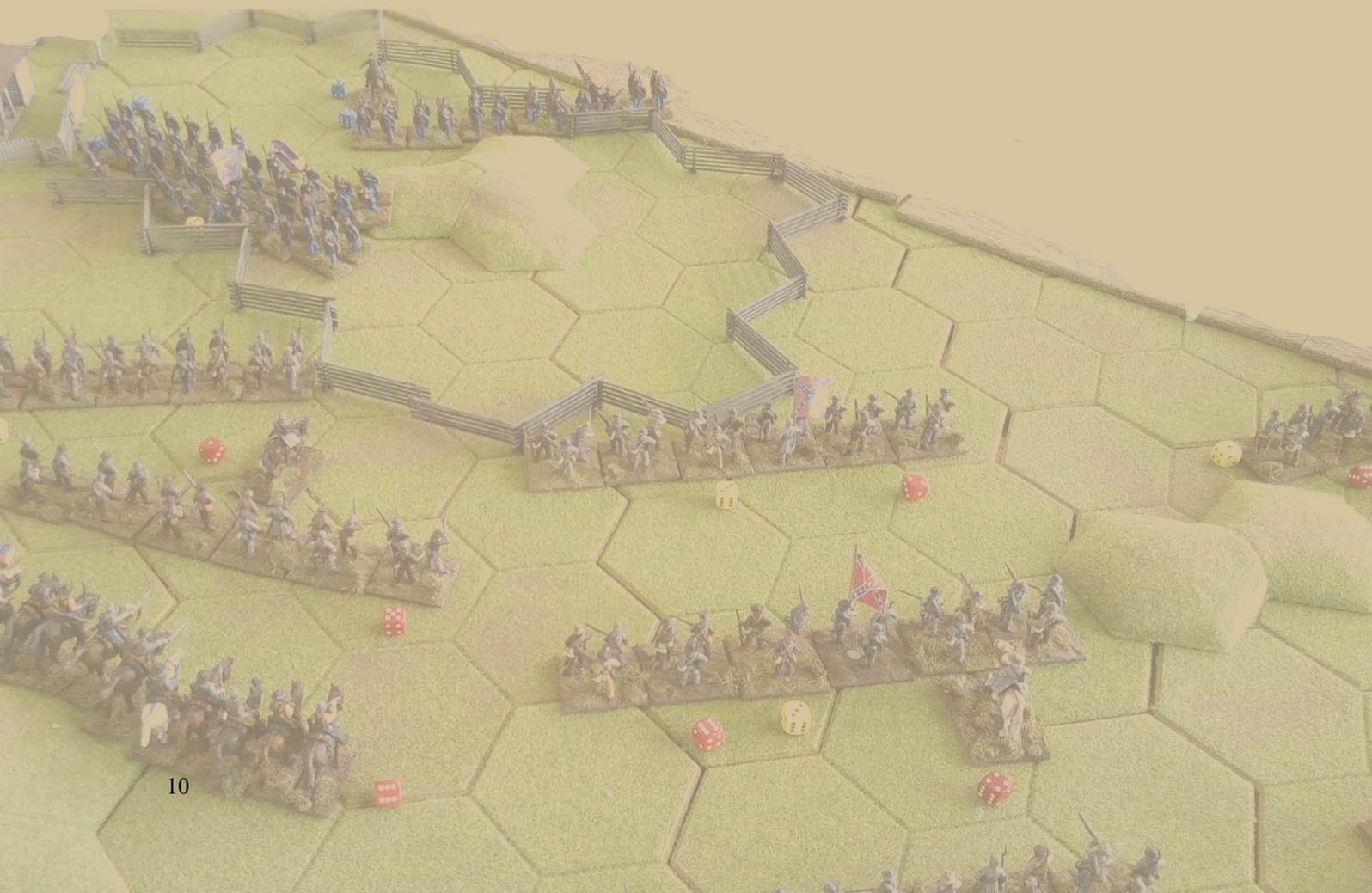
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Determining a unit's morale on the table

A specific unit would have an expected level of resilience, but the final level of commitment could not be accurately gauged until the day. To represent this 'fog of war', the actual level resilience is not known till after all players have deployed on the board.

Depending on whether the unit is Union or Confederate and the year of the war, select from the following table and throw 1D6 to find out what a unit's resilience is for the current battle. Repeat for all units on the board after the deployment phase.

Period	Belligerents	Lackluster	Steady	Determined
1861 - 1862	Union	1+	4+	6+
(Rebels: Zealous)	Confederate		1+	5+
1863 -	Union	1+	2+	6+
Gettysburg 1863	Confederate	1+	2+	5+
Post Gettysburg - 1863	Union	1+	3+	5+
	Confederate	1+	3+	6+
1864-1865	Union		1+	5+
	Confederate	1+	4+	6+



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Conducting a resilience test

To conduct a resilience test, also known in wargaming as ‘a morale test’. Throw 2D6 and sum the score. Then consult the *Resilience Situation Adjustment Table* below. This will give you the outcome score of the test. Cross reference this against the *Resilience Outcomes Table*.

Resilience Situation Adjustment Table

Situation (Testers)	From shooting	Charge or melee	All other cases
Are classed as Determined	+1	+1	+1
Are classed as Lackluster	-1	-1	-1
Have more friends than enemy bases within 6BW	+1	+1	+1
Have inflicted hits this turn	+1	+1	
For each general in line of command within 3BW	+1	+1	+1
For each inspiring general in line of command within 3BW	+1	+1	+1
For each hated general in line of command within 3BW	-1	-2	-1
Are classed as Zealous		+2	
Are not classed as Zealous	+1		
Received hits this turn from artillery	-1	-1	-1
Received hits this turn from sharpshooters	-1	-1	-1
Are in column of march	-1	-2	-1
Defending a fortification or obstacle	+2	+2	+1
Where forced to retire this turn	-1	-2	
Are Indian War Host	-1	+1	
Cavalry vs formed foot		-2	
Formed foot vs Cavalry	+1	+2	
Baggage camp has been lost	-1	-1	-1

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Resilience Outcomes Table

If defending a fortification, edge of terrain or an obstacle then ignore any 'Advance' results and convert these to 'Carry On'.

