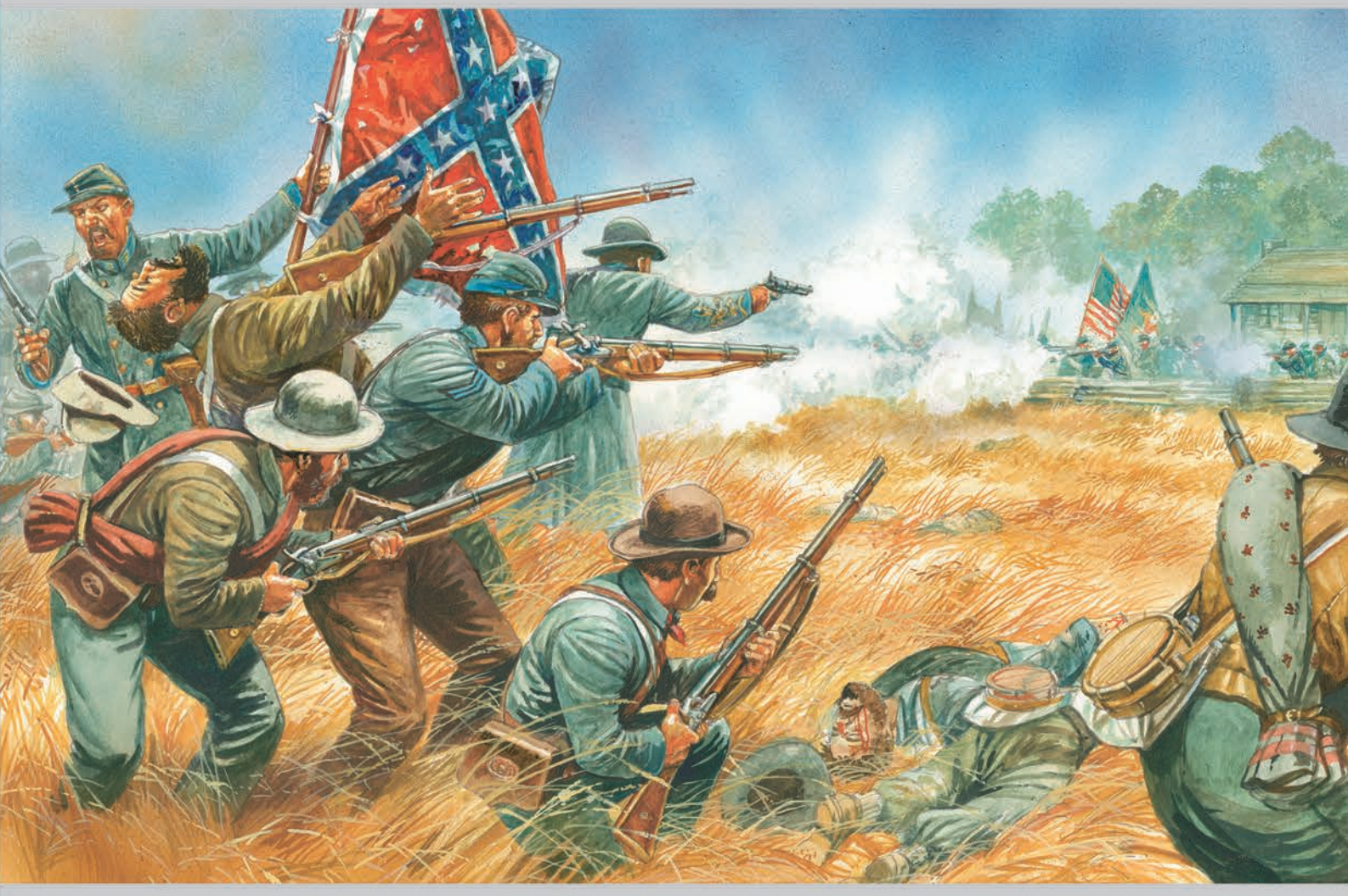
Black Powder™

Glory, Hallelujah!



Fighting the battles of the American Civil War with model soldiers

Warlord Games™

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Army of Northern Virginia infantry move up whilst General Lee hi'self confers with staff officers



Finally! The I Corps feeds troops into the battle and relieve Buford's hard pressed troopers



General Heth pushes his brigades forward

Black Powder™

Glory, Hallelujah!

The American Civil War in the Age of Black Powder

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Black Powder rules by
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Introduction



I suppose this is my father's fault. Having been dropped off at my grandparents' for the day to play with my toy soldiers I soon drifted to the television only to find a black and white war film showing. The film was called *The Red Badge of Courage* and was somehow different to all the other war films I'd seen. It focused on one ordinary infantryman. It starred an actor called Audie Murphy. A few years later I discovered that he wasn't an ordinary actor either - but I was hooked! Although it was all too brief, it captivated me. I rushed out with my pocket money and bought all the Airfix Union and Confederate boxes I could find. Then I was bought a book, *Epic Land Battles* by Professor Richard Holmes, which included a chapter on a battle fought around a town in Pennsylvania called Gettysburg. I promptly placed some cushions on my bedroom floor, draped a green sheet over them and, hey presto – my soldiers were storming Cemetery Ridge. That was over thirty five years ago. Since then I have read everything I can lay my hands on about that war, collected figures, painted them and, of course, played wargames and I've grasped every opportunity to visit the battlefields of that war. My fascination with that defining war and my admiration for those who fought and endured remains undiminished. The American Civil War, like no other war before or since, gave Americans a sense of their own nation and of new frontiers and possibilities. Wars can snatch men from near obscurity and propel them to the highest achievements. The American Civil War produced a general whose reputation as a field commander remains unrivalled to this day, others whose determination to destroy the enemy led to unparalleled, unforgettable, and often unforgiveable, destruction across the land; and it created the reputation of one of the greatest Presidents in American history as he struggled to save a nation.

So whether you're a Johnny Reb or a Billy Yank I hope you enjoy *Glory, Hallelujah!*

Dr David B James

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It Can't Be Long Now

The men are waiting – it can't be long now. They were on the road since sunrise and marched into position in the tree filled valley about an hour ago. Now they wait, just below the ridge, sitting or lying in the heat despite the shade of the trees. Somewhere a band is playing a fancy tune – a polka perhaps? On top of the ridge the artillery is keeping up a hot fire! The repeated crash of the Napoleons means that someone is being hit hard – hopefully.

The artillery's been playing on their centre for the past two hours, at least that's what the captain says – he's the only one nearby with a reliable watch!

But the enemy isn't idle either. His artillery is firing and now he has the range. Every few moments a shell bursts in the trees. Sometimes the leaves simply flutter down; the men feel the blast of a near explosion against their skin. Other times the burst is followed by a splitting sound as a branch slides down from the canopy. Other times there's a shriek. Someone runs past to help a huddle of men around a stricken comrade. But the numbers are growing. How many more before they move off?

Couriers are galloping up and down the line carrying orders and changes to orders. It can't be long now.

Suddenly someone says that the enemy fire has slackened. The rumor spreads. *"Their batteries have been driven off."*

The men become more excited. *"Who said so?"*

One of the officers says: *"Well, if that's right, it can't be long now."*

The artillery has done its work. Has it? It can't be long now. Then the general gallops along the rear of the line. He pulls up his horse in front of the brigade commander. The men hear the order *"Attention!"* and rise to their feet, stretching limbs left stiff by sitting too long under the shade of the trees. Lines are dressed as the regiment forms up on the edge of the wood. Officers turn to check their companies and look towards the colonel. The colonel turns and the word is given. Company officers call out *"Fix!"* The word is echoed along the line. The men fumble amongst their kit,

"I worked night and day for twelve years to prevent the war, but I could not. The North was mad and blind, would not let us govern ourselves, and so the war came."

Jefferson Davis

all knowing what comes next: *"Bayonets!"* Along the line steel glints in the smoke shrouded sunlight. Not long now.

Some men are still chatting as if out for a stroll! Two officers are exchanging a final word – then they shake hands and each moves to his appointed position in the line. The men do another final check, a near ritual before the order to advance. Bayonet fixed, rifle loaded and capped, but not cocked. Cartridge box full, un-flapped and ready: forty rounds of ball and *Black Powder*. The colour party takes position at the centre of the regiment. The flag is unfurled and the colour bearer gives it a gentle shake in the still air – a gaudy splash of red, white and blue amidst the drab uniforms of the men.

The General raises himself in the saddle and calls out:

"Up men! Up and to your posts! Let no man forget today that you are from Old Virginia!"

The brigade commander turns to the men. Their faces harden. Clearly you hear him order:

"Attention, second battalion! Battalion of direction forward! Guides centre…March!"

He places himself about twenty paces ahead of the regiment. It's time… It's all to play for…





JOHN BROWN'S BODY LIES A-MOULDERIN' IN THE GRAVE BUT HIS SOUL IS MARCHIN' ON!

"One of the best and bravest persons on this continent."

"You had better — all you people of the South — prepare yourselves for a settlement of this question."

John Brown was born on May 9th, 1800 and has passed into legend as a fanatical abolitionist. A man whose actions helped propel the United States towards civil war. Brown believed passionately that armed insurrection was the only way to overthrow the institution of slavery. Dissatisfied with the pacifism encouraged by the more seemly and organised abolitionist movement, he said, *"These men are all talk. What we need is action – action!"* In May 1856, during the struggles in Kansas, he and his supporters killed five pro-slavery southerners, allegedly with swords, in what became known as the Pottawatomie massacre.

Most famously, in 1859, Brown led a raid on the federal armoury at Harpers Ferry with the aim of starting a liberation movement among enslaved African Americans. He and his followers seized the armoury; seven people were killed, and ten or more were injured. He intended to arm slaves with weapons from the arsenal, but the attack failed. Within hours Brown's men had fled, been killed or captured by local pro-slavery farmers, militiamen, and U.S. Marines led by a Major called Robert E. Lee. Brown's raid and subsequent capture by federal forces seized the nation's attention, as Southerners feared it was just the first of many Northern plots to cause a slave rebellion that might endanger their lives, while Republicans dismissed the notion and said they would not interfere with slavery in the South. He was tried for treason against the Commonwealth of Virginia, the murder of five men and inciting a slave insurrection. He was found guilty on all counts and was hanged. Allegedly Brown had a note in his pocket on the scaffold, it read:

"I, John Brown, am now quite certain that the crimes of this guilty land can never be purged away but with blood. I had as I now think, vainly flattered myself that without very much bloodshed, it might be done. You had better — all you people at the South — prepare yourselves for a settlement of this question."

Brown's raid, trial and execution opened a deep division between North and South. His legacy was to be found amongst many a marching Union regiment in the years that followed as they sang *"John Brown's body lies a-moulderin' in the grave but his soul is marchin' on!"*

"His zeal in the cause of freedom was infinitely superior to mine. Mine was as the taper light, his was as the burning sun. Mine was bounded by time. His stretched away to the silent shores of eternity. I could speak for the slave. John Brown could fight for the slave. I could live for the slave. John Brown could die for the slave."

Frederick Douglass





The American Civil War

This supplement has been written and prepared for use with the *Black Powder* wargames system by Warlord Games. Its aim is to present the wargamer with a more detailed perspective on the American Civil War; not simply a set of lists, but background to the war, how the armies functioned, were raised and – most importantly – how they actually fought their battles. To this end you will find details of organisation, weapons, doctrine, tactics and optional rules which you may choose to use in your games, as well as army lists and scenarios covering that great and terrible struggle.

'A New Birth'

On the 4th July 1776 there was a birth. As with so many births at that time, it was not straightforward. Some thought the birth entirely natural, others wanted to oppose it, by force if necessary. But, despite their best efforts there was a birth! It was, of course, the birth of a new nation, what became the "United States of America", as the original thirteen colonies entered into a war of rebellion against their British masters. The course of this rebellion, or war of independence if you prefer, is well known, and eventually the thirteen states earned their freedom with the signing of the Treaty of Paris in 1783.

This new nation was founded upon several self evident truths, the first of which was: "that all men are created equal". It is this "truth" which was to come back to haunt the young nation in the years that followed, but most dramatically and cruelly 85 years after its birth.

'A House Divided'

However inconceivable it may seem today, the new United States was more of a loose association of states, rather than a single unified nation. Each of the states had its own character, laws and government bodies; though all were nominally part of the larger nation. In short, each was different. As with so many "differences" some were approved of and others not. The most contentious of these differences was, of course, slavery. By the early 1800s many northern states had abolished slavery, whilst the south became increasingly reliant upon it in farming and agriculture due to a huge expansion in the growth and processing of cotton.

The frictions grew as the "industrial" north regarded the "rural" south with near disapproval – largely due to slavery. This disapproval was accelerated by various religious and political groups. Relatively small scale violent clashes ensued. New border states such as Kansas and Missouri became hotbeds of pro- and anti-slavery violence, driving the wedge even deeper.

Then a farmer-turned-lawyer from Illinois decided to run for the presidency of the United States for the largely anti-slavery Republican Party. So, in 1860, Abraham Lincoln was elected to the office of President of the United States of America.

The Road to War

Lincoln's election caused a national crisis. He had made what were held to be anti-slavery speeches saying of slavery that he desired to "arrest the further spread of it, and place it where the public mind shall rest in the belief that it is in the course of ultimate extinction."

Such sentiments, however noble, were ill-received in the South where fears of losing control of states' rights to Federal government gripped many. After years of debates and violence Lincoln's election was too much of a threat and in December of 1860 South Carolina seceded from the Union – the Nation was about to fall apart! Over the next two months Mississippi, Florida, Alabama, Georgia, Louisiana and Texas followed. In the weeks following the attack on Fort Sumter, Virginia, Arkansas, Tennessee and North Carolina seceded. Together these eleven, along with the divided border states of Kentucky and Missouri, formed another "new" nation – the Confederate States of America, or CSA, under President Jefferson Davis.

The question of war was now on everyone's lips. In the North it was felt to be inevitable, though some appealed against it. However, the Northern, or Union, government under President Lincoln was determined to save The Republic – by force if necessary: an invasion of the seceding states and military occupation of those regions in rebellion against Federal authority.

In the new Confederacy war was also seen as inevitable in order to preserve the rights of the individual states. Young and old alike longed for a war which would see the new birth of another American nation.

The 'Math'

It is perhaps worth considering the situation facing the two 'nations' in 1861.

The population of the south numbered approximately 9 million, of which roughly 3½ million were slaves. It is shocking to us now to realise that in the new Confederacy roughly 1 in 3 of the population was owned by someone else! The population was largely rural, the largest city in the Confederacy (New Orleans) was only the sixth largest in what had been the United States. Barely 3% of the entire population lived in the



January 2nd 1861 – South Carolina state troops occupy old Fort Johnson in Charleston Harbour

Confederacy's ten largest cities, but the south's strength was its economic power. In 1860 70% of all US exports came from what was now the Confederate States of America, largely in the form of slave harvested cotton.

And what of the remaining northern states? In total there were twenty three states which remained in the Union under President Lincoln. In addition several states joined, or were formed during the war. Their total population was close to 22 ½ million, outnumbering the south by over 2:1. But whilst the South contained a largely agricultural society, the real industrial might of the former United States was to be found in the North. Whilst the Confederacy had cotton, the North had the vast majority of the machinery and manpower necessary for large scale manufacturing. In 1860, nearly all the firearms and artillery manufactured in the United States came from the North.

The North held a number of trump cards. Firstly, most of the armaments manufacturing centres were in the North. Secondly, the regular army of the United States remained under the control of the Federal government. Thirdly, the United States Navy was able to put in place the "Anaconda Plan", whereby southern ports were blockaded in order to restrict commerce and so bring economics to play in what was to become a far reaching conflict.

Whilst these examples are simplistic, it is hoped that they may point to a reason why the Confederacy eventually lost their struggle for freedom – indeed, could they ever have won it?

The Opening Shots…

As the Confederacy came into being in early 1861 it was apparent to all that war was now inevitable. President Lincoln was determined to preserve the Union. President Davis was just as determined to see to it that the new Confederacy and states' rights were preserved. Military action was the only course open to two such diametrically opposed viewpoints. As the armies were mustered the cry in the Northern press was "On to Richmond!" Similarly, the Southern Confederates were convinced of the right of their cause and that any southerner could whip ten Yankees!

Of particular annoyance to the new Confederacy was the presence of what were effectively "foreign" troops in their new country – namely United States garrisons. One such garrison was located in the forts in and around Charleston harbour, South Carolina – the home of secession. The Confederates saw this garrison as an intolerable threat. Fearing for the wellbeing of his troops the Union commander moved them to the relative safety of a fort located in the centre of Charleston Harbour – it was called Fort Sumter. The Confederate government and the South Carolina authorities spent weeks trying to force the surrender or evacuation of the fort. But the fort was American – why should the US garrison leave it? Eventually, under instruction from the Confederate Government, a bombardment of Fort Sumter began at 4:30am on 12th April 1861. The garrison's situation was hopeless – with no chance of relief, low on food and ammunition and with a fire threatening their main magazine. A truce was agreed at 2:00pm, April 13th, and the garrison was evacuated. Miraculously, no one had died during the bombardment, but that first shot was to echo across the continent for the next four years.

Glory, Glory, Hallelujah!

Julia Ward Howe was a social reformer from Boston, Massachusetts. Accounts vary, but the most emotive has Ms Howe, sitting in her parlour as a regiment of Union infantry marched passed her home. As they strode off to war they were singing "John Brown's Body (lies a moulderin' in the grave but his truth goes marching on!"). Ms Howe then retired for the night. Whilst asleep she had a startling dream in which new words set to the tune of "John Brown's Body" came to her. She awoke from the dream and by the light of a candle she scribbled the words onto a piece of paper.

She sold the words for a few dollars to the *Atlantic Monthly* who published them in early 1862. The words she penned became the Anthem of the Union, The Battle Hymn of the Republic:

Mine eyes have seen the glory of the coming of the Lord;
He is trampling out the vintage where the grapes of wrath are stored;
He hath loosed the fateful lightning of His terrible swift sword:
His truth is marching on.

(Chorus)
Glory, glory, hallelujah!
Glory, glory, hallelujah!
Glory, glory, hallelujah!
His truth is marching on.

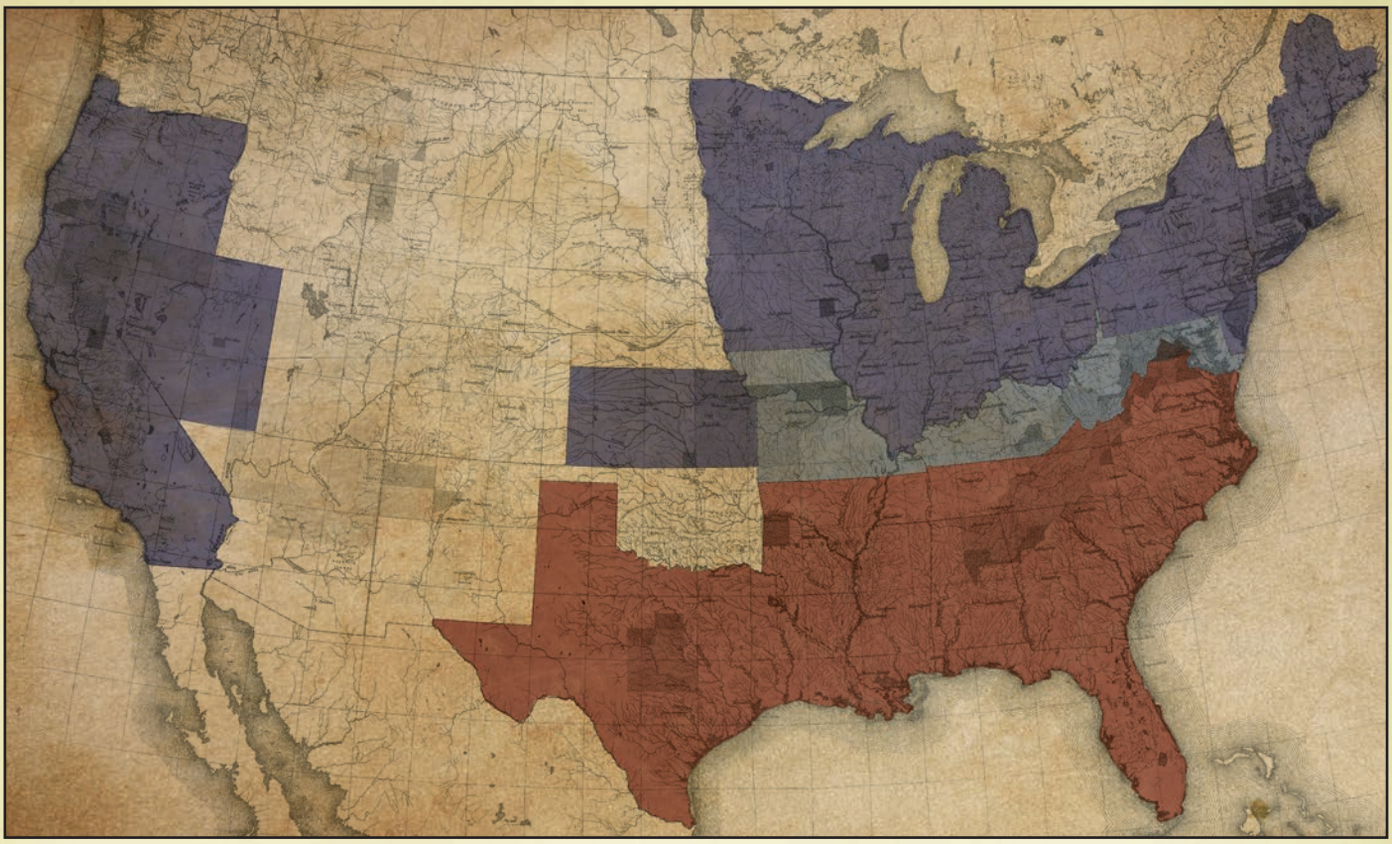
I have seen Him in the watch-fires of a hundred circling camps,
They have builded Him an altar in the evening dews and damps;
I can read His righteous sentence by the dim and flaring lamps:
His day is marching on.

I have read a fiery gospel writ in burnished rows of steel:
As ye deal with my contemners, so with you my grace shall deal;
Let the Hero, born of woman, crush the serpent with his heel,
Since God is marching on.

He has sounded forth the trumpet that shall never call retreat;
He is sifting out the hearts of men before His judgment-seat:
Oh, be swift, my soul, to answer Him! be jubilant, my feet!
Our God is marching on.

In the beauty of the lilies Christ was born across the sea,
With a glory in His bosom that transfigures you and me.
As He died to make men holy, let us die to make men free,
While God is marching on.

He is coming like the glory of the morning on the wave,
He is Wisdom to the mighty, He is Succour to the brave,
So the world shall be His footstool, and the soul of Time His slave,
Our God is marching on.



A HOUSE DIVIDED - THE ONCE 'UNITED' STATES AT THE START OF THE WAR IN 1861. WITH THE INDUSTRIAL MIGHT LARGELY IN THE NORTH AND THE NAVY STILL IN FEDERAL GOVERNMENT HANDS THE CONFEDERACY STARTED THE WAR AT A STRATEGIC DISADVANTAGE.

THE COURSE OF THE WAR

Whilst this is not a text book on the Civil War, it would not be complete without an account of the course and major events which occurred during the War. As with most accounts we shall deal with the War's two main theatres: the Eastern and Western. Most students of the War appreciate that the cockpit of the conflict was in the Eastern theatre where the two capitals (Richmond and Washington were only 100 miles apart!) and where so many of the War's most remembered battles were fought. It is hoped that we shall be forgiven for beginning our story in the West.

The War in the West

In the western regions of what had been the United States the population density was relatively low. Road and rail communications were limited and much of the country remained untamed and unsettled. Hence, initially at least, the armies in the West were necessarily smaller due to problems of supply and communications on both sides. Due to the nature of the terrain the role of rivers became paramount. Isolated Confederate garrisons would take control of a portion of a river from a commanding location, such as a fort overlooking the river at some important bend. The Union would then assemble a force of gunboats and transports and land their numerically superior force near to the fort to attack it from the landward side whilst the gunboats offered what support they could. It is interesting to note, particularly for those who underplay the strategic role of rivers in the war, that every Union army was named after a river.

Early on in the far West the Union secured Missouri after their victory at the battle of Pea Ridge. But the first really important action occurred in February '62 and was a resounding Union victory. Confederate held Fort Donelson commanded a bend in the Cumberland River. The Confederates were forced into an "unconditional surrender" by a little known Union general by the name of U. S. Grant – the media of the time feted him and joked that they now knew what his initials stood for! This was followed by a Union push along the Tennessee River to Pittsburg Landing. The Confederates rushed troops to the scene and on 6th April '62 launched a surprise attack against Grant's army in the woods around Shiloh. After a desperate battle over two days the Union had driven off their assailants – but at a heavy price. Following this "sort of" victory the Union pushed slowly on to Corinth.

In the autumn of '62 the Confederates stabilised the strategic situation by securing the Mississippi River via Vicksburg and the areas north of New Orleans. A Confederate army under Bragg attacked north and defeated a Union force at Perryville. However, without proper logistics Bragg retreated back through Tennessee to Chattanooga and then on to Murfreesboro to act as a barrier against any Union advances from Nashville. At Murfreesboro Bragg fought another desperate battle in the woods – without any real victory – and he withdrew.

In 1863 the focus moved back to the Mississippi that, rather inconveniently, effectively split the Confederacy. After a series of rapid advances and a prolonged siege the city of Vicksburg fell to Grant's forces – on the 4th July. With the fall of Vicksburg and the capture of New Orleans the Mississippi came under Union control thanks to the combined efforts of the Army and the Navy's gunboats. The Confederacy was effectively split in two! The focus now swung back to the Tennessee River.

Following Bragg's retreat from Murfreesboro the Union army under Rosecrans began its own advance, eventually arriving at Chickamauga. As at Shiloh and Murfreesboro a rapid and

unexpected Confederate attack in wooded terrain led to a near catastrophe for the Union. Despite a gallant rearguard by George Thomas, "The Rock of Chickamauga", Rosecrans was forced to retreat to Chattanooga. The Confederates conducted a leisurely pursuit and found themselves on Missionary Ridge overlooking the Union army, well entrenched in and around Chattanooga. But the initiative slipped through their fingers and passed to the Union forces – now under Grant and Thomas after Rosecrans' replacement. In November '63 Grant launched his attack against the strong Confederate positions on Missionary Ridge. In a strange battle, where the Union frontal assault should have been soundly beaten, the Confederate defences simply fell apart. As Grant's men pushed on up the slope Bragg's army panicked and crumbled. The tide had turned. The offensive spirit which the Confederates had put so much faith in, had failed. The inexorable buildup of supplies, men and material by the Union was taking its toll.

Missionary Ridge led to Bragg's removal and replacement by Johnston. Grant was also replaced, but for a very different reason. Grant had been noticed at the very highest levels of the Union War Department and by President Lincoln and was called East. In the West command was assumed by William T Sherman – "Uncle Billy" – perhaps one of the most reviled and controversial figures of the Civil War. Sherman understood what war was and how to wage it, and he was about to demonstrate this to the already beleaguered western Confederates.

Sherman made his target Atlanta, the state capital of Georgia, the twelfth largest city in the Confederacy and a massive rail and road communications centre. After a series of advances and flank moves, avoiding frontal assaults wherever possible Sherman reached Atlanta in July '64 having outmanoeuvred Johnston. The Confederate army was still intact and it was decided that a more "forceful" commander was required. Johnston was replaced by John Bell Hood – an exponent of the frontal assault. Hood tried desperately to shift Sherman's army, but nothing worked. Every attack failed and simply reduced the effectiveness of his own army. In the end Sherman stayed put and Atlanta fell on 2nd September '64. Anything that might aid the Confederate war effort was destroyed. Much of the city was destroyed by fire in the days that followed its fall.

Hood was desperate to divert Sherman and so he attacked the Union lines of communications and headed north to the Tennessee. Hood arrived at Franklin in December of '64 and fought a savage battle against George Thomas; it was a failure. With his army severely mauled, the winter closing in, and supplies running low Hood had to endure one more trial – Thomas's counter-attack. Hood is said to have openly wept as what remained of his army broke and ran.

Sherman's army sat in and around Atlanta until November before embarking upon one of the most audacious and controversial campaigns of the entire war: Sherman's March to the Sea. Freeing himself of his lines of communication and logistics Sherman took his army into Georgia and the depths of the Confederacy. His army of 60,000 effectively vanished off the maps! For two hundred miles Sherman wrought a terrible vengeance on Georgia for its secession. Anything and everything of military use was destroyed. Railroads, food stores, farms, plantations, anything… anything of the slightest military value, and much that wasn't, was either burnt, knocked down or simply taken. His progress was marked by "Sherman's neck ties" – railroad track heated on fires and then bent around tree trunks, and the lone brick chimney stacks amidst the ash of what had once been Southern homes.

The War in the East

The Eastern theatre has dominated the history of the war. In the East the nation was more populous, more industrialised and far more established. Besides these factors, the nation was more "open" and less densely wooded than in the West and so was more suited to military operations. Besides these factors the two opposing capital cities, Washington DC on the banks of the Potomac, and Richmond, Virginia were only 100 miles apart. Simple geography meant that the East was going to be the cockpit of the war.

Since the local militias and volunteers had never seen combat before, it was inevitable that the new armies that took to the field in 1861 were very inexperienced and "delicate". The Union slogan of "On to Richmond" was on everyone's lips and so a new "Army of Virginia" was despatched south to crush the "Rebels" and seize the Confederate capital. The Confederates were able to concentrate their "Army of the Potomac" near the Henry House Hill along the banks of Bull Run in Virginia. The Union army under McDowell attacked them and initially drove them back, but the Confederates were able to stabilise their line and gradually push the Union army back. Panic gripped some Union regiments and the initial fall back became a contagious rout – soon the Union army had routed from the field.