Score	From shooting	Charge	Melee	All other cases
12+	Advance 1BW	Carry On	Carry On	Advance 2BW
10-11	Carry On	Carry On	Carry On	Advance 1BW
8-9	Carry On	Carry On	Carry On	Carry On
7	Carry On	Carry On	Carry On	Carry On
4-6	Forced Retire	Stand	Take 2 hits	Take 1 hit
2-3	Forced Retire/1 hit	Forced Retire	Forced Retire	Forced Retire
1 or less	Break	Break	Break	Break

Broken units and what will happen when they break.

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

A unit will break when it scores less than 1 on a Resilience Test or is down to a single base remaining. A unit will also automatically break if they are the last unit left in their command, as soon as these conditions are met, the unit immediately is classed as broken. Any further action involving the unit stops. All friendly units within 6BW, immediately take 1 hit. This applied and any effects are resolved straight away. Once this has been completed for affected units, the broken unit is removed from play without any other movement.

Broken units as a result of melee

If this occurred as result of melee then the victor may occupy the space left by the broken unit. The player must decide to this straight away and must immediately move into the space. If there are more than one victor, then player can decide which unit to move and only one unit may move. This move is free and does not cost any actions.

Broken units as a result of shooting

If this occurred as result of shooting, then the shooters may move 1D6 to occupy the space left by the broken unit and the shooters must move the full distance thrown if possible, to try to reach the space left. The shooters may not move further than is necessary to occupy the space. Or, not move at all. The player must decide to this straight away and must immediately move into the space. If there are more than one victor, then player can decide which unit to move. This move is free and does not cost any actions.

What happens when units are forced to retire.

An outcome of a Resilience Test is that the unit is forced to retire. This is where the unit has been driven back by the weight of fire or is decided without orders to break contact in a melee. Or the unit is being hesitant and drops back away from the enemy. The unit has not broken, as above, but has 'lost its nerve' for a short period of time but the officers have been able to maintain discipline.

See Forced to Retire (Unprompted) to see how to implement this in the rules.

What happens with a forced to retire contacts a friendly unit?

The unit completes enough distance to completely interpenetrate the friendly unit. Both units take a hit which is immediately applied and resolved if required.

What happens with a forced to retire contacts an enemy unit?

The unit completes enough distance to end up 1BW away from the enemy unit. The player in control of the unit forced to retire may elect to turn the unit to completely face this enemy unit if it is bigger than the unit that forced it to retire. In addition, the unit that was forced to retire takes a minimum of 1 hit for every whole base width it was not able to move.

Formations

Units may use several different formations depending their type. These are detailed below.

Open

This is a very loose firing line where troops would spread out using any available cover, even bumps and isolated patches of scrub. More experienced men would use fire and move tactics so that the enemy finds it harder to range in on a shooters position. Being 'sniped' at by a partly hidden enemy can affect the morale more than the physical damage it could cause. In the rules this represented by a negative effect being added to any Resilience test taken where the testing unit has taken casualties this turn. To represent this formation on the board, space out the bases one base width apart. I use a blank base with scatter and other basing materials added to improve the look of the game. Plus, it makes it clear to your opponent the footprint of the unit. This formation also moves quicker through terrain than other formations.

All units would represent open formation in this way

Base with models on	<i>Spacer</i>	Base with models on	<i>Spacer</i>	Base with models on
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Formed