In any war, it is of vital importance to win the first battle(s) and so gain a moral ascendancy over the enemy. The Confederates had triumphed, against many expectations, and soon the papers were full of the mythical invincibility of the daredevil "Johnny Reb" over his unimaginative cousin, "Billy Yank". Stories, of dubious credence, appeared in the Southern press reporting accounts of one Southerner whipping twenty Yankees. Today, with hindsight, we can see that this is all nonsense, but in the America of 1861 many believed it – especially in the South. Confederate troops now entered battle with one vital edge – they *expected* to win!

"You cannot qualify war in harsher terms than I will. War is cruelty and you cannot refine it, and those who brought war into our country deserve all the curses and maledictions a people can pour out."

William T Sherman



January 5th 1861 – U.S. Senators from seven southern states meet in Washington D.C. to discuss secession



Both sides were shocked by the reality of battle and spent the remainder of '61 raising new regiments, building their armies, and drilling… drilling… the interminable feature of so much of a soldier's day in camp. Senior officers claimed that their inexperienced troops could not take the field until properly trained and drilled.

Hence, despite a few skirmishes, nothing of real significance took place until March of 1862. A new Union general, George B McClellan, was now in command of what had become "The Army of the Potomac". McClellan decided on the indirect approach in chapter two of the "On to Richmond" saga. He had 150,000 men transported by sea to the Virginia Peninsula with the intention of making a drive westwards to take the Confederate capital. It might have gone so well, but besides the Army of the Potomac, McClellan also brought himself. A great organiser, he often failed under pressure, and now he allowed himself to be overawed by a relatively weak Confederate defence. McClellan moved very slowly. The Confederates, under Joseph E Johnston conducted a very aggressive defence, attacking the Union army at almost every opportunity. In the course of four battles fought over "The Seven Days" McClellan, despite often having a significant advantage in men and ground, allowed himself to believe that he had been defeated. The Army of the Potomac was withdrawn from the Peninsula.

One battle was of particular note, not because of who won, but rather who was wounded. At Seven Pines Joseph E Johnston was seriously injured. His replacement was chosen by President Davis himself. A relatively old former regular officer who had served with distinction in the Mexican War, but had resigned his commission upon secession since he felt duty bound to his native state of Virginia. His name was Robert E Lee. Initially mocked by many, Lee has ascended to rank among the greatest military commanders. Lee also made one important decision; he chose to rename his command. From now on it was to be called the "Army of Northern Virginia", possibly the finest American Army ever to have existed with the possible exception of Patton's 3rd Army.

In August of 1862 another Confederate General was to make his reputation. Placed in command of the Confederate forces in the strategically vital Shenandoah Valley Thomas Jackson was to crush a numerically superior Union army in a series of lightening battles and marches which earned his infantry the nickname "Jackson's foot cavalry". Jackson achieved stunning victories by superior local knowledge (he had a bigger map – 10 feet long!) and rapid marches to confuse the Union forces opposed to him. The culmination of the campaigning season was the Second Battle of Bull Run – where Lee and Jackson combined to repulse and defeat the Army of the Potomac (now under Pope) in its third "On to Richmond" effort. This further victory increased Lee's confidence and he felt ready to take the war into the North. By September Lee had a bridgehead across the Potomac but found his army too widespread on the banks of the Antietam Creek at Sharpsburg. McClellan was back at the head of the Army of the Potomac and gained a strategic victory, at heavy cost, but allowed Lee's army to slip away completely unmolested. Lincoln was by now exasperated with McClellan's relative inactivity and so replaced him with Burnside – a far more forceful commander.

Burnside brought the Army of the Potomac to Fredericksburg on the banks of the Rappahannock, having carefully manoeuvred Lee out of Northern territory in December. The Union forces then launched a series of futile, fruitless and ultimately tragic attacks against a well prepared Lee on good ground. Burnside deserved to have the Army of the Potomac destroyed – perhaps it is to his credit that he did manage to extricate his army. Burnside was replaced by "Fightin' Joe" Hooker, a more confident commander.

Hooker resumed the "On to Richmond" saga (part V) and moved the Army of the Potomac into the deeply wooded area around Chancellorsville in the Spring of '63. While he was attempting to get his army out of the Wilderness woodland he was suddenly attacked in the flank by an enemy he assumed to be waiting, entrenched, to his front. The Confederates had launched a sudden counter-blow. Thomas Jackson had moved his corps to the left then swung down onto the open Union right. The Army of the Potomac was defeated, Hooker was left demoralised, but more importantly Jackson was mortally wounded at the moment of victory.

Lee decided to move North again and in June struck into Pennsylvania. Hooker had been replaced by George Meade who duly followed Lee, ensuring he kept the Army of the Potomac between Lee and Washington DC. On 1st July 1863 the two armies collided, almost by accident, outside the town of Gettysburg. In the three day battle that followed the myth of Confederate invincibility was finally shattered. The Army of Northern Virginia, after two years of victory, after numerous Union changes of command, had been defeated. News of the defeat at Gettysburg coincided with the fall of Vicksburg in the West. July 1863 was the high water mark of the Confederacy. From now on the inexorable might – industrial, economic and military – of the North was to come into play; it was just a matter of time…

Lee's damaged Army of Northern Virginia retreated back South. Meade followed, but no further major actions took place. Perhaps more significant was the arrival of one man and his son at the Willards Hotel in Washington DC. He signed the hotel register: "U S Grant and Son, Galena, Illinois". Lincoln had called Grant east to assume command of all Union forces, and in particular, to defeat Lee. Meade remained in command of the Army of the Potomac, but Grant was to accompany him and largely direct the forthcoming operations. Grant was an exceptional general and stands apart from all of his contemporaries. Where all of his predecessors had been largely convinced they were defeated even when they may not have been, Grant knew that to win he would have to take risks and accept losses, but he would only retreat if he had to.

Under Grant's direction the Army of the Potomac struck south into the Wilderness (the scene of the previous year's Chancellorsville battle). The Union army fought a series of savage battles: Spotsylvania, North Anna, Cold Harbour and others. At each place Grant was held and the often entrenched Army of Northern Virginia triumphed – but the Confederates could never turn their tactical success into a Union rout. Grant on the other hand knew he had been held, but he also knew that he had not been defeated. Where all his predecessors had retreated back north Grant now showed his mettle. He disengaged the Army of the Potomac and moved by the left flank – he sidestepped the Army of Northern Virginia and headed south! Lee was forced to shadow his moves in order to protect Richmond and so it continued until the two armies

found each other outside Petersburg, to the south of Richmond, where they dug over fifty miles of trenches in a protracted ten month siege.

The End

Christmas 1864 and Sherman emerged on the Atlantic coast at Savannah. He then turned north into South Carolina – the home of secession. Whatever Georgia had endured, South Carolina got it worse!

Grant opened his 1865 offensive with a massive cavalry swing under Philip H Sheridan. Lee's right flank was turned and he was forced to abandon Petersburg and Richmond. The Army of Northern Virginia slipped away but was repeatedly delayed by Union forces either pursuing it, or blocking its path. Finally, on the 9th April 1865 Lee was blocked by Sheridan's cavalry near Appomattox Court House. Lee was compelled to surrender.

The Confederate forces opposed to Sherman surrendered on the 18th April at Greensboro, North Carolina.

The American Civil War was over…

Clearly, this is a very potted history of a vast conflict. Space prohibits further explanation, but actions were many and varied, and ranged far beyond the scope of this brief description.

THE RESULTS OF THE WAR

The American Civil War resulted in close to one million casualties. Of these roughly 600,000 were dead – certainly more than had died or were to die in all other American Wars combined until 1941. As with so many wars of the time the biggest killer had been disease. The material damage was immense. Cities such as Richmond and Charleston would take decades to fully recover.

The United States came out of those four terrible years an entirely new nation. The institution of slavery was gone forever, the notion of states' rights being paramount had gone with it. Before 1861 the average American never wandered more than six miles from home. Now farm boys from Tennessee had been to Pennsylvania, office clerks from Rhode Island had been to New Orleans. Every American who served in that War now felt himself part of something much bigger… a truly United States. Whereas before 1861 people had spoken of "the United States are…" now it was "the United States *is*." The many had become one. The war gave The United States a new sense of itself and what it could achieve. The nation looked west to new frontiers, expansion, both domestically and globally. It set The United States on the road to becoming a Super Power, so much so that within only 50 years it was able to influence the outcome of a World War, and 80 years later decisively end another. Perhaps most importantly, the nation was left wondering how such a war had ever been possible.

From Americans to Americans

On the morning of April 12th 1865 Brig. Gen. Joshua L Chamberlain, the hero of Gettysburg, found himself responsible for one of the most poignant scenes of the American Civil War. The remnants of Lee's Army of Northern Virginia came marching down the road at Appomattox Court House to surrender their arms and colours. The Confederates were led by Lt. Gen. John B Gordon – another Gettysburg veteran.

Chamberlain, realising the significance of the moment, ordered his men to come to attention and "carry arms" as a show of respect. Chamberlain described what then occurred:

> *"Gordon, at the head of the marching column, outdoes us in courtesy. He was riding with downcast eyes and more than pensive look; but at this clatter of arms he raises his eyes and instantly catching the significance, wheels his horse with that superb grace of which he is master, drops the point of his sword to his stirrup, gives a command, at which the great Confederate ensign following him is dipped and his decimated brigades, as they reach our right, respond to the 'carry.' All the while on our part not a sound of trumpet or drum, not a cheer, nor a word nor motion of man, but awful stillness as if it were the passing of the dead."*

Gordon, also understanding the significance of the moment, wrote:

> *"Chamberlain called his men into line and as the Confederate soldiers marched in front of them, the veterans in blue gave a soldierly salute to those vanquished heroes – a token of respect from Americans to Americans."*

From Americans to Americans, surely what the entire war had been about?



The Armies

As the nation fell apart in early 1861 most knew that war was inevitable. In the North the view was that the southern upstarts, who dared to threaten the integrity of the republic, had to be brought back into the Union – and this was further aided by abolitionist sentiments. In the South many felt finally rid of their overbearing northern cousins and able to carry on with their own way of life which would have to be defended. In both North and South different states vied with each other to raise the most regiments for the coming conflict, which would no doubt be very brief, since both sides felt far superior to their adversaries. Across the now divided nation war was expected. Old folks talked of it, young ladies longed for it, and young men prayed for it.

Across the nation the local militias began to be mustered in for active service. Small towns and hamlets which had viewed the militia as a social club, often commanded by the local businessman (or plantation owner) now saw them march away to war. Local militias with names such as "The Putnam Phalanx", "The Montgomery True Blues", "The Guthrie Greys", and "The Chicago Light Guard" marched off to be subsumed into larger regiments, and lose their identities in a war beyond their darkest imaginings.

In this section we shall explore the composition of the armies of the two protagonists. We shall discuss the different branches of the armies, how there were organised, both at the unit level and then into higher formations such as brigades, divisions and corps. As with all armies at this time the key elements were infantry, cavalry and artillery.

THE REGULAR ARMY OF THE UNITED STATES

The United States Army in 1861 numbered a paltry 16,000 men. As with all armies it comprised infantry, cavalry and artillery. Most of the officers of the three branches had attended the West Point Military academy before gaining their commissions. However, upon the outbreak of war, many officers resigned these posts in order to serve (often with promotion) in the regiments mustered in by their native states. Hence, many officers left the army to serve in both the Union and Confederate armies, often fighting against their former colleagues!

The regulars had been in existence since the end of the War of Independence, but had been subjected to a lack of interest on the part of the Federal government since then. Largely employed on the frontier engaged in "Injun fightin' " the army had fought in one war of significance, The Mexican-American War. From 1846 to 1848 the United States had fought a war against the Mexicans for control of several border regions. This war had one great impact: it was a training ground for many of the senior officers who served in the Civil War. Men who had served alongside each other as company or battalion commanders against the Mexicans would find themselves opposing each other in command of Divisions, Corps, even entire Armies only thirteen years later. Since the Mexican-American War the regulars had been employed largely on the



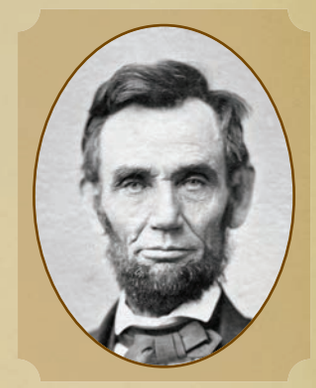
The Simple Illinois Lawyer

On the 12th February 1809, in Sinking Spring Kentucky, Nancy Hanks Lincoln gave birth to a son. She and her husband, Thomas Lincoln, named him Abraham, from the Hebrew, meaning "father of many". Nancy passed away in 1818 and the young Abraham was raised by his father until Thomas remarried in 1819. Thomas' new wife raised Abraham as her own and the boy was soon calling her "Mother". In 1830 the Lincolns moved west to Illinois, from where Abraham set out on his own. In March 1832 Abraham began his political career with his first campaign for the Illinois General Assembly. He had attained local popularity and could draw crowds as a natural orator, though he lacked an education, powerful friends and money, which may be why he lost! But in 1834 he ran again and won a seat.

In 1842 Abraham married Mary Todd, the daughter of a wealthy slave owner, and in 1844 the couple moved to Springfield where Abraham now practiced law as a self-taught lawyer. Abraham then ran for the U.S. Congress in 1845. He won the election though he served as a congressman for only one term before returning to his work as a lawyer. Abraham then ran for the U.S. Senate. He did not win but he did gain national recognition for his arguments against slavery during a series of debates with Stephen A Douglas. Abraham was reviled in the South as being opposed to slavery, though in reality he spoke against its expansion, not its abolition – a stance which for many abolitionists made him a rather pointless figure! Despite these apparent setbacks in 1860 Abraham ran for President of the United States as a Republican. The party's position was simple: no secession and no spread of slavery into new states or territories. As we now know, even this was too much for the predominantly pro-slavery southern states. As Abraham took the reins of power, his country was falling apart and a new one was being formed just south of Washington across the Potomac.

With the conviction of the right and a determination to preserve the Union of the United States of America President Lincoln was resigned to a war of aggression to force the new southern Confederacy back into the Union. The arguments still rage as to whether Lincoln's war was to save the Union or free the slaves. The former would inevitably lead to the latter and the latter could only be achieved by the former. Whatever President Lincoln's primary motivation, war there was.

"My paramount object in this struggle is to save the Union, and is not either to save or to destroy slavery. If I could save the Union without freeing any slave I would do it, and if I could save it by freeing all the slaves I would do it; and if I could save it by freeing some and leaving others alone I would also do that. What I do about slavery and the colored race, I do because I believe it helps to save the Union; and what I forbear, I forbear because I do not believe it would help to save the Union. I shall do less whenever I shall believe what I am doing hurts the cause, and I shall do more whenever I shall believe doing more will help the cause."



As a war president Lincoln was perhaps the ideal – he accepted that he had next to no relevant military expertise or experience and so relied heavily on his generals for advice, rarely interfering in military matters. Despite this he also seems to have felt no real loyalty to them and if they were not up to the job he would dispense with their services. This process meant that the Army of the Potomac endured several commanders before the Meade-Grant combination was found in 1864. But this same process meant that the Union would inevitably find a match for Bobby Lee!