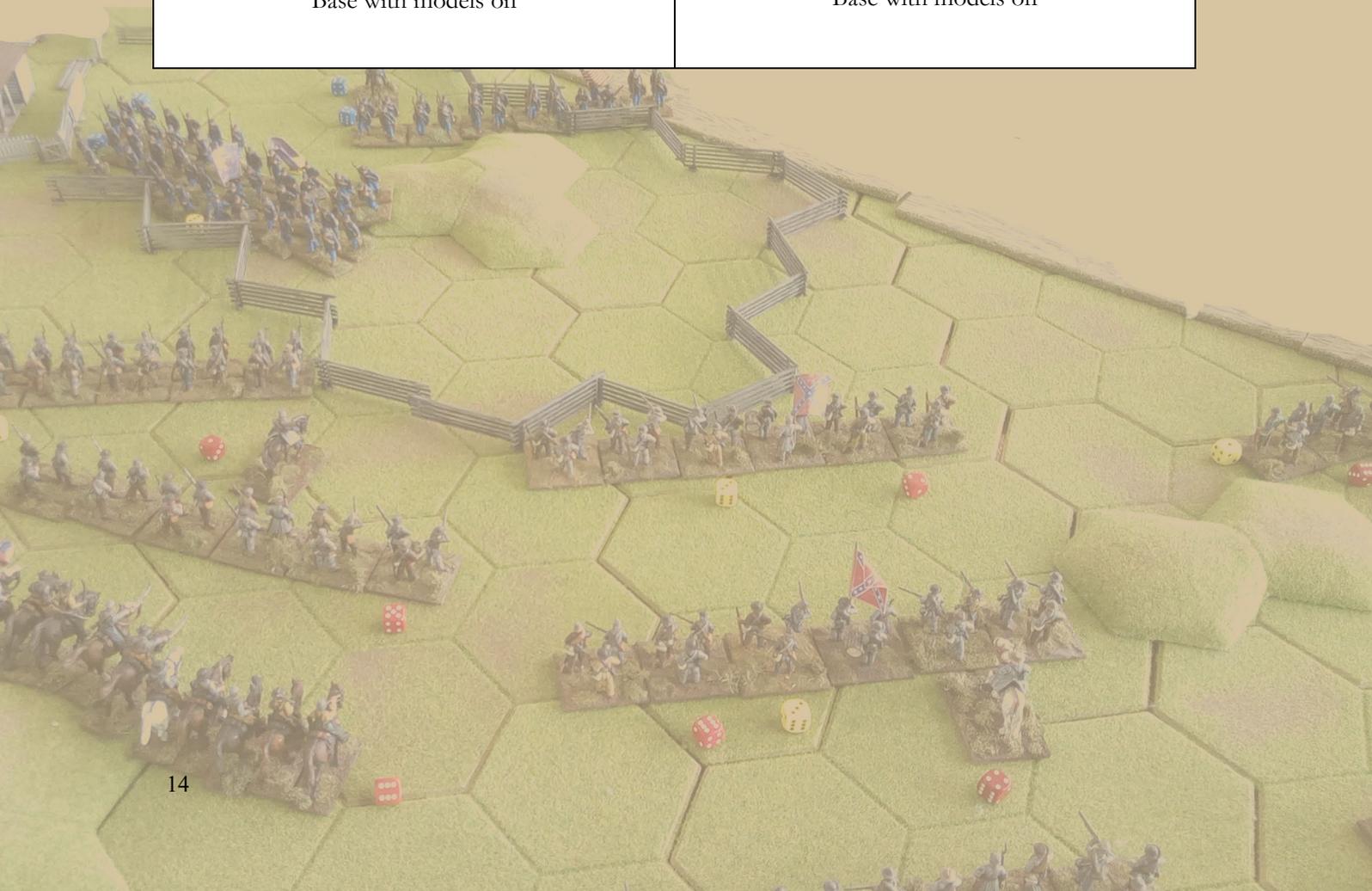
This is where a unit is formed up in a denser group. It is more effective at delivering shooting and fighting on hand to hand combat. It is represented by placing the bases side by side in a continuous line. In this period the 'attack column' of the Napoleonic Wars was not used. Combat has shifted primarily to repeated rounds of shooting. Cavalry would be represented by a block of bases. This is because a cavalry would deploy on a narrower frontage but with Troops of riders spaced out behind in mutual support.

How to represent a formed foot unit

Base with models on				
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How to represent a formed Cavalry unit

Base with models on	Base with models on
Base with models on	Base with models on



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Column of March

This was used to move units quickly around the battlefield or along roads. However, if shot at or involved in any form of combat then the formation would take a high level of casualties. This formation is represented by a single wide column of bases in facing the direction of travel.

How to represent any unit in 'Column of March'

Base with models on					
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Table summarising the formations allowed to different units.

Different unit types are only allowed to use certain formations. These are detailed below.

Unit Type	Open	Formed	Column of March
Artillery Batteries (deployed)		X	
Artillery Batteries (limbered)			X
Cavalry Detachments (Mounted)		X	X
Cavalry Detachments (Dismounted)	X		
Indian War Host	X		X
Foot Regiments	X	X	X
Sharpshooter Detachments	X		

Note: 'X' indicates allowed.



Actions

Every unit at the start of each turn gets 2 actions points. These are expended using the following action options. Each action expends 1 action point.

- A supply dice can be allocated under the force commander rules to give the unit a maximum of 1 extra action point that turn.
- After a unit has expended its action points mark the unit with a token to avoid confusion.
- All action points must be expended before moving onto another unit.
- A player must complete all action points on all units, including the general for any command with a sub general, before they can expend action points on a unit in another command.
- Players take it alternating turn to activate their unit and complete all actions on that chosen unit.
- Players must declare to the other player what actions on the chosen unit they are doing.
- Action sequences cannot be conditional unless they end up out of BW distance for the next action.
 - A disallowed example, *"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 hits on that unit, I will then shoot at the other unit"*.
 - In this case the player must declare, I am going to shoot twice at that unit or declare I am going to shoot once at each of those two units.
- An action sequence can be descriptive.
 - A legal example, *"I am going to use both action points to advance, until I reach the fence line here, then stop, wasting any unused distance"*.
- Each action point is completed separately before throwing any dice for the next action point.
- The actions declared must be completed if it is legal to do so.
- All prompted actions cost 1 point.
- All unprompted actions that are a result of another action, for example fallback due to a failed *Resilience Test* are free.

Change Formation (Prompted)

This action allows you change your unit into another allowed formation for that unit type. To change formation the player declares a front-rank base that will remain static. The player then moves the other unit bases into the new formation ensuring the static base remains in the front-rank. When changing formation, a unit cannot change facing. This is done as a separate action as part of a movement action.

Charge (Prompted)

A unit may elect to charge another unit, except an *Indian War Host* cannot charge another unit if it is greater in size than 2. Unless the unit being charged is an enemy *Indian War Host*. A charge consists of the following sequence.

1. Player declares which unit is charging which unit. A unit can only declare charges on an enemy unit that it could make contact on a maximum dice score.
2. Check complete a Resilience Test to see if the unit charges. If the unit fails it does not charge and it has considered to have expended the action point. If the unit fails to charge, then the charge sequence stops.
3. If the chargers pass the Resilience Test, then any units being charged now take a Resilience Test and apply any responses.
4. Before the chargers are moved, if a charged unit passes the Resilience Test and are already loaded. They may elect to shoot at the chargers from current unit positions. This does count as an *Unprompted Shooting Action*. Resolve as per normal and any apply any effects immediately.
5. If the chargers have not broken, Consult the *Charge Distance Table* below. Throw required dice to find out their charge distance. Before the charge distance dice are thrown, the player may elect to expend one supply dice to add 1BW to the final move distance.
6. Throw the charge distance dice and add any supply dice additional BW that was declared beforehand. Move the chargers the full distance possible towards the target. If they contact with the target unit complete a melee to conclusion.
7. At the end of the of the movement for the chargers *any units* in melee contact lose any remaining action points for this turn.

Charge Distance Table

Unit Type	Formation	Charge distance
Foot	Open	1D6
	Formed	1D6
	Column of March	
Cavalry	Open	3+ 2D6
	Formed	2D6
	Column of March	
Artillery Unlimbered	Formed	
Artillery Limbered	Column of March	
Indian War Host	Open	1+ 1D6
	Column of March	
Generals		

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Conducting a Melee

In these rules, melees are conducted till conclusion. That is when the units are no longer in base to base contact. This will be due to either a unit being forced to break off or is destroyed.

Melees are conducted in the following sequence

1. Each base in the unit gets 1D6. If fighting more than one unit at a time, group the bases by the different units in contact.
2. Consult the *Melee Factors Table* below
3. Both players throw the number of dice simultaneously for each units. The minimum dice thrown is 2D6. Any 4+ thrown is a hit.
4. The unit that inflicts the most hits is considered the winner. The other unit the loser.
5. The loser immediately applies the difference in the number of hits.
6. The winner immediately takes 1 hit regardless.
7. Now resolve any outcomes of these hits being applied.
8. If the loser has not broken, then it now takes a normal Resilience Test.
9. If it is a draw both units take 1 hit each only. Apply and resolve as per normal.
10. If the units remain in contact, repeat from 1. Players may elect to feed any bases not in front or side edge contact into front edge contact with the unit(s) it is currently fighting. Corner to Corner edge contact does not block this movement of bases.
11. If all units originally involved are no longer in base to base contact with any enemy units, then the melee is considered over.

Melee Factors Table

*Dice must be adjusted in order of the table below.

Situation	Dice adjustment
Formed foot fighting mounted cavalry	Add 1 in 2 dice
Mounted cavalry fighting open formation foot not in cover	Add 1 in 2 dice
First round of melee fought in the game	Add 2 dice
Indian War Host in first melee of a charge	Add 2 dice
Supply dice from Force Commander	Add 1 dice
Zealous units in first melee of a charge	Add 1 dice
Zealous units in second or more melee of a charge	Add 1 dice
Indian War host in second or more melee of a charge	Add 1 dice
Fighting uphill from opponents	Add 1 in 3 dice
Opponents are defending an obstacle	Remove 1 in 3 dice
Or, opponents are defending fortifications	Remove 1 in 2 dice
Artillery in melee	Remove 1 dice
Column of March in melee	Remove 2 dice

Note: The minimum dice thrown is 2D6.

Movement Action (Prompted)

A movement action enables you to advance, retire, face a unit.

Movement distances (Advance, fall back and forced to retire)

The following table details movement distances in base widths.

Unit Type	Formation	Normal	In Terrain	Force to Retire
Foot	Open	2 + 1D6	1D6	1D6
	Formed	1D6	1D3	1D6
	Column of March	2D6	1D3	1D6
Cavalry	Open	2 + 2D6	1D6	1D6
	Formed	2D6	1D6	1D6
	Column of March	3D6	1D6	1D6
Artillery Unlimbered	Formed	1D3	1BW	1D6
Artillery Limbered	Column of March	2D6	1D3	1D6
Indian War Host	Open	2D6	1D6	1D6
	Column of March	2D6	1D6	1D6
General	NA	10BW	10BW	2D6

Movement notes

- A force commander can expend one supply dice to add 1BW to the distance below. This must be declared before any movement dice are thrown.
- Only an advance can include a single wheel up to 90 degrees.
- A charge can include a single wheel up to 45 degrees.
- A retire must be straight back with no deviation
- There is no concept of 'shifting across' in movement to avoid terrain or units. This must be completed by wheels, turns or interpenetration.

Moving along a road.

If in Column of March and the whole movement is on a road then add 1D6 to the dice above, except for generals.

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Turning to face

The unit is moved using a front corner to be the point of pivot for a 90 degree turn to face. Or, if a 180 degree turn then just move the front-rank bases to the position of the rear rank bases facing in the new direction. Remainder of the bases aligning as before behind the front rank.

Moving generals

Any general can move up to 10BW as a prompted action. They are not affected by terrain unless classed as impassable by the players. They can freely interpenetrate friendly units, but cannot pass within 2BW of an enemy unit, unless there is an intervening friendly unit between the general's path of movement and the enemy unit.

Generals that are swept away throw 2D6. See movement distance table above.

Interpenetration of Friendly units

A moving unit may elect to interpenetrate another friendly unit in some cases. If a moving unit is going to interpenetrate another friendly unit then they can only do one movement action for the current turn and cannot declare a charge action in the same turn as they interpenetrated another unit.

Table of allowed interpenetrations

X = allowed interpenetration

Moving unit's formation	Unit being interpenetrated		
	Open	Formed	Column of March
Open	X	X	X
Formed	X	X	
Column of March	X	X	

Reload after shooting (Prompted)

After any shooting action a unit must reload before it can shoot again. The unit simply counts as reloaded. Any unloaded markers are removed.

Stand/Redress Ranks (Prompted)

This is where the unit remains in its current position and can pull bases back into a legal formation. Bases may become detached from each other as a result of several rounds of melee. The unit may not change face in any way or move.

Also, the unit may elect to do nothing, and this becomes a "pass" for the unit.

Shooting Action (Prompted)

The following describes how to complete a shooting action.