Following the battle of Gettysburg a national cemetery was established near the town. A dedication ceremony was planned for November 1st 1863 and the President was invited almost as an afterthought. But on that day President Lincoln delivered his Gettysburg Address, a speech that has gone down in history as one of the greatest speeches ever delivered – a speech that sums up perfectly the reasons behind the war and the dedication. Lincoln then went on to define democracy itself.

"Four score and seven years ago our Fathers brought forth on this continent a new nation; conceived in liberty, and dedicated to the proposition that all men are created equal. Now we are engaged in a great civil war, testing whether that nation or any nation so conceived and so dedicated, can long endure. We are met on a great battlefield of that war. We have come to dedicate a portion of that field, as a final resting place for those who here gave their lives that that nation might live. It is altogether fitting and proper that we should do this. But, in a larger sense, we cannot dedicate, we cannot consecrate, we cannot hallow this ground. The brave men, living and dead, who struggled here, have consecrated it far above our poor power to add or detract. The world will little note, nor long remember what we say here, but it can never forget what they did here. It is for us the living, rather, to be dedicated here to the unfinished work which they who fought here have thus far so nobly advanced. It is rather for us to be here dedicated to the great task remaining before us – that from these honored dead we take increased devotion to that cause for which they gave the last full measure of devotion – that we here highly resolve that these dead shall not have died in vain – that this nation, under God, shall have a new birth of freedom – and that government of the people, by the people, for the people, shall not perish from the earth."

By the war's end Lincoln saw his task as one of healing the nation and was keen to see the South reconstructed and brought back into the Union as soon as was feasible. He would not live to see this. On the night of April 15th 1865, while watching a play at Ford's Theatre in Washington, President Lincoln was assassinated.



UNION INFANTRY HALT TO GIVE FIRE WHILST REINFORCEMENTS, IN THE FORM OF USCT, COME UP.

Frontier in small groups in forts and outposts. It was rare for a regiment to all be in one place at the same time. Consequently, senior officers very rarely saw more than a brigade assembled together in their entire careers – that is, until 1861!

The size of the regular army changed little during the course of the war – any increase was unnecessary due to the huge forces raised by individual states. Recruitment was always a problem since states offered bounties upon enlistment, and these were usually higher than those offered to troops joining the regular army. Despite all of these problems the regular army played its part on several battlefields in both the Eastern and Western theatres.

The Infantry

The infantry regiment normally comprised three, sometimes two, battalions. Each battalion was formed of eight companies nominally of 100 men. However, battalions were rarely up to strength and often could not put all eight companies into the field. For example, the 10th US Infantry had only three companies at Gettysburg, numbering a total of 93 men! Conversely the 11th had six companies totalling nearly 300 men.

The Cavalry

Denied the necessary funds for many years the regular cavalry were still seen as an expensive luxury before 1861. Over the years (in order to save money) the role of the cavalry had changed from that of true battle cavalry to that of dragoons, and then to that of little more than mounted infantry. That is not to say that the cavalry could not act in a "shock" role – it simply was not viewed as such by the commanders of the time. The regular cavalry regiments were composed of 12 troops, nominally of 45 troopers each. Two troops formed a company with two companies forming a cavalry battalion. Hence, the regiment would form three battalions. The battalion was the real tactical unit and would number approximately 180 troopers. Clearly, as with so many examples discussed here, this was the ideal and regiments often fielded three smaller, or fewer, battalions.

The Artillery

The regular army possessed about 160 pieces of ordnance in 1861. Though organised on paper into "regiments" of 8 or 12 batteries, it was the battery that was the tactical unit. These batteries provided the Civil War commanders with their long reach if used properly on good ground – the ability to reach out and damage an enemy army at range. The regular battery was composed of six field guns. Types of gun available will be discussed in the weapons and army list sections.

THE VOLUNTEER REGIMENTS OF NORTH AND SOUTH

The Infantry

The most basic infantry building block was the infantry regiment (referred to as a "battalion" in Hardee's drill manual, which was used by both sides). In both North and South the infantry regiments were organised on similar lines. The regiment typically comprised ten companies, nominally numbering 100 men, giving 1,000 men in the regiment plus supernumeries: staff, drummers, regimental officers etc… However, the rigors of campaigning, desertion, combat and disease soon reduced regiments to much lower numbers and regiments tended to average 250 to 400, though some were much larger, some much smaller, particularly after a tough

battle. The regiments were most commonly identified by a number and the State in which they were raised – hence, we have the "15th Alabama" or the "4th Connecticut".

In the South the general policy adopted was to send drafts of new recruits to existing regiments in an effort to keep units up to a reasonable strength and leaven the recruits with a number of more experienced soldiers who had "seen the elephant" – a term commonly used to mean those who had seen combat (rather than having seen one of Barnum's shows). Conversely, in the North, states tended (though not always) to allow regiments to fall below an effective level and then merge a number of regiments together into a new formation. This tended to dilute the overall effectiveness of the new regiments as units lost their identities and their esprit de corps.

The Cavalry

In the North the volunteer cavalry was organised along similar lines to the regulars. The volunteer regiments comprised 12 companies of about 100 troopers each on paper. Though there was no formal battalion organisation the volunteers often followed the regulars in this structure; namely, three "battalions" of approximately 400 troopers, frequently less and it is not uncommon to find regiments so reduced that they were compelled to operate as a single "battalion".

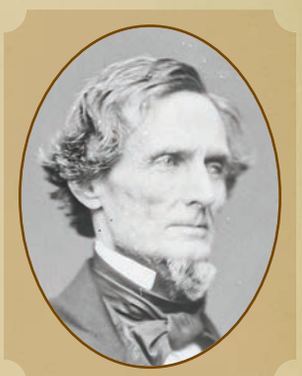
In the Confederacy the cavalry was formed into regiments of typically 10 companies. Each company was supposed to comprise 60 troopers (increased in October 1862 to 80). Yet again, this was an ideal.

The Stubborn Kentucky Lawyer

Jefferson Davis was born into humble surroundings on June 3rd 1808 in Kentucky. His father, a famer, moved the family to Mississippi when Jefferson was two years old. As a child Jefferson seems to have had a very active outdoors life – learning to fish, shoot, ride horses, and work on the farm. Jefferson studied to be a lawyer at Transylvania University and after graduating he was accepted into the West Point Military Academy from whence he graduated in 1824 to embark upon his military career. He served in the army until 1835, mostly working on the frontier where he was involved in a little "Indian fighting". He made an astute career move and married the daughter of his commanding officer – the future President Zachary Taylor – though Taylor did not approve of the marriage and Jefferson resigned his commission. After spending several years working on his plantation, Davis began his political career. In 1845, he was elected to the US House of Representatives. He became well known for his powerful speeches and strong beliefs in states' rights over interference from the national government.

With the outbreak of the Mexican-American War, Jefferson felt compelled to rejoin the army, raising a volunteer regiment and serving as its colonel. After serving with distinction at the Battle of Monterrey where he led a charge on the La Teneria fort and being wounded at the Battle of Buena Vista, for his bravery and initiative he was offered a federal commission as a brigadier general. Supposedly Davis refused the post, claiming the Constitution gave the power of appointing militia officers to the states, not the federal government. At the war's end Davis was appointed to fill an open Senate seat by the governor of Mississippi. He served on the US Senate until 1851 and then became the US Secretary of War under President Franklin Pierce in 1853. After Pierce lost the re-election, in 1857 Davis was once again elected Senator.

With the election of President Lincoln and the secession of his native Mississippi, Davis resigned from his position as US Senator and returned home. On February 9th 1861 the Confederate Constitutional Convention in Montgomery, Alabama voted to make Davis the President of the Confederate States. Davis took the post since he considered it his duty even though he was personally against secession and would have rather served in a military capacity.



"The withdrawal of a State from a league has no revolutionary or insurrectionary characteristic. The government of the State remains unchanged as to all internal affairs. It is only its external or confederate relations that are altered. To term this action of a Sovereign a 'rebellion' is a gross abuse of language."

As the president of the new Confederate States Davis did not want a war and hoped that the North would leave the South in peace. But with Anderson's refusal to hand over Fort Sumter, Davis authorised the Confederate batteries to open fire. Though he wanted to avoid war he was now propelled headlong into it!

"I worked night and day for twelve years to prevent the war, but I could not. The North was mad and blind, would not let us govern ourselves, and so the war came."

As a wartime leader Davis has been severely criticised for his performance. He appointed West Point classmates to positions based upon his friendships with them. He also felt himself to be well-versed in military matters, thanks to his previous service as a colonel of volunteers, though on the strategic stage he was out of his depth. Bound by misplaced loyalty to often unsuitable generals and colleagues, imbued with a false belief in his own ability and failing to realise the full potential of the North to wage war, perhaps Davis was a doomed captain at the helm of a doomed ship? Even with the surrender of the Army of Northern Virginia at Appomattox, Davis still held out hopes of a Confederacy in the deep south or Mexico – a confederacy in exile? His dreams collapsed with his capture on May 10th 1865.

After the war he was held in prison for two years but was finally released. He set up an insurance company, but eventually settled down and wrote a book about the Confederacy called the Rise and Fall of the Confederate Government. He was asked to represent Mississippi in the US Senate after the war, but he refused to take an oath to the Union and so could not take his seat – a Confederate to the very end.



The Artillery

In the North the volunteer artillery was organised along the same lines as the regulars, and it was still the battery that was the tactical unit. In the South there was no higher organisation than the battery. Hence, Northern batteries were often identified by their State of origin, regiment number, and battery letter. In the South, the name of the battery commander, or the battery name was more common. Hence Battery B, 2nd Maine Artillery might perform counter battery fire against Hart's South Carolina battery!

As a general rule, in the East, Union batteries comprised six guns and the Confederate four – though this was not always the case and changes occurred as the war progressed. In the West four gun batteries were more the norm, though this was not always the case either. Usually Union batteries were equipped with guns of a single type, whilst Confederate batteries might contain two or three different types of ordnance – a probable nightmare for the quartermaster! It is also a nightmare for the wargamer, but we use the simple expedient of averaging the gun type to the most common type within the battery. Each gun was drawn by a limber pulled by four or six horses and the battery's ammunition was carried in the limber as well as in caissons. In addition there were wagons and forges supporting the battery (and providing the wargamer with lots of modelling opportunities!).

Some batteries were also designated as light, or horse, artillery. These provided the faster gun teams but their actual guns were of the same types as their "foot" colleagues. Their speed was achieved by having better horses in the limber teams if at all possible, but most obviously, by mounting the gun crews on horses. Such batteries were thus able to keep pace with the cavalry.

The Legions

The Confederates mustered a number of formations that were unique in the Civil War in terms of their organisation. Theoretically and tactically these formations were envisaged to be a combined arms brigade and were called "Legions". Typically, a legion would comprise an infantry regiment (or two), a cavalry component (perhaps not a full "regiment") and a battery of artillery. Their existence was usually short lived due to losses, promotion of commanding officers, supply complexities but also, most likely the difficulties of commanding such a formation in action as the different components of the Legion often found themselves serving in different locations. Though present at several of the early Civil War battles in the Eastern and Western theatres, by 1862 the Legions had either been subsumed by larger formations and the components renamed, or the units of the Legion were simply serving apart from each other.

HIGHER ORGANISATIONS

Once the regiments, battalions and batteries were formed they would be organised into higher formations: brigades, divisions and corps. Two or more corps would form an "army".

Generally the notion of the truly all arms "Corps d'Armee" did not apply during the Civil War. A Corps tended to be a predominantly infantry and artillery formation, with a very small cavalry component for scouting, guard and courier work; or a corps was composed of cavalry and artillery.

Amongst the "infantry" corps it was common for three to five regiments to form a brigade, though brigades of as few as two or as many as six regiments were not unknown. Two to five brigades would form a division and then two to five divisions would form a corps. As a guide, though this is by no means a rule, the Union favoured smaller divisions and corps. The Confederacy, particularly in the Army of Northern Virginia erred on the larger side. Hence, at Gettysburg for example the Army of the Potomac mustered 80,000 infantrymen in seven corps, while the Army of Northern Virginia had 65,000 in only three corps. And only two months prior the Army of Northern Virginia had been organised as two corps!

The cavalry would be organised into brigades of two to five regiments with two to three brigades forming a Union division, then two to three divisions forming a corps. The Confederates contented themselves with no higher cavalry formation than the division, though it should be borne in mind that in 1863 "Jeb" Stuart's division was formed of no fewer than seven brigades – the equivalent of a corps by anyone's standard!

It was often the case that the majority, or even all, of the regiments within a brigade would have been drawn from the same state. These regiments might then be brigaded together certainly for a campaign, but possibly for years. This lead to regiments within the brigade often becoming very familiar with each other and on occasion the allegiance of the men might be towards the brigade as well as their regiment. This might be further strengthened by the brigade being transferred across to another division, or corps.

Within these structures the artillery was fully integrated throughout the war. Batteries of artillery, depending on the whim of the commander, could be found organised within the brigade, in their own (Northern) brigades or (Southern) battalions at divisional and / or corps level or even held as a reserve at army level.

The exact composition of typical brigades and divisions etc can be gleaned from the army lists and scenarios section.



A UNION DIVISION STRUGGLES TO DEPLOY FROM CLOSE TERRAIN AGAINST A WAITING CONFEDERATE FORCE.



MASSED UNION INFANTRY GO IN FOR THE ASSAULT.

Raising and Uniforming Your Armies

MUSTERING THE VOLUNTEERS

At the War's commencement the Union had the benefit of the Regular United States Army. Although small and dispersed this force was maintained and even grew slightly during the war. The regulars served in practically every campaign conducted by every Union army, either in the form of actual regiments or officers who had served in the regulars and transferred into their States' volunteer regiments. Indeed, this process occurred across the border of the new Confederacy, with many officers deciding that their loyalties lay with their State first and their Nation second. Perhaps the most famous example of this is Robert E Lee himself who resigned from the regular army to join the volunteers of his native Virginia.

Across the once united States there had existed a strong militia force, akin to the modern day National Guard, ready to be called upon in times of national emergency to defend the nation – harking back to the militias of the Revolutionary War. Every town and city could boast its volunteer militias in the form of infantry, cavalry and artillery, though most commonly infantry and often only in company strength. These units would "form" for displays of martial skill and parades across the year and, once their military duties were complete, their members would revert to their civilian roles. It has to be said that some of these formations may have been of dubious military worth but they formed a potential nucleus around which to build an army.