- A unit can only shoot at **one target and a single range** per shooting action point expenditure.
- Check the shooters have reloaded after their last shot. Units are assumed to be already loaded at the start of the game.
- Check the shooters and target can see each other.
- A base has a shooting arch of 45 degrees from its front base edge
- Measure the distance.
- Count the total number of bases eligible to shoot and consult **Shooting Table 1** below to get the base pool of dice.
- Add in a supply dice from the force commander if being allocated.
- Consult **Shooting Table 2a, 2b, 2c or 2d** below and adjust the pool of dice.
- Apply in the order of the table.
- Throw the remaining dice.
- Note a shooting unit will always throw a minimum of 2D6
- Record the number hits referring the range column to obtain the required to hit value.
- Apply the hits and resolve any outcomes. (2 hits = 1 base or 1 hit = 1 figure, check **Resilience Test** conditions).
- An artillery model counts as having 6 hits per base/model. As the battery receives hits reduce this by 1. Once a base/model has lost of its hits it is removed from play.
- Place some cotton wool in front of the unit to show it has shot. When it completes a reload action the cotton wool is removed.

Shooting Table 1 (Weapons, Ranges and Score to hit)

Each unit needs to be armed with a weapon type. A unit can only have one weapon type.

Weapon	Initial D6 per base	Short Range	Long Range	Bounce
Pistols or similar	1D6	1BW/5+		
Shotguns or similar	1D6	1BW/4+		
Bows	1D6	1BW/4+	4BW/5+	
Muzzle loading muskets	1D6	2BW/4+	6BW/6+	
Repeater Carbines	1D6	4BW/3+	12BW/5+	
Repeater Rifles	1D6	6BW/3+	18BW/5+	
Smooth Bore Artillery	6D6	8BW/4+	24BW/6+	3BW/5+
Rifled Artillery	6D6	10BW/3+	30BW/5+	3BW/5+

*Values are shown as Range in BW/Score needed to hit on a D6.

If shooting at chargers and the unit being charged is not **Smooth Bore Artillery** or **Rifled Artillery**, then the to hit value is +1 higher up to a maximum of 6.

Rebels and Yankees

Shooting Table 2a (Situation adjustments – Shooters are artillery)

Adjust the *total pool of dice* if any of the conditions stated below apply.

Condition	Dice adjustment
First time unit is shooting in the game	Add 2 dice
For each hit on the shooters	Remove 1 dice
Target is not open and moved this turn and is at long range	Remove 1 dice
Target is in Open formation at long range	Remove 1 in 2 dice
Unlimbered this turn or will limber this turn	Remove 1 in 2 dice
Man-handled gun this turn	Remove 1 in 3 dice
Shooters fired at this turn and received atleast 1 hit.	Remove 1 in 3 dice

Shooting Table 2b (Situation adjustments – Shooters are Open formation)

Adjust the *total pool of dice* if any of the conditions stated below apply.

Condition	Dice adjustment
First time unit is shooting in the game	Add 2 dice
Shooters are Sharpshooters and target at long range	Add 1 dice
Shooters are Sharpshooters and target at short range	Add 2 dice
Target moved this turn	Remove 1 dice
Target is in Open formation at long range	Remove 1 in 3 dice
Target is in cover and at long range	Remove 1 in 2 dice
Shooters have moved or will move this turn	No disadvantage

Shooting Table 2c (Situation adjustments – Shooters are Formed)

Adjust the *total pool of dice* if any of the conditions stated below apply.

Condition	Dice adjustment
First time unit is shooting in the game	Add 2 dice
Rebel, shooting in 1861 – 1862	Remove 1 dice
Target moved this turn	Remove 1 in 3 dice
Target is in Open formation at long range	Remove 1 in 2 dice
Target is in cover	Remove 1 in 2 dice
Shooters have moved or will move this turn	Remove 2 dice

Shooting Table 2d (Situation adjustments – Shooters are Column of March)

Adjust the *total pool of dice* if any of the conditions stated below apply.

Condition	Dice adjustment
First time unit is shooting in the game (advantage lost for the game)	Add 0 dice
Because in Column of March	Remove 1 in 2 dice
Target moved this turn	Remove 1 in 2 dice
Target is in Open formation at long range	Remove 1 in 2 dice
Target is in cover	Remove 1 in 2 dice

Shooting (Unprompted)

This where a unit fires in response to an outcome in the rules. Players cannot elect to do this action voluntary.

Unprompted shooting can be a result of the following and both use up all action points of the unit. If the unit does not have any action points remaining, then it cannot do an unprompted shot.

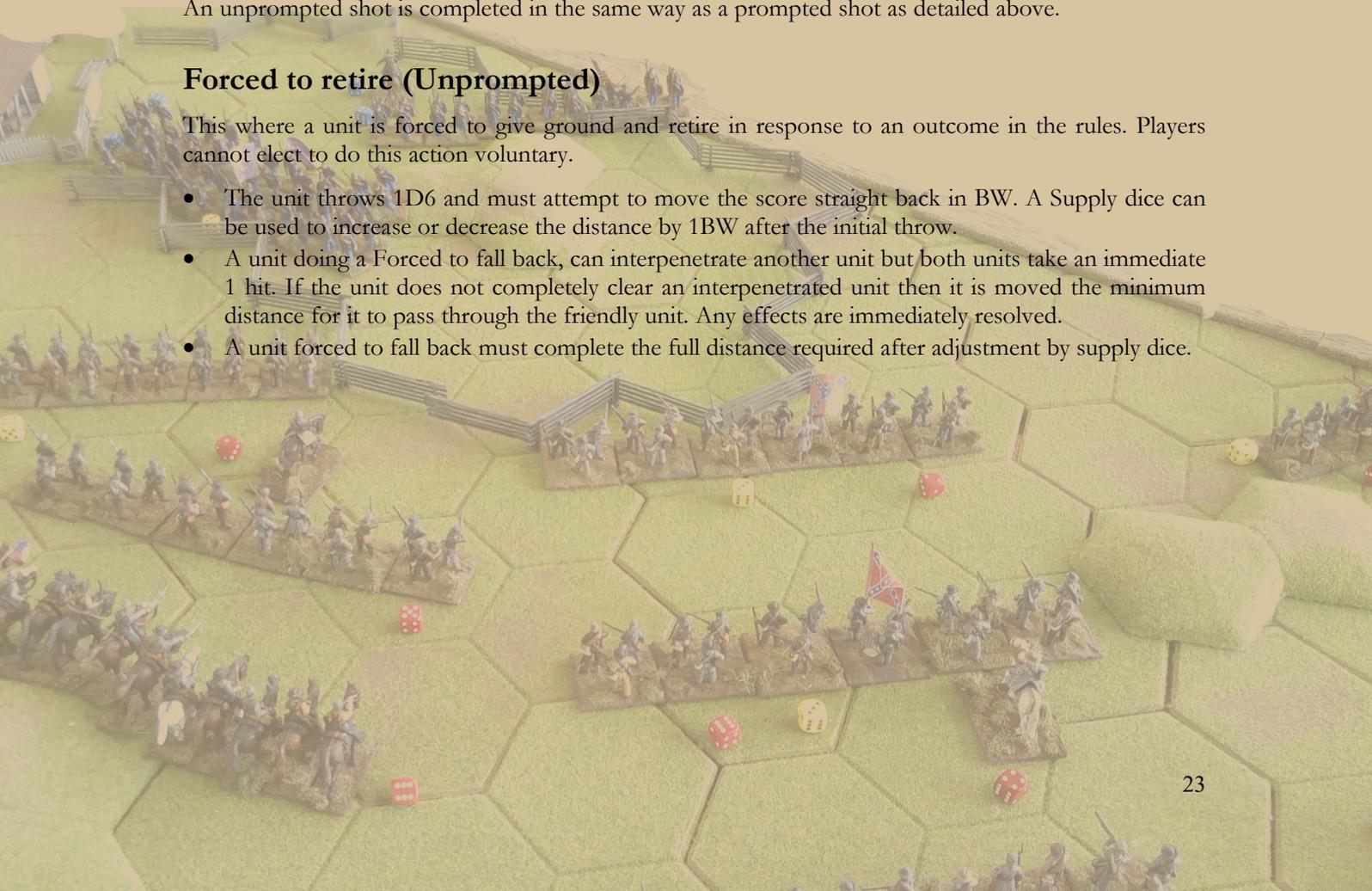
- Being charged.
- Being shot at when out of command distance of a general in line of command. The unit must immediately fire after the incoming shooting has been resolved. The unit shot at can only elect to shoot at the original shooters. They cannot elect to pick a different target. If the original shooters are out of range, then the opportunity is lost.

An unprompted shot is completed in the same way as a prompted shot as detailed above.

Forced to retire (Unprompted)

This where a unit is forced to give ground and retire in response to an outcome in the rules. Players cannot elect to do this action voluntary.

- The unit throws 1D6 and must attempt to move the score straight back in BW. A Supply dice can be used to increase or decrease the distance by 1BW after the initial throw.
- A unit doing a Forced to fall back, can interpenetrate another unit but both units take an immediate 1 hit. If the unit does not completely clear an interpenetrated unit then it is moved the minimum distance for it to pass through the friendly unit. Any effects are immediately resolved.
- A unit forced to fall back must complete the full distance required after adjustment by supply dice.



Terrain & Fortifications

All battlefields have low rises, ditches, fences, trees etc. In these rules we assume they are part of the game board, but we only represent significant features that could affect the tactical play. In the rule's terrain can be any foot print the players prefer and the players agree amongst themselves what is sight blocking or agree to a "What You See Is What You Get" (also known as WYSIWYG).

Cover Terrain

- Suggested minimum terrain size is 4BW x 4BW for area terrain such as woods, farm complexes etc.
- 4BW x 1BW for linear terrain such as obstacles, fences, walls, ditches, streams etc.
- All terrain provides cover except to any artillery.
- Terrain is laid out on game board before the deployment of any units. Afterwards the players agreed the effects of the terrain and how they will count/agree advantages. An example beginning, defining who has an uphill advantage.

Fortification Terrain

Fortifications where a common feature of American Civil War battles, especially in the later parts of the war. To assist in stopping a game stagnating, which did happen during the actual war, the rules interpret fortifications as per the following.

- They must be linear terrain.
- Artillery do not count *Fortification Terrain* as cover.
- In melee, the attackers must treat *Fortification Terrain* as cover.



Game Sequence

Depending on the size of the forces, players experienced with rules should be able to complete a game to an obvious conclusion in about two to three hours.

The following outlines the sequence of a game.

1. Players agree on their individual forces to be used.
2. Players calculate the number of supply dice and have them made available.
 - a. 2D6 basic.
 - b. +1D6 per general in the force.
 - c. +1D6 for each general that is classed as *Exceptional Staff Ability*.
 - d. -1D6 for each general that is classed as *Incompetent Staff Ability*.
3. Players agree the layout of the game board by mutual agreement for placing of terrain.
4. Players agree the game objectives.
5. Players throw for scouting initiative. This is decided depending on a force composition and the abilities of the commanders.
6. The players deploy their forces.
7. Players throw to identify a unit's actual resilience for this game.
8. The players then play repeated turns until a time limit or objectives are achieved.
 - a. Turn initiative
 - b. The player with initiative completes actions on two units.
 - c. Other player completes actions on 1 unit.
 - d. The player with initiative player completes actions on 1 unit.
 - e. Players repeat 8c & 8d till all units have had actions completed.
 - f. End of turn morale tests if there are any.
 - g. Players decide if game victory conditions have been met.