With war looming the need to raise new armies was obvious to both North and South alike. The Governments of both nations called for volunteers and with the causes clearly set out – states' rights versus preservation of the Union – thousands flocked to join the colours and serve. Men would enlist, usually for a fixed term, at the local recruiting office or post whilst the militiamen dug out their uniforms. In the North many anticipated a brief war, and so the terms of enlistment of many was set at only three or six months. How wrong these terms would prove to be! They might then return home to have their picture "made" by the local photographer – perhaps with family, friends or even their brother who was going off to war as well – perhaps in the same company. A last farewell to a sweetheart and then they would report at an appointed time as their regiment was formed. With the militias in place regiments were often raised by the simple amalgamation of existing volunteer or militia companies. Hence a regiment such as the 5th Massachusetts would come to include Company E, once (grandiosely) known as the "Lawrence Light Guard", while the "Danville Blues" became Company A, 18th Virginia Infantry. However, with so many men at hand often entirely new regiments were raised by each State. It should be noted that the forming of a regiment did not necessarily make it available for war. States' regiments would be mustered into government service, others not. If not taken into service those "left out" might form city or fortress garrisons, usually at the owning State's expense, though theoretically available to the nation.



Charleston Light Infantry cap, 1860 (Armed Forces History Division, National Museum of American History, Smithsonian Institution).

Once the regiment was formed the non-commissioned officers might be selected from the men – those who were held in some regard by their comrades or had held some position of responsibility in civilian life – or brought in from another militia regiment due to their (supposed) martial expertise. Then the officers were appointed. Such men may already have been in the militia, or perhaps even the regulars, and were again appointed based upon their hopefully relevant experience. Men who had previously held regular commissions as lieutenants or captains now found themselves perhaps as a major or lieutenant colonel of volunteers in their State's service. It was also possible, in the North at least, to temporarily suspend one's regular commission in order to serve in a regiment from your own State. Hence the system of temporary or "brevet" ranks came into use. An officer could be a captain in the regulars whilst holding a brevet colonelcy, or higher, in the volunteers.

Also of interest, and often overlooked is the Regular Army of the Confederate States of America. On March 6th 1861 the Confederate congress passed an act authorizing the raising of a regular army – no such force existed prior to this time. It was planned to comprise over 15,000 men, but this level was never achieved. Robert E. Lee was enrolled in the Regular Confederate Army simply to ensure that he outranked all the other militia officers in the militia and volunteers. This body really only existed on paper rather than in reality, men preferring to enlist in their own State's regiments – States' rights still prevailed. Hence, it is possible to find orders of battle where the "3rd Confederate Infantry" are listed. Such a unit was from the regular Confederate army but would, in all reality, have been raised and functioned in the same way as a volunteer regiment.

As with so many wars the notion of military service held a great deal of romance for many – no less so since a uniform came with the job! To sweeten the pill States normally offered a bounty upon enlistment – perhaps as high as $300! This was a massive sum when compared to the average (Union) infantryman's monthly salary of $13. Obviously not all are suited to a martial life and many soon realized that they had made a dreadful mistake. Desertion in the armies of both protagonists was rife on occasion, despite drastic punishments dependent upon circumstances, but rising to the death penalty in the worst cases. Despite this a few men, with a degree of financial acumen, managed to receive their enlistment bounty, desert and re-enlist under a different name in a different

regiment and receive a second bounty! Many offenders repeated the process several times.

As the war progressed and it was realized that it would be a long and bloody affair even more regiments were needed. The militias had largely long gone and the initial clamor to enlist had passed as those who had not had the stomach to fight, or simply thought the war wrong simply stayed at home and carried on with their lives as the war raged, often literally around them. This meant that as the armies fought, suffered and dwindled many were still not in uniform though perfectly able to bear arms. Hence, the governments of North and South reached a climactic decision in an effort to solve their manpower problems. Both governments resorted to conscription for the first time in American history in order to provide the manpower necessary to wage war.

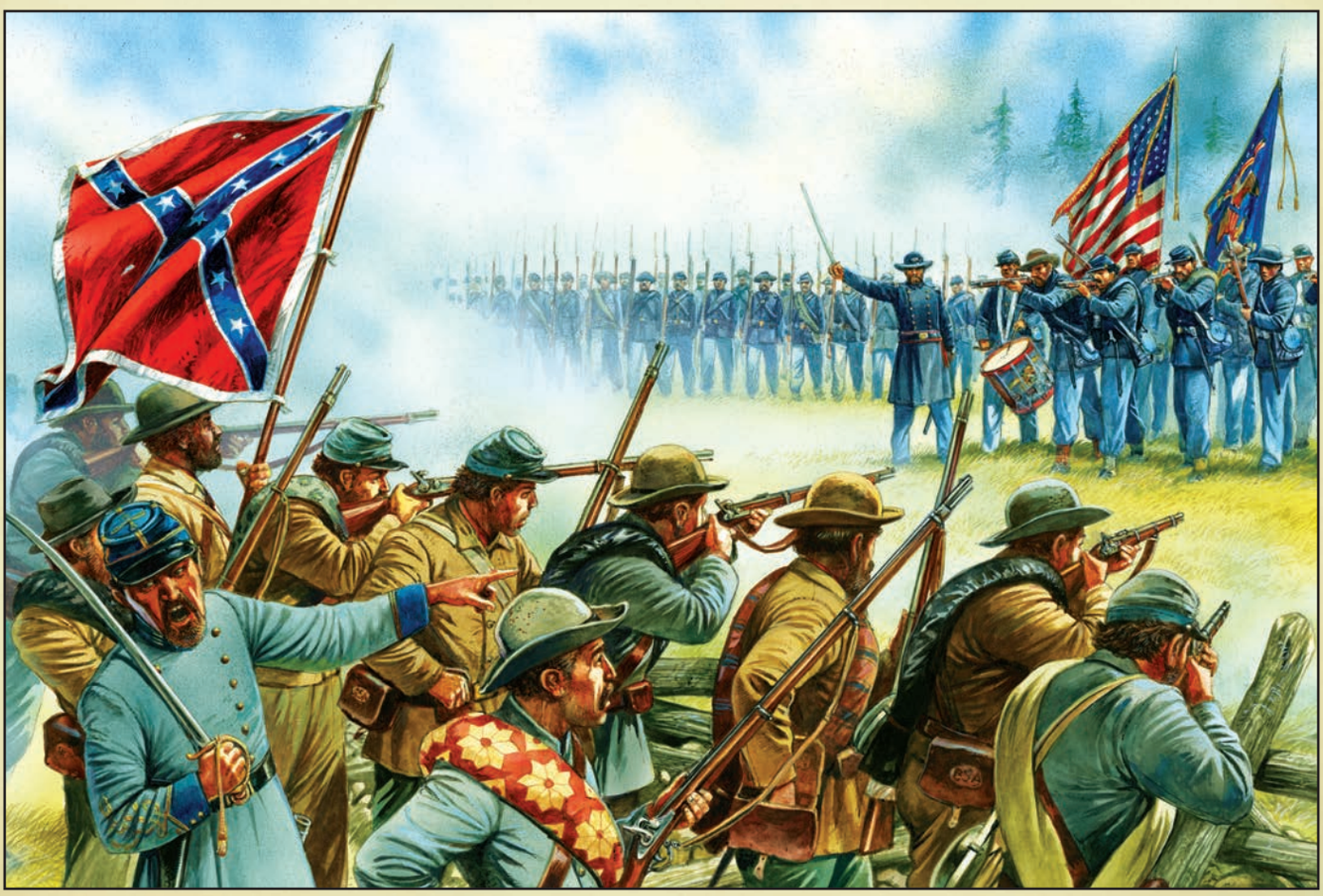
'THE DRAFT'

Enlistment had not met expectations, and in April 1862 the Confederacy became the first side to resort to conscription, or "the draft". The manpower pressure was not as noticeable in the Union armies, certainly not at first. With the stinging defeat of Bull Run still fresh it seems that many of the three month volunteers re-enlisted, as if they had a score to settle or something to prove. But eventually, after more severe reverses at Second Bull Run, Fredericksburg and Chancellorsville, the Union resorted to the draft as well, though not until 1863 with the first men being selected for service in July.

Perhaps not surprisingly the draft was universally unpopular, in both "countries". In the South conscription was likened to slavery, whilst certain categories were exempted - most notably those who owned slaves. Similarly, in the North a fee of $300 would buy exemption through the provision of a suitable "substitute". Both processes resulted in the cry of "Rich man's war, poor man's fight". Such a seething discontent amongst Northerners who had no interest in freeing the slaves, as some rabble rousers portrayed it, resulted in a series of riots across several Northern cities, often precipitated by Southern sympathisers. The worst instances of civil unrest occurred in New York. Many properties were burnt and many former slaves were picked out of the crowd, beaten, tortured and then lynched in three days of depredation which left well over a hundred dead. Weariness on the part of the rioters coupled with a temporary suspension of the draft in New York and the arrival of troops from nearby garrison posts eventually restored order.

With so much written about the Northern draft riots it is perhaps stunning to realize that in a Union army in which over two million men served, only about one in a dozen of these men were draftees or substitutes!

We shall now turn our attention to the uniforms and accoutrements of the Union and Confederate soldiers. This is a vast subject and only a rather potted summary is presented here. Readers are referred to the bibliography for further reading on uniform details.



February 16th 1861 - Texas state troops seize the arsenal at San Antonio

THE UNIFORMS

The Regulars of the United States

The Infantry

For the Union regulars the uniform was simple. The infantry wore a dark blue frock coat extending down past the hips, a pair of lighter blue or sky blue trousers (or "pants" if you prefer) and a tall black "Hardee" hat – a slightly over tall slouch hat, usually with blue cords and a brass bugle horn badge to identify the wearer as infantry. His accoutrements then included a black leather belt, suspended from which was his bayonet in a black scabbard, a black leather pouch for holding percussion caps on his right front side. Across his left shoulder was a black leather belt with a cartridge pouch suspended just behind his right hip containing his immediate use ammunition: usually about 40 rounds. He also carried a haversack made of black painted cotton suspended across his right shoulder and carried just behind his left hip. On top of his haversack was his water bottle. This was usually a metal oblate spheroid suspended from a white canvas strap. The water bottle was usually covered in wool or canvas: blue, brown, beige or grey in colour. His kit was finished off by his back pack or knapsack. This was a very practical black water proofed folding item with black leather straps over the shoulders and a further strap across his chest. This contained all of his spare clothes and spare ammunition and any personal items that he may have managed to fit in. Straps also existed to carry a rolled blanket attached to the knapsack. Blankets were of a grey-brown colour, though many shades existed within this. Finally, after weighing our infantry man down with all of this kit he had to carry his primary weapon, usually a rifled musket.



Union sky-blue kersey trousers (Armed Forces History Division, National Museum of American History, Smithsonian Institution).

The Cavalry

For the cavalry the uniform was similar except that the jacket was cut shorter to waist length and had a yellow edging or trim (the standard branch colour for the cavalry) on the collar, cuffs, waist and back. For the cavalryman there was no back pack – this was unnecessary since his mount would carry much of his personal kit. All belts were of black leather and the water bottle was the same as for the infantry. Normally the cavalry trooper also carried a black leather holster for a side arm as well as a metal sabre scabbard suspended from his left hip. His primary weapon, a carbine of some type, was carried suspended from a black leather strap across his left shoulder so that the weapon hung behind his right hip when mounted.

The Artillery

The Artillery wore similar uniforms to their counterparts in the infantry and cavalry except that red was the branch colour. The short waist length coat of the cavalry was, not surprisingly, more commonly seen amongst horse artillery batteries, where all the usual trim would have been in red. It should also be remembered that artillery guns and limbers were not left in their plain wood finish. Union pieces invariably had the wood treated and painted for protection against the elements, and this included wooden buckets, rammers and sponges. The colour chosen by the US Government many years before had been a Napoleonic French style artillery green, sometimes described as deep yellow ochre. This was applied not only to the wood of "field" artillery but also to exposed wood of siege and coast defence guns. This policy was continued by the newly raised artillery units as well.

The United States Marines

Union players may wish to field a unit of the United States Marines. A few short notes on their uniform may be of use. The marines wore normal Northern issue equipment. This comprised the long frock coat, lighter blue trousers (pants if you still prefer) and the typical kepi. They did however differ from the normal appearance of Northern troops in that the belts for their kit and accoutrements were white leather, not the usual black.

The Volunteers – North and South

At the war's outset the companies of volunteers mustering into their regiments wore a remarkable variety of uniform types and styles. These were often very far removed from what we think of as the typical Civil War uniform. It is a sad fact that very few of these uniforms survived the mustering process or far beyond it. Many were exchanged for far plainer State or government issue types – as described later – and then carefully packed away and shipped home never to see a battlefield or even hear a shot fired in anger. Hence the Scottish Highland garb of the 79th New York State Militia, or the bearskin grenadier caps of the New York City Guard and the plumed shakos of Alabama's Montgomery True Blues would not have made it to the field of battle. Such uniforms were just too expensive to be treated so roughly!

Indeed, it is common and often correct to think of the regiments of the Civil War as being uniformed largely in blue for the North and grey for the South; the Northern soldier donning a blue kepi whilst his Southern counterpart wore a slouch hat brought from home. Whilst there is an element of truth in these stereotypes there was variation from State to State. Regiments formed from volunteer or militia companies might find that these companies already had a serviceable uniform. Hence, regiments might comprise several or many different styles creating perhaps a very unmilitary appearance.

This left the individual States to re-equip their regiments with something more akin to a uniform. Different states often adopted slightly different uniforms. A summary of these *State* uniforms is presented here. This is by no means an exhaustive list and variations from these could often be found.

Government Issue Uniforms

Yankee Blue

The official issue coat for infantry and artillery was a knee length frock coat of dark blue with piping at the collar: light blue for infantry and red for artillery – as with the regulars. The coat was single breasted and closed with a row of brass buttons. The cavalry jacket was shorter and reached just below the waist with yellow piping applied to collar, cuffs, front and back seams. Often men wore a fatigue sack coat, made of dark blue fabric which reached half way down the thigh. On campaign it seems that some units only offered sack coats whilst others offered both and left it up to the individual. Hence a variety might be found. Officially the trousers were to be dark blue, but in late 1861 this was changed to sky blue. The overcoat, or greatcoat, was sky blue and though available was often very unpopular, the men preferring a water proof gum blanket to keep the rain off.

The official headgear was a broad brimmed black felt hat, sporting cords and an arm of service badge. These were generally unpopular and often discarded, though western regiments seem to have been more tolerant of them, most notably the Iron Brigade, though the cords and badges often fell by the wayside. In reality the most popular hat was the simple issue dark blue forage or fatigue cap, what is often referred to today as the "kepi", though it seems to have been more popular in the eastern armies than in the West. The men often added badges to these, either arm of service or company letter. As for the kit the soldier carried, this normally took the form of the government issue items already discussed above.

One extra "badge", all too often forgotten, is the corps badge. As the Union armies grew in size and the various brigades and divisions were formed into corps it was decided that it might be useful to be able to identify them on the battlefield. Initially this was done by the use of command flags in various basic designs, but the Army of the Potomac went further and brought in a system of elaborate designs of command flags. These designs then filtered down to the men who were ordered to wear a corps badge or symbol to aid identification. In 1863 Maj Gen Joseph Hooker was so insistent upon this policy that he ordered that any solder not wearing a badge was to arrested and treated as a straggler. The aim was to promote esprit de corps within the brigades, divisions and corps. This system became practically universal across all the Union armies, in all theatres. The designs ranged from a simple circle to more elaborate forms and came in all sizes from coloured patches worn on the top of a soldier's hat to small enamel (and hence more expensive) brooches worn by officers. This topic is too extensive to be discussed fully here and readers are referred to the bibliography for books containing a more detailed discussion of corps badges.