Scouting Initiative

At the start of each game the players roll for scouting initiative. This allows players to get a battlefield heads up on their opponent, from pre-battle scouting.

1. Players use the following formula to calculate the number of dice.
 - a. 1D6 per general
 - b. +1D6 per cavalry unit
 - c. +1D6 per open formation unit
 - d. +1D6 per Exceptional ability general
 - e. -1D6 per Incompetent ability general
 - f. A supply dice may be added to this throw,
2. Players throw the dice and sum the scores. The player with the highest score is the attacker. The other player is the defender.
3. If it is a draw then repeat, but only using only 1D6 and no supply dice until there is an attacker/defender.
4. The defender when deploying must place on the board first, before any other units are placed, all the units for two sub generals, including the sub general models.

Deployment Zone

The game board is divided up into deployment zones. They are different for the Attacker and Defender, from the result of the scouting initiative.

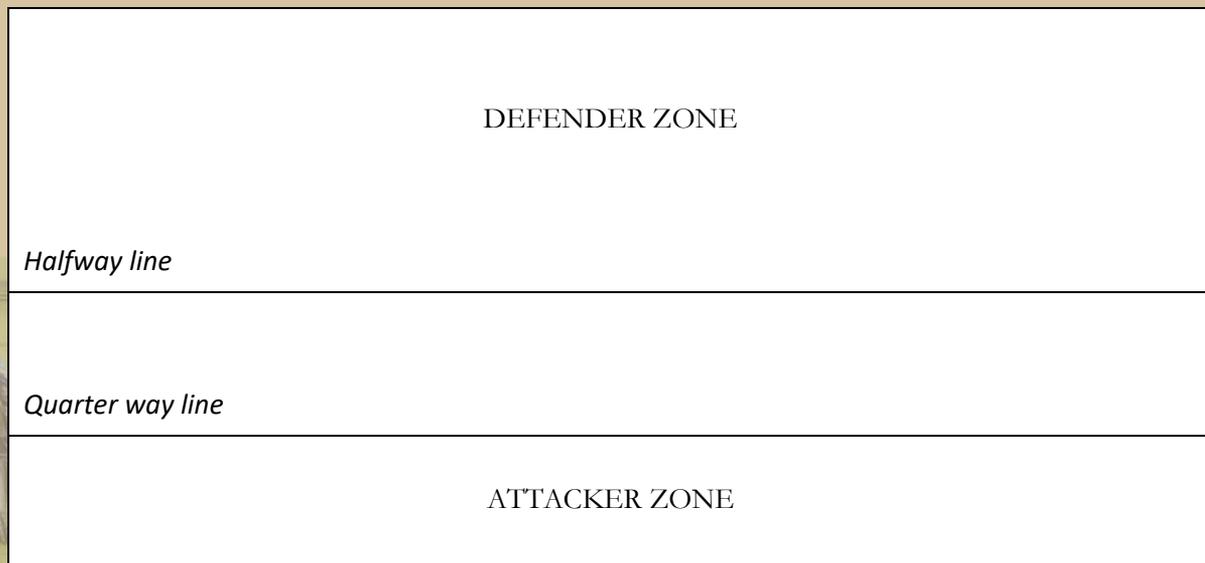
Attacker deployment zone

This is the full width of the long side of the board and 1/4 of the depth. The attacker must deploy all off their units completely within these boundaries.

Defender deployment zone

This is the full width of the long side of the board and 1/2 of the depth. The attacker must deploy all off their units completely within these boundaries.

Diagram showing deployment zones.



Deploying forces

Players taking it in turns to deploy the all the units in a sub generals command, including the general model. The defender starts the deployment with two commands instead of the one as per subsequent command placement.

The baggage camp goes down with the first command to be deployed. The force commander is placed on the board with the last sub general command to go down. Both the baggage camp and the force commander can be placed anywhere in the players deployment zone, except in terrain that the players have classed impassable.