Confederate Grey

The Confederate issue coat was a grey double breasted thigh length frock coat. The cost of such an item was not lost on the government and such items were actually relatively rare. The reality was a much simpler single breasted waist length jacket with a low standing collar. Evidence suggests that the former type was more likely to be found in garrison posts whilst the latter was more prevalent in the field. Hip length sack coats were also made by



Union dark blue sack coat (Armed Forces History Division, National Museum of American History, Smithsonian Institution).

bleaching and dying captured Union garments. Issue trousers (or "pants") tended to be grey, occasionally captured blue trousers were worn as well as pairs sent from home where any vaguely dull military colour might suffice. Shortages caused by blockade and the capture of manufacturing centres inevitably led to more homespun items appearing and this led to the use of what is loosely termed "butternut". This brownish hue came from the dye being obtained from nut oil. The colour was very durable and was seen from 1863 and increasingly as the war progressed.

For headgear the Confederates authorized a kepi style cap of branch of service colour with dark blue band and a black peak. The reality was far from this due to the practicalities of supply and life in the field. Headgear was also often recovered from the Union army. Hence anything might be found ranging from Union blue and Confederate issue grey kepis, to slouch hats (Union issue black or privately purchased greys, browns and beiges etc). So there's plenty of scope when painting a Confederate regiment in miniature to make them as varied as you like!

The leather belts worn by the Confederate soldier were simply copies of their Union equivalent in terms of style. These were often made from brown leather, though Union black was sometimes used, either captured or simply a manufactured copy. Haversacks were made from white cotton, being available in abundance in the South! These were hung across the wearer's chest from the right shoulder as was the water bottle. Confederate water bottles were wooden cylindrical affairs and it was universally agreed that they were inferior to their Union counterparts. Hence, the water bottle was often the first item replaced with a recovered Union equivalent. Knapsacks were available and were basically copies of the Union versions, though usually of slightly inferior build. As with his Union brethren the Confederate soldier, if he had a knapsack, often discarded it to use a simple blanket roll instead.



THE UNION PREPARES: INFANTRY AND ARTILLERY AWAIT THEIR ORDERS.

State Issue Uniforms

Although the governments of both North and South endeavoured to supply uniforms from the outset, it was also the case that as the individual states had raised their volunteer militias, so these had existing state uniforms. Existing militia regiments were often offered to the nation for service whilst the states raised more regiments from the flood of volunteers that came forward at the war's start. Prior to the hopefully widespread issue of government uniforms many states issued their own uniforms, either from stocks made before the war and worn by their existing militia, or from newly manufactured items. Hence, although "The Blue and The Grey" image holds true, at the outset the situation was far more varied. What follows is a brief summary of the uniforms issued by the individual states.



U.S. belt plate (Armed Forces History Division, National Museum of American History, Smithsonian Institution).

Union State Issue Uniforms

The common uniform adopted by the Union infantry was a blue sack coat extending to the hips, a blue kepi and light or sky blue trousers. This was rounded off by black leather accoutrements: cartridge box, cap pouch, belts etc... The canteen was slung from a white cotton strap carried across the body and hanging over the left hip. A small haversack, of black painted fabric, was carried alongside the water canteen. The knapsack might have been of standard Government issue: namely a black canvas waterproofed folding type. Great coats (if carried) were of light blue wool – similar in colour to the issue trousers. Thus we have our Union infantryman, as already discussed above. Many states followed this pattern from the outset, or conformed to it as the war progressed and supplies came to match demand. However, from the outset of the war variations across the Northern states existed. Some examples are given here:

Connecticut

It seems Connecticut issued uniforms similar to the dress of the US Regular army. Also, in the infantry regiments, two companies were often designated as rifle companies and so adopted a green trim to their otherwise blue coats. Once these wore out (not long after the start of the war) then normal blue coats, still of regular issue, were worn.

Illinois

At the war's start it was hoped that the government would provide all the uniforms needed, but this was not to be. Hence, several regiments opened their war dressed in grey shirts with a blue kepi. Grey frock coats became available (due to a shortage of blue cloth) edged in blue for infantry and red for artillery;

and grey broad brimmed hats. The cavalry were often issued with red shirts and dark blue trousers. However, by 1862 these bizarre combinations had been replaced by normal government issue uniforms.

Indiana

Initial issue uniforms were grey short shell jackets and trousers. Hats were simply "light" in colour and made of felt – presumably broad brimmed. As these wore out and more regiments were raised, standard government issue became the norm.

Iowa

The initial uniform was predominantly grey. The coat was rather like a loose fitting blouse with a green collar and the trousers were dark blue. It is likely that only the 1st Iowa infantry wore this uniform and these were worn out by the Wilson's Creek campaign. Replacements were grey frock coats and trousers, but only a few regiments received these. Others wore normal Government issue.

Maine

The first regiments to be raised wore grey frock coats and trousers though the shades were variable. These were rapidly replaced in 1861 by Government issue so may not have seen much, if any, action. Maine soldiers seem to have preferred dark blue trousers to the regulation sky blue.

Massachusetts

Initially the state ordered grey coats and grey broad brimmed hats. This was eventually deemed to be unacceptable and by 1862 all wore the Government issue uniform.

Michigan

The first state uniform was a dark blue shell jacket with high collar and dark blue trousers and dark blue kepi. Hence, they were in dark blue from the outset, but certainly by late 1861 government pattern uniforms were being issued.

Minnesota

As a frontier state the troops were issued with a first uniform of a chequered red shirt and black trousers with a black broad brimmed hat. However, this rather distinctive dress was probably replaced by Government issue by the Summer of 1861.

New Hampshire

The first uniform comprised a grey coat with red trim, grey trousers and a red kepi with a dark blue band. This was replaced by a government style issue though dark blue trousers and black hats may still have been worn by some.

New Jersey

Troops were at first issued a dark blue frock coat, light blue trousers and a black hat similar to that worn by the regulars.

Ohio

In 1861 most of the state's volunteers wore a red shirt, blue or grey trousers and a black broad brimmed hat. By 1862 these uniforms were replaced by the standard government issue.

Pennsylvania

The first state uniform was an all grey affair with shell jacket with standing collar and a kepi. By 1862 this had been replaced by the government issue style.

Rhode Island

The first uniform selected by the state was a dark blue tunic or loose shirt, grey trousers and a black broad brimmed hat. This persisted until mid-1862 when a government issue style was adopted.

Vermont

It would seem that Vermont's first three regiments wore a grey uniform, or a brownish grey comprising a frock coat trimmed with blue. As these wore out, and with all subsequent regiments, the Union government issue was the norm.

Wisconsin

The first two regiments raised wore all grey: frock coat, trousers and kepi. The 3rd Regiment wore a dark grey hunting shirt and grey broad brimmed hats. Thereafter the regiments wore a similar uniform to the first two, but with varying black trim and a grey kepi. Some of these uniforms were of very poor quality and trousers had to be replaced with blue ones. By the beginning of 1862 all of the state's troops were uniformed according to government regulations. Hence a fare mix of uniforms can be seen, but largely confined to blue and grey, with the grey only lasting for the first few months of the war. There was also a natural desire to replace what were perceived as possibly "Confederate" grey uniforms due to cases of mistaken identity and "friendly fire" on the battlefield. Thereafter a government issue style was usually the norm across the Northern states.



Confederate State Issue Uniforms

The common uniform adopted by the Confederate States has already been described above: a grey coat and trousers with largely brown leather accoutrements and a cylindrical water bottle.

However, as with their Union counterparts, variations existed as states issued and tried to maintain their own uniforms. Further examples are given here:

Alabama

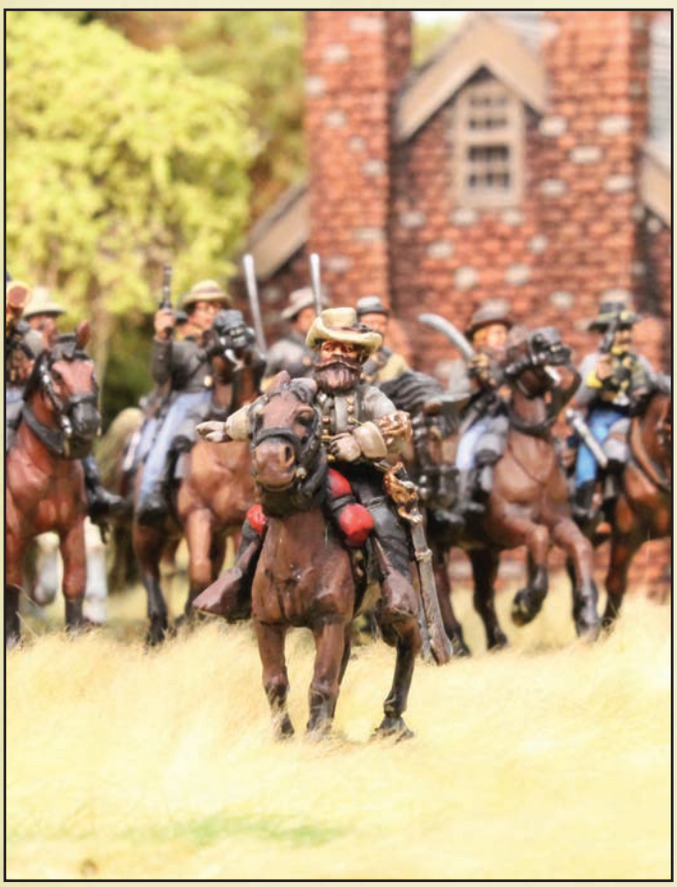
Troops wore a dark blue frock coat, grey woollen trousers and brown shirts initially. Headgear comprised black broad brimmed felt hats at the war's start. These uniforms were replaced as necessary by state issued grey uniforms, though it seems some of the first uniforms may have survived into 1863.

Florida

The state issued normal Confederate style uniforms though as the war progressed the scale of replacements became tiny. Florida troops had the unusual distinction of being issued with straw hats!

Georgia

The Georgia regiments varied widely in their uniforms, often from company to company within the regiment, with frock coats and jackets being worn. Red and buff uniforms are mentioned in 1861. As with so many of these more exotic uniforms they were gradually replaced by the state and the government with Confederate uniforms.



THE PERSONIFICATION OF THE CONFEDERATE CAVALIER - JEB STUART



Brass C.S. belt plate (Armed Forces History Division, National Museum of American History, Smithsonian Institution).

Louisiana

The state issue uniform was initially dark blue and companies are recorded mustering into their regiments with blue as the most common colour. Grey was also present and gradually began to predominate.

Maryland

Maryland, being a "border" state though technically in the North, provided troops to North and South. This meant that Confederate Marylanders were able to bring better quality uniforms from home than many. Hence, Maryland units often seem to have been in regulation Confederate uniforms.

Mississippi

Mississippi issued grey frock coats with arm of service braid on the chest. The braid colours were red for infantry, yellow for cavalry and orange for artillery. Trousers were grey and headgear comprised black slouch hats. This uniform seems to have not only been issued in 1861 but also survived well into the war.

Missouri

Confederate Missourians do not seem to have been able to organise a proper uniform and were so poorly outfitted that initially they had to use a simple "field sign" of a white fabric stripe on their left shoulder. After this relative shambles they received Confederate issue uniforms.

North Carolina

The uniform comprised a grey sack coat with coloured shoulder straps: black for infantry, red for artillery and yellow for cavalry. Trousers were also grey with a stripe in the branch colour. North Carolina was unique in assuming responsibility for uniforming its troops throughout the war. Hence, it is possible to find examples of this uniform still being worn at the war's end.

South Carolina

Despite very flamboyant regulation dress it seems as though most volunteer companies mustered into service with a wide range of different colours: greys – dark and light, dark blue and green. Such uniforms seem to have worn out very quickly and been replaced by a standard Confederate uniform.

Texas

Texas companies of volunteers seem to have managed to have the same style of uniform, but there was much variation across the companies – some in frock coats, others in short shell

jackets. The only uniformity seems to have been that all wore grey. Several companies also sported black braid upon their chests. Hats were usually kepis.

Virginia

At the start of the war the majority of Virginia's volunteers wore grey uniforms with a few companies in blue. The uniforms tended to be grey frock coats, trousers and kepis, often trimmed with black braid. A few cavalry units also wore grey shirts in the field.

The Zouaves

In emulation of uniforms worn by some troops in French service several infantry regiments adopted zouave dress. The zouaves had historically stemmed from tribal units in French service in North Africa. Several of these regiments were taken into the French army and served during the Crimean War where one George B McClellan had been an observer. McClellan was duly impressed by their gallantry in action. Newspaper articles recounting their deeds spread their reputation and many American regiments, both North and South styled themselves as zouaves. American zouave regiments came into existence in three ways: either formed from zouave militia regiments, raised as zouaves from volunteers at the outset, or converted into zouaves during the war from existing regiments. In total over fifty such regiments were formed on both sides. Initially most were from the deep south where historical French settlement had been strongest, but by the war's end most zouave regiments were to be found in Union armies.

What made the zouave regiments different was their uniforms. No more were there plain blue or grey coats with a weather beaten slouch hat, but instead a selection of styles and colours that left many observers confused. To say that zouave uniforms could be gaudy, bordering on ridiculous perhaps, might be an understatement. One exchange between a Union officer from the regulars (which never included zouave regiments) and a zouave officer is recorded as:

"Who are you?"

"I'm a zouave"

"What is that?"

"An officer of a zouave regiment, sir"

"An officer? I thought you were a circus clown!"

In general terms zouave dress differed from "normal" uniforms in several areas. Headgear was either a kepi, a fez (less rigid than the modern version), perhaps with a hanging tassel, or a turban – which was basically a fabric band wrapped around a fez. Coats were waist length, cut with rounded edges and usually trimmed in a contrasting colour. Brightly coloured vests or shirts were also worn and possibly a sash worn around the waist. The ensemble was completed by baggy trousers. Normal army belts and accoutrements were then carried. With over fifty regiments in zouave dress it is beyond our scope to present a full list but, for the purposes of flavor, we include a selection of uniform details here:

11th Indiana

Blue kepi and black short jacket trimmed in light blue with sky blue trousers.

146th New York

Red fez and tassel and a sky blue jacket with yellow trim. A red sash and sky blue trousers.

155th Pennsylvania

Red fez with a blue tassel, dark blue jacket with yellow trim and dark blue trousers with red piping.

Louisiana "Tigers"

Red fez, blue jackets, later exchanged for brown, trimmed in red, blue and white finely striped trousers with white gaiters.

The tragedy for the Confederate zouave regiments was the dire supply situation by the late war. Under these conditions uniforms could not be replaced and often only small vestiges of their zouave style remained: a few bright kepis, a few trimmed jackets, the majority in plain government issue kit.