Turn Initiative

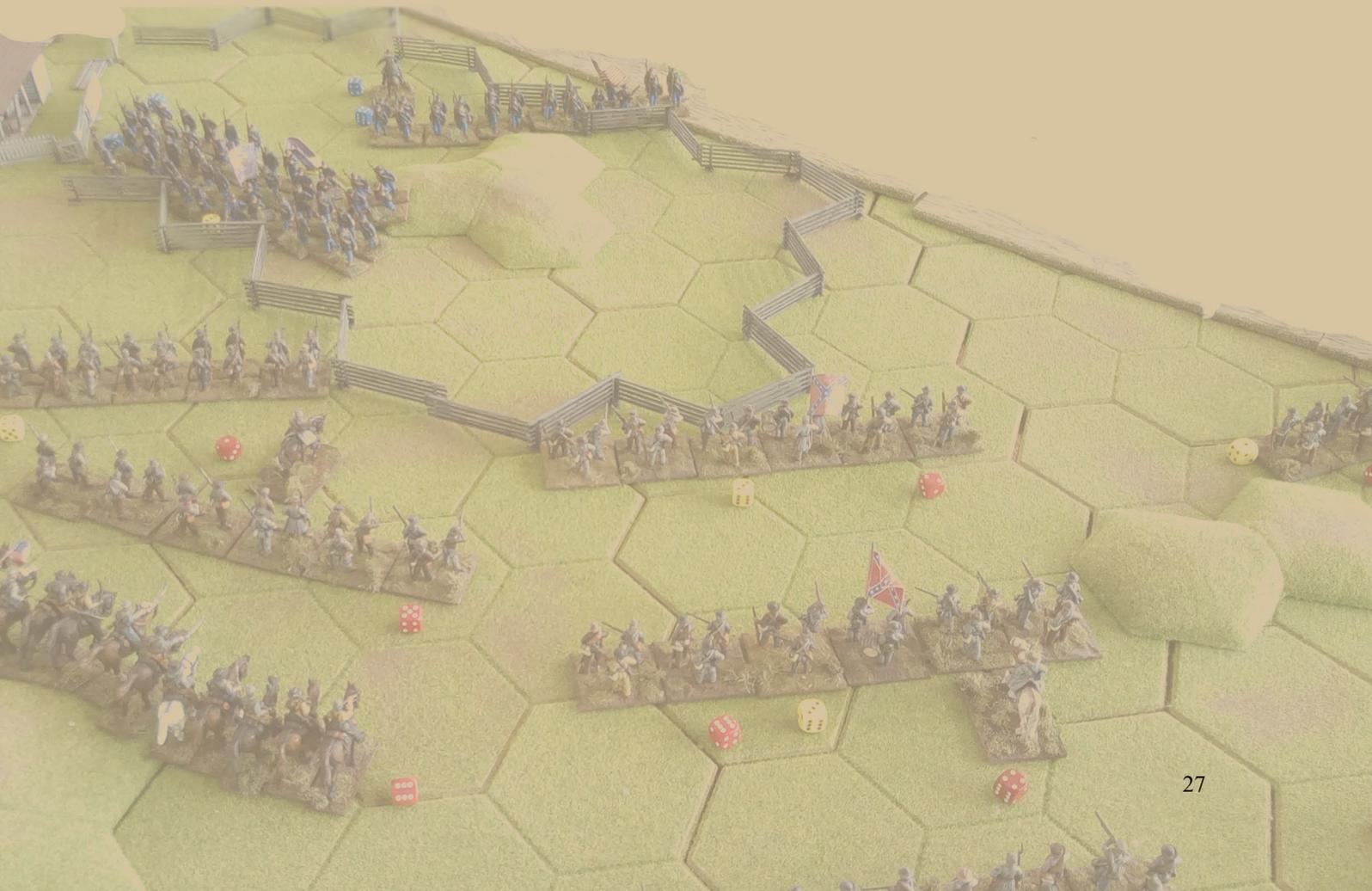
At the start of each turn, including the first turn of the game, we need to decide which player has the initiative. This is decided on the number and ability of the generals only.

To decide which player has initiative complete the following.

1. 1D6 per general remaining on the board.
2. +1D6 per Exceptional ability general.
3. -1D6 per Incompetent ability general.
4. A supply pool dice may now be added to this roll.
5. Pool the dice, throw and sum the score. The player with the highest score has the initiative.
6. If it is a draw repeat using only 1D6 and no pool dice per player until a player has the initiative.
7. The player with initiative can now elect to go first and complete the actions on two units or may elect to give the other player initiative and they now complete actions on two units.
8. After these initial two units have had actions completed on them, alternate by players selecting a unit as they go.

End of turn resilience tests

At the end of every turn, players complete resilience tests on any units that are at 50% or lower in strength than when they started the game. This is done alternatively by units in any order the player prefers. The player without initiative goes first. In all cases the results of the resilience tests are applied immediately, and game victory conditions are checked after each resilience test.



Optional Rules

The following rules are optional and are there to add extra depth to game for more experienced gamers.

Types of Generals

In battles generals have different abilities and levels of influence over the troops under their command. We represent this in the rules using two properties. These are *Respect* and *Capability*.

Respect Types

One of the follow *Respect Types* must be applied to all generals in the game.

Hated

These types are generals are unpopular with the men under their command to such an extent it affects their morale on the battlefield. In a *Resilience Test* these men have a -1 is applied.

Accepted

These types are general's area accepted by the men under their command and the men have no opinion on the general. This is the default type for generals in these rules.

Inspired

These types are generals are extremely popular with the men under their command to such an extent it affects their morale on the battlefield. In a *Resilience Test* these men have a +1 is applied.

Staff Ability Types

One of the following *Ability Types* must be applied to all generals in the game.

Incompetent

These commanders have been political appointments potentially with no experience or training for General Staff. They will be in effective and slow to make key command decisions in a timely fashion. In the game this is represented by having a command distance of 8BW. Plus, they are not counted for the initiative roll at the start of the game and for each turn. Also, they are not included in the supply calculation.

Competent

These commanders are experienced in their role and position. They can command effectively and are the default ability for generals in the game. In the game this is represented by having a command distance of 10BW. Plus, they are counted for the initiative roll at the start of the game and for each turn.

Exceptional

These commanders are highly proficient at command and are of a higher calibre than their peers within the army at that time. In the game this is represented by having a command distance of 12BW. Plus, they are counted twice for the initiative roll at the start of the game and for each turn. Also, they additionally add 1D6 to the supply pool.

Risk to Generals

During the war there was a significant casualty rate amongst the staff officers. Generals are critical to the enjoyment flow of the game under the rules, so we cannot be completely historical within the rules. The rules deal with this aspect of war as follows.

- If a general is within 3BW of a unit that breaks, then throw 1D6 and on a 5+ the general has been swept away with the fleeing soldiers. If this happens throw 3D6 and move the general directly to his own long edge ignoring all other factors on the board. Any units from this point onwards for the rest of the turn, now can only expend 1 action point for the rest of the turn.
- If a general is within 3BW of a unit that receives 1 hit per base from shooting, then throw 1D6 and on a 6 the general has been incapacitated from a stray round. If this happens the general is removed from play and placed on at the players long edge directly to the rear of the general model. The general is then free next move to move as per normal in the action phase. Any units from this point onwards for the rest of the current turn, now can only expend 1 action point for the rest of the turn.
- In both cases above, if this is the force commander affected, he cannot longer issue any supply dice for the rest of the current turn.
- Note, generals cannot be targeted directly, even if no other units are nearby.