Whilst their French counterparts may have enjoyed a certain martial reputation, on the American continent the same was not necessarily true. Some regiments were converted to zouaves as recognition of their sterling performance in action, others for being good at drill. Hence, whilst they felt themselves to be a "cut above", and often that's enough, they frequently performed no better or worse than their more drably attired colleagues. That said, they do add a tremendous splash of colour to any Civil War miniature army!



Bayonets!

On 2nd July the 20th Maine infantry regiment found itself holding a position at the extreme southern end of the Union line on a hill called Little Round Top. Their Colonel – Joshua Lawrence Chamberlain – saw the significance of the position and knew that it had to be held. Similarly, the Confederates realised that it had to be taken. Over the course of a desperate two hour action the 20th Maine, largely alone, held off the attacks of two Alabama Regiments. The Union line became bent back on itself as the Confederates sought the 20th's weak spot. Several charges were pressed home, but the 20th hung on as casualties mounted and ammunition ran low.

At the climax of the action Chamberlain realised that he had two choices: his men were exhausted and low on ammunition – they might be pushed off Little Round Top, but his assailants had made repeated assaults up hill in sweltering heat – they must also be tired. Perhaps the 20th Maine could counterattack?



"I stepped to the colors. The men turned towards me. One word was enough, – BAYONETS!"
J L Chamberlain, 20th Maine

The 20th Maine drove the Confederates back down the hill and held Little Round Top, possibly saving the Army of the Potomac. For his deeds that day Chamberlain was awarded the Medal of Honour.

FLAGS AND COLOURS

All regiments, battalions and batteries carried a colour, flag or standard. Hence, it is regarded as vital that our miniature equivalents should do likewise – with the *possible* exception of the artillery where gun crew figures might be more aesthetically pleasing.

These would usually be carried in the centre of the regiment by senior NCOs or junior officers. They marked the progress and location of the regiment and as such players should always endeavor to place their colours at the front and centre of their miniature regiments.

Infantry

In the Northern armies all regiments and regular battalions carried two colours. For the regulars the first was the national flag – the "Stars and Stripes" (which incidentally always carried the stars representing the Confederate states - they were never removed!). The second was a battalion colour in the form of an eagle holding an olive branch in one talon and arrows in the other, all on a blue field.

For the volunteers, militias and state regiments the first was again the national flag. The second was the regimental colour the form of which was either a copy of the regulars' eagle and shield on a blue field or was a locally issued affair. The designs of the locally issued flags varied widely. Whilst usually on a blue field they could contain the state seal, crest or emblem; or even some design reflecting the origins or background of the regiment.

In the Confederacy regiments usually carried a single colour. The form of this was often dependent upon the area in which the regiment was operating and which army it had belonged to on its formation. The now familiar Confederate blue saltire and thirteen stars on a red field is more properly the battle flag of the Army of Northern Virginia. However, other flag designs and versions of the battle flag were carried in other theatres and by other Confederate armies.

Some Confederate regiments carried two colours. The second would have been a state flag.

When modelling your regiments it is important to remember one thing. If you intend to use two flags in your miniature regiments (and it is strongly recommended for Union regiments), regardless of whether Northern or Southern, the national colour should be placed *on the right* of the colour party. The right was always deemed to be the senior position in the line. The state or regimental colour would then go on the left of the colour party. This can lead those with a modelling bent into creating spectacular vignettes!

Cavalry and Artillery

Normally in the Union armies each company carried a colour. This was a small swallow tailed version of the Stars and Stripes. In addition to these the regiment carried a regimental colour in the form of an eagle holding an olive branch in one talon and arrows in the other, all on a blue field – similar but smaller than the infantry "battalion" colour. Alas the red and white "guidons" immortalised by the US Cavalry of Hollywood were not issued until *after* the war, although a version of the white over red were used as command flags.

Confederate cavalry regiments carried a single colour per company – usually a smaller version of the infantry type, and occasionally a state flag may have been carried.

Though artillery batteries of both sides were issued with small versions of the infantry flags it is often not possible to represent them amongst the naturally preferred gun crew models. However, players who choose to use spare colour bearers to carry battery colours are to be commended for their accuracy and their possibly more aesthetically pleasing artillery batteries.

THE REALITIES AND RIGOURS OF CAMPAIGNING

Despite the best efforts of the various states and government commissariats the supply of good uniforms could be erratic – particularly in the more far flung reaches out west and also in the South as supply systems broke down due to Northern armies pushing deeper into the Confederacy. This, coupled with the vagaries of fashion, the whims of individual soldiers and the temptations offered by the sutlers' stalls in camp resulted in an often distinct lack of uniformity in our Civil War regiments.

Where once a regiment may have marched proudly off to war clad all in one colour and issue kepis, after a few weeks marching, nights out in the elements, coupled with scrambling through bushes on the piquet line, patches would begin to appear as clothes simply wore out. Rain often made kepis unpopular as water ran down the backs of necks. The kepi might be discarded and, if the officers turned a blind eye, slouch hats might begin to appear in their stead. Even the once tall Hardee hats of the regulars would be beaten out of shape to a more slouch hat appearance.

Haversacks were invariably carried and used, but the Union infantry knapsack could be too heavy and cumbersome, hence it was often discarded. The Confederate infantry occasionally picked up a discarded knapsack, but again, it could be uncomfortable regardless of the cause being fought for. It was more common for men to use a blanket, either an issue grey or brown, to make a roll tied and carried diagonally across the chest to carry their possessions. Such blankets might be State or Government issue, or even brought from home if neither of the former was available. The Confederate wooden cylindrical water canteen was usually of inferior quality to the Union oblate spheroid type and so men would try to acquire a Northern version as soon as possible and this is probably the one item most recovered by Confederate soldiers should the chance arise.

Our nicely uniformed regiments could soon begin to appear rather ramshackle if the men were left to their own devices. Some officers deemed such appearances to be unsoldierly and tried to enforce a degree of uniformity with the help of the quartermasters; others believed that this was simply the men expressing themselves as individuals and it was how they behaved in action that really mattered. Such matters could be further compounded by a simple lack of decent or new uniforms in sufficient numbers, thus further complicating the "uniform" issue.

Hence, we often model and paint our regiments in a range of conditions: some nice and uniform, perhaps well supplied or freshly raised; others clad in all kinds of jackets and headgear – the old sweats who've seen the elephant, or who've simply spent a long time in the field.



R&R FOR SOME WHILST THE BATTLE RAGES.

Jackson in the Valley – 1862

When Lee took command of the Confederate army before Richmond his principal problem was that of manpower. The Confederates had lost about a tenth of their strength at the Battle of Fairoaks and Lee was running out of space and time. To even the odds Lee looked towards the Shenandoah Valley to the west and Stonewall Jackson. In the valley Jackson commanded an army of 16,000 men but was already fully engaged, dealing with no less than three Federal armies whose combined strength was nearly triple his own. Confederate hopes rested on Jackson's ability to keep those federal armies fully occupied and then to disengage successfully and transfer his army to Richmond in time to strike against McClellan outside Richmond. Jackson had already been performing feats that were little short of miraculous. In late March he had attacked the federal army of Nathaniel Banks in time to prevent Banks from sending reinforcements to McClellan – it was a bold, almost foolhardy move, for Jackson had only 3,000 men against a Federal division of 9,000. Jackson's men were driven off with relative ease but the battle caused Banks to postpone his planned move to Washington thus freezing a large body of Union troops in the northern end of the valley. Moreover, Banks victory helped convince President Lincoln that Jackson's army could be cut off and destroyed. He thus ordered McDowell' corps at Fredericksburg to move west to head off Jackson's retreat, thus trapping 'Stonewall' in the long narrow valley with superior forces both above and below him. The decision to dispatch McDowell on this chase was unwise for two reasons: firstly, because to catch Jackson McDowell's men would have to march longer distances on poor roads than the force they were attempting to trap, and secondly because it prevented McDowell from joining with McClellan and so denied the latter 40,000 extra men.

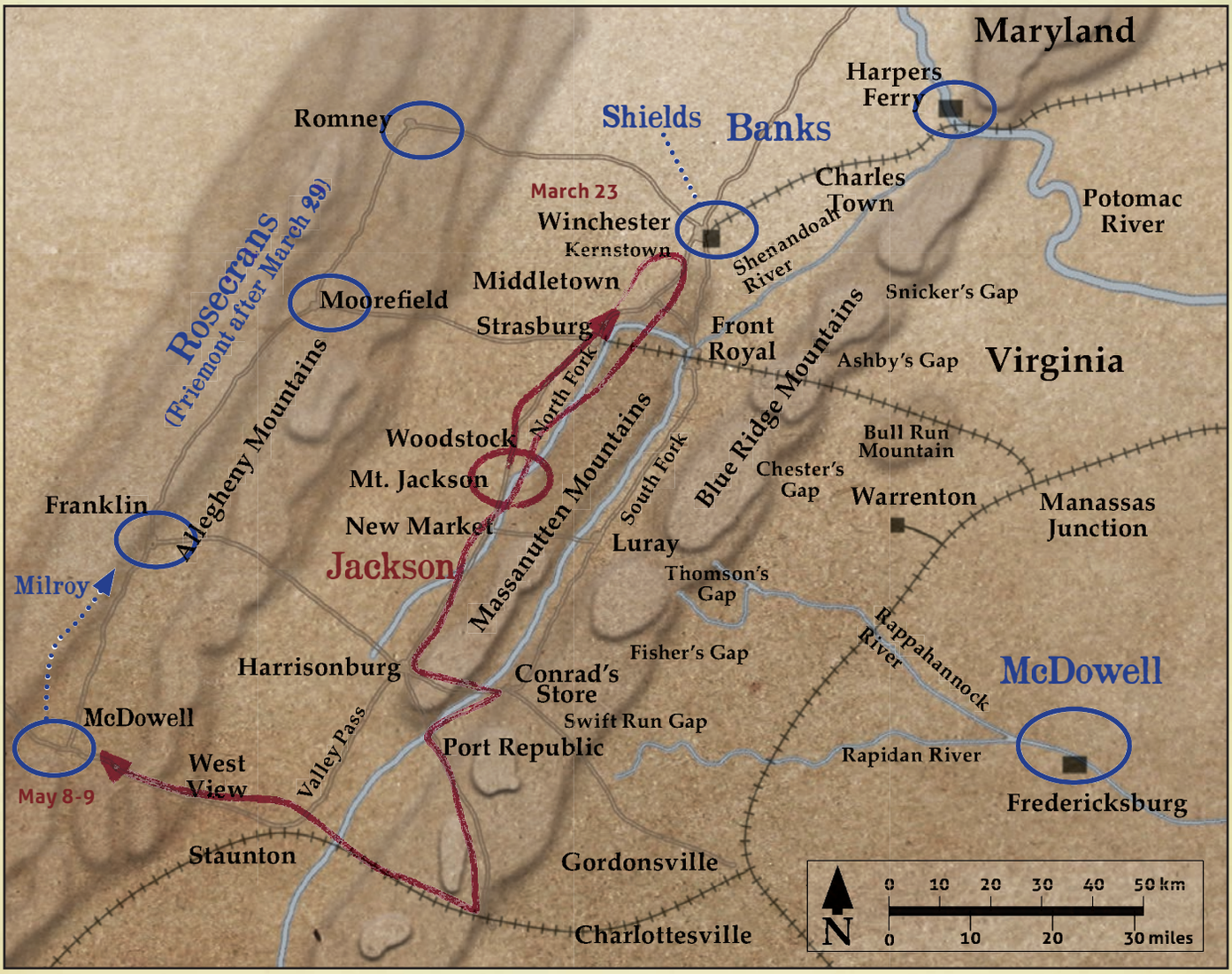
Easily escaping this gambit Jackson sped south to deal with the small Union Force under John C Fremont whose army was moving toward the valley from West Virginia. Fremont's target was Staunton on the Virginia Central Railroad. Jackson marched his men south and used the railroad to transport his men to Staunton and then marched west to defeat Freemont's detachment on May 8th at the battle of McDowell. Jackson's manoeuvres now became positively mystifying to the Federals! Aided by a detailed large scale map of the valley and marching with the speed that earned his men the nickname of 'foot cavalry' he attacked and defeated a Union garrison at Front Royal on May 23rd and then fell upon Banks's main army at Winchester on May 25th. Banks fled north all the way to the Potomac with Jackson following most of the way. Breaking off his pursuit of Banks Jackson headed next for the southern end of the valley where the Union forces were marching to cut him off. Fremont was approaching again from the west and the division of McDowell's corps under Brigadier General James Shields was advancing from the east. Jackson hit Fremont first at the battle of Cross Keys on June 8th and then turned on Shields at Port Republic on June 9th. In less than three months Jackson had fought six battles and lost only one of them, but more importantly he had occupied nearly 60,000 Union soldiers in a fruitless effort to bring him to bay. Now his mission was to break contact, extricate himself from the valley and bring his men to reinforce Lee outside Richmond.

On June 23rd Jackson made a secret visit to Richmond where he sat down with the new commander for the first time. Lee asked him how soon his men could be in position for an attack on McClellan. Unrealistically Jackson answered that his men could get to their assigned positions north of Richmond by the next day – June 24th. Lee then set his plans in motion for a general attack the day after that – the beginning of the seven days battles that would decide the fate of Richmond and the Peninsula campaign.





Confederate troopers hold the Yankees back.



Jackson's stunning 1862 campaign in the Shenandoah Valley.

The First Modern War?

The American Civil War is held by many to be the first war of the "modern" age. This is largely due to the horrendous casualty levels suffered by many armies in many battles as well as a perception of the tactics employed and a feeling that warfare had changed somehow from what had gone before. As people struggled to understand the battlefield they explained away the massive casualty figures by looking at the weapons used. The average infantryman carried a rifled musket. Now, it was claimed, he could hit a target at 700 yards, far further than the feeble 100 yards of his Revolutionary or Napoleonic forbear. This explained why casualties from bayonets and swords were so rare: no one ever got close enough – they were cut down hundreds of yards away!

Similarly, casualties caused by artillery were very low. But that made sense and fitted nicely with the idea of the infantry, in massed skirmish screens, picking off the gun crews at long range. Suddenly it all made sense and explained why the war was so "bloody" compared to previous wars. It was the rifle in the hands of the infantry that changed the battlefield. Hence, in popular lore the Civil War is often seen as a precursor to the First World War.

If only this was true, but more of this later when we look at how the armies actually fought. A list of the supposed "modern" features of the war might include:

- The widespread use of rifled weapons, both small arms and artillery;
- The advent of breech loading and repeating small arms;
- The decline of the bayonet;
- The alleged massed use of skirmishers, or looser formations in order to reduce casualties;
- The claimed vulnerability of artillery to the "new" skirmishing sharpshooters;
- The use of trenches to shelter troops against firepower.

In the wider strategic sense we could justifiably add:

- The use of railways for troop movements;
- The use of telegraphic communications;
- The impact of the war upon civilians;
- The use of observation balloons.

In *Black Powder* we're really only interested in the first part of our list – the tactical aspects on the battlefield that might affect our little soldiers as they struggle across our tabletop. Let us now consider each point of our "modern" list.



THE CAVALRY LOOK ON, WAITING FOR THEIR MOMENT, AS THE INFANTRY ENDURE THE FIGHT.



Ahead of the main line Confederate Skirmishers flush out Union infantry.

The Rifle

At the war's start many infantry regiments were formed and mustered into the field armed simply with smoothbore muskets, often of Napoleonic origin, converted to a percussion cap firing mechanism in order to improve reliability. Most regiments took to the field armed with rifled versions of these weapons – the rifled musket. As "rifles" they had the ability to hit targets at relatively long ranges, often at several hundred yards *in theory*. But, and this is a key feature of the Civil War, they were not generally used at these ranges. Careful study of contemporary accounts reveals that during the first half of the war the average fire fight took place at a range of only about 100 yards – a little more than those of Napoleonic actions 50 years earlier! So much for the long-range firefight.

The Advent of New Weapons

Certainly modern firearms had an impact and were in relatively widespread use by the war's end. But these breech loading and magazine fed weapons in the hands of the infantry and cavalry increased the rate of fire, not the ranges at which they were used. The rifled artillery piece was a rarity in 1861, and though a desirable commodity due to its greater range, generals often preferred the smoothbore due its better performance at close ranges when firing canister.

For the infantry and cavalry this increased rate of fire meant that tremendous volumes of lead could be put into the air – but only for a short period of time – then ammunition would begin to run low. In actuality, often the reverse would be true, and troops with these weapons became less prone to panic and firing off their first volley in the hope of looking "scary" to the enemy. They knew that they had a powerful advantage and that there was no need to rush. Often regiments equipped with these weapons didn't fire off any more ammunition than another with a more standard muzzle loading weapon.

The Decline of the Bayonet

Practically every infantryman who served during the war would have been issued with a bayonet. Deemed by many to be the ultimate arbiter of the infantry role it would seem to have been an almost useless weapon during the Civil War. Casualties caused by such weapons make up only a few percent of the total. More often than not this is simply because the massed volunteer and conscript armies struggled to close with the enemy in hand-to-hand combat. Why take the risk of a gruesome end compared to the quick end, or most probably just a wound, offered by a bullet? A relatively well educated literate volunteer or conscript might see no sense in throwing his life away in a charge towards an enemy line bristling with steel. Usually, though not always, regiments preferred the use of close range fire power over closing with the bayonet. Hence we read of protracted close range fire fights, often very close.

The Massed Use of Skirmishers?

In order to reduce casualties there was certainly a move to adopt looser formations and occasionally use the "Indian rush" and advance by bounds to cover ground and approach the enemy. But to assume that this was widespread is a mistake. All the way through the war troops made massed, formed assaults in order to try and drive the enemy from his positions.

Skirmishers were used, but often they were omitted entirely since, once deployed, they tended to become uncontrollable as each man sought to take shelter away from his officers. Rates of fire slackened as each man might try to take more careful aim with what was, actually, an inherently inaccurate weapon.

At both Bull Runs, Shiloh, Antietam, Fredericksburg, Gettysburg, Chickamauga, Chattanooga, Wilderness, Atlanta and Spotsylvania infantry made massed assaults in formed bodies. If they failed it wasn't due to a lack of skirmishers. Failure stemmed from a lack of preparation and support and, often, a simple unwillingness to close with an enemy in a seemingly strong, perhaps entrenched, position.

The Vulnerability of Artillery?

Postwar commentators assumed that the low number of casualties caused by artillery was due to the artillery now being driven off by long range infantry fire, but an examination of artillery casualties reveals that in most actions gun crews only suffered about 10% losses, far fewer than the infantry that typically ran at 30% in a major battle. It was actually safer to be in an artillery battery than in an infantry regiment!

This comes down to two simple reasons. In battle artillery could still dominate ground, as it had done during the Napoleonic wars, but now commanders realised this more than ever and might try to avoid attacking where enemy artillery was well placed if they could. Also, the terrain of the battlefield often precluded the use of artillery in massed batteries using long range fire, particularly in the often more wooded Western theatre. Most famously in '62 at Malvern Hill Confederate infantry attacks were halted by massed Union artillery, and later in the year the Union assaults at Fredericksburg suffered badly at the hands of Lee's artillery. Artillery, used properly, could decide a battle.

The Use of Trenches

The butcher's bill of the Civil War battles shocked the American nation as a whole. Never before had so many casualties been inflicted upon American armies. Besides the few regular troops the armies were composed largely of inexperienced volunteers and conscripts. Though, as the war progressed, several regiments, having "seen the elephant" all too often, realised that frontal attacks were bound to fail and prolonged fire fights produced heavy losses.

The reaction of many generals, who also realised that some of their troops lacked the toughness and experience to stand up to protracted engagements, was to simply dig! American armies across all theatres often dug themselves into strong positions in order to hold and dominate ground. This was only possible where time permitted and many battles do not fit this image at all. Even at Gettysburg where the Union Army was in position for up to three days, only two locations were fortified to any extent. But this was no new phenomenon. The Napoleonic wars are littered with examples where battlefield positions were strengthened by digging.

So why not dig in? If a general wanted to move rapidly onto a new location, or simply attack, he would not normally permit his troops to dig. It often sent the wrong message to the men and allowed them to lose an offensive mindset. Also, the troops may not have the means to hand to dig in effectively.

Many commentators point to the sieges of Vicksburg and Petersburg as examples of "modern" warfare with many miles of trenches dug to shelter the opposing armies. It should be noted that these were sieges, and digging trenches during sieges was nothing new – it had been done across the world since medieval times and the dawn of *Black Powder*!

The Bloody Battlefield

Even today many historians remark on the casualty levels caused in Civil War battles and add that these were higher than in Napoleonic battles. This simply isn't the case and is proven by an examination of the numbers. The following table lists the five bloodiest battles (by percentage of combatants) from both wars and the total casualties from all those present as well as their duration in days.

Civil War	**Duration**	**Total Casualties**
Stones River	3 days	24,600 (32%)
Chickamauga	2 days	34,500 (28%)
Gettysburg	3 days	46,300 (28%)
Shiloh	2 days	23,700 (21%)
Antietam	1 day	22,700 (20%)
Napoleonic Wars	**Duration**	**Total Casualties**
Waterloo	1 day	75,000 (39%)
Borodino	1 day	100,000 (29%)
Friedland	1 day	43,000 (29%)
Barrosa	1 day	3,620 (24%)
Austerlitz	1 day	35,800 (23%)

Besides revealing that Civil War battles were no bloodier than Napoleonic battles (perhaps marginally less so), this comparison also shows that they could be less decisive, since they often lasted longer; a fact stemming from the composition of the armies and possibly the more readily defendable terrain. Gettysburg is a case in point: Lee's Army of Northern Virginia was not *destroyed* by three days of fighting and was left to withdraw. However, at Waterloo all the casualties were suffered in about ten hours of fighting. But those casualties came from a wide range of countries and states: France, Great Britain, Prussia, Belgium, Hanover etc. During the Civil War *every* casualty was an American.

Perhaps, rather than being the first modern war, the American Civil War was the last of the Napoleonic conflicts?

"We must make up our minds to get into line of battle and to stay there; for that man will fight us every day and every hour till the end of this war. In order to whip him we must out manoeuver him, and husband our strength as best we can."

James Longstreet in 1864 warning a staff officer who had expressed contempt for Grant



"YOU MAY FIRE WHEN READY."





"HERE THEY COME!" CONFEDERATE INFANTRY MOUNT THE BREASTWORKS.

The Weapons

In 1861 the Armies of North and South took to the field with weapons that would have been understood by almost any soldier from the previous 150 years, perhaps with a little further explanation. By 1865, whilst many of these weapons remained unchanged, manufacturing and technological innovations, especially in the North, meant that many weapons possessed a new level of (theoretical) lethality. The ability to kill had reached an almost industrial scale in itself.

In 1861 an infantryman might have marched to war with a smoothbore, possibly even flintlock, musket. By 1865, if he was still alive and serving, he would hopefully possess a rifled, percussion cap, musket – perhaps a breech loader, or even one of the newfangled magazine fed repeating weapons. His counterpart in the Union cavalry would most probably have carried one of the newer weapons by war's end besides a revolver and sabre. Similarly, his friends in the artillery would have seen innovations – perhaps not so much in the operation of their pieces, but certainly in their size and range as the armies of both sides built extensive fortifications.

We shall now examine the types of weapons carried and how these changed and developed during those dreadful years.

THE SMOOTHBORE

When thinking of the Civil War infantryman and his firearm most thoughts turn to the rifled musket, however many soldiers would have started the war armed with a much older style weapon in terms of technology. This would have been the humble smoothbore musket. This weapon would hopefully have been modified by the addition of a percussion cap firing system, but certainly older flintlocks would have been seen in the early battles, especially "out west" when volunteers brought weapons from home if none was available from the quartermaster. We shall begin with this weapon.

The smoothbore was descended from the matchlock muskets used by the settlers on the American continent in the 17th century. Over the years it had become refined in terms of reliability with the development of the flintlock, but it had changed little since the early 1700s. It was certainly rare in the opening months of the Civil War but several Confederates almost certainly dusted off their grandfather's flintlock and set off to war!

This weapon is best described by following the loading procedure. First the soldier removed a paper cartridge containing a lead ball and powder. He then ripped open the cartridge with the ball gripped in his teeth. He placed a small amount of powder in the open pan. With the weapon tilted to one side powder from the pan would pour into the touch hole and into the bottom of the barrel. He'd then close the frizzen over the pan in order to prevent the powder from spilling out or perhaps getting wet in poor weather. He then poured the remaining powder down the barrel, spat the ball into the barrel, place the remaining cartridge paper on top of the ball and rammed the whole mass firmly down the barrel with the ramrod. Now he'd pull back on the sprung cock until it locked. This position is usually referred to as "half-cocked". A further pull would place the sprung jaws holding the flint at full-cock. At this point the spring can normally only be released by pulling the trigger. Hopefully he'd take a reasonably careful aim, and then pull the trigger. The flint pushed the closed frizzen out of the way and in so doing created a spark that ignited the powder in the pan. This would burn through the touch hole into the base of the barrel and the packed down powder. The resultant explosion in the barrel would propel hot gases and debris back out of the touch hole, but the path of least resistance was up the barrel. And thus the ball was propelled on its way.

In *Glory Hallelujah* we allow many of our regiments to carry such weapons as this – such as the 1816 flintlock musket, or perhaps even older weapons. But that is not to say that all these weapons classed as smoothbores are flintlocks. Many might simply be relatively poor quality weapons such as the Springfield 1842 Smoothbore musket, even though it was fired using a percussion cap system (more on this below). They are simply old, and to put it bluntly – not very good in terms of range.

So the basic flintlock smoothbore was inaccurate by the standards of other more sophisticated (i.e. expensive) weapons, but it was also dirty. The touch hole might become blocked by unburnt powder and the smoke created was copious and obvious to the enemy. Also, in wet conditions it could become virtually useless due to damp powder or a damp weapon. There had to be a better way…



June 2nd 1861 - General P. G.T. Beauregard takes command of Confederate forces in northern Virginia



They couldn't hit an elephant at this distance – the definitive account

On May 8th 1864 the VI Corps of the Army of the Potomac, Gen. John Sedgwick commanding, was engaged in the fighting at Spotsylvania.

This account was written by Maj. Gen. M T McMahon:

"…The Sixth Corps made a rapid march to the support of Warren, near Spotsylvania, about 5 pm, and passed the rest of the day in getting into position on Warren's left. After nightfall General Sedgwick rode back into an open field near General Warren's headquarters and, with his staff, lay down on the grass and slept until daylight. Shortly after daylight he moved out upon his line of battle.

About an hour before, I had remarked to the general, pointing to the two pieces in a half-jesting manner, which he well understood, "General, do you see that section of artillery? Well, you are not to go near it today." He answered good-naturedly, "McMahon, I would like to know who commands this corps, you or I?" I said, playfully, "Sometimes I am in doubt myself"; but added, "Seriously, General, I beg of you not to go to that angle; every officer who has shown himself there has been hit, both yesterday and to-day." He answered quietly, "Well, I don't know that there is any reason for my going there." When afterward we walked out to the position indicated, this conversation had entirely escaped the memory of both.

I gave the necessary order to move the troops to the right, and as they rose to execute the movement the enemy opened a sprinkling fire, partly from sharp-shooters. As the bullets whistled by, some of the men dodged. The general said laughingly, "What! what! Men, dodging this way for single bullets! What will you do when they open fire along the whole line? I am ashamed of you. They couldn't hit an elephant at this distance." A few seconds after, a man who had been separated from his regiment passed directly in front of the general, and at the same moment a sharp-shooter's bullet passed with a long shrill whistle very close, and the soldier, who was then just in front of the general, dodged to the ground. The general touched him gently with his foot, and said, "Why, my man, I am ashamed of you, dodging that way," and repeated the remark, "They couldn't hit an elephant at this distance." The man rose and saluted and said good-naturedly, "General, I dodged a shell once, and if I hadn't, it would have taken my head off. I believe in dodging." The general laughed and replied, "All right, my man; go to your place."

For a third time the same shrill whistle, closing with a dull, heavy stroke, interrupted our talk; when, as I was about to resume, the general's face turned slowly to me, the blood spurting from his left cheek under the eye in a steady stream. He fell in my direction; I was so close to him that my effort to support him failed, and I fell with him.

Colonel Charles H. Tompkins, chief of the artillery, standing a few feet away, heard my exclamation as the general fell, and, turning, shouted to his brigade-surgeon, Dr. Ohlenschlager. Major Charles A. Whittier, Major T. W. Hyde; and Lieutenant Colonel Kent, who had been grouped nearby, surrounded the general as he lay. A smile remained upon his lips but he did not speak. The doctor poured water from a canteen over the general's face. The blood still poured upward in a little fountain. The men in the long line of rifle-pits, retaining their places from force of discipline, were all kneeling with heads raised and faces turned toward the scene; for the news had already passed along the line.

From *Battles and Leaders of the Civil War*

RIFLING, CAPS, AND MONSIEUR MINIÉ

Before the war several improvements in small arms technology had been developed. These made the musket more accurate and more reliable.

Rifling

The basic principle of all firearms is to propel a "bullet" at a target with sufficient kinetic energy that it will get to the target and retain sufficient velocity to damage it. Thus it is useful to be able to aim the weapon properly, with a degree of confidence that the "bullet" will go where you point it. The issue with the smoothbore musket firing a spherical ball is that the ball is not stable in flight. It will inevitably start to spin randomly and tumble. These effects change the flight characteristics of the ball and thus the weapon becomes inaccurate. Just as a pitcher in baseball will use spin to confuse the batter, so a ball fired from a smoothbore will not travel straight, at least not for very long. The solution, developed hundreds of years before the civil war, was to use rifling in the barrel.

Rifling, a number of helical grooves in the interior of the barrel, imparts spin to the ball, but spin where the axis of rotation is perpendicular to the flight path; this actually stabilizes the ball in flight. Thus is will travel further and be more accurate. Rifling of weapons became common during the Napoleonic wars, though it remained the preserve of what were considered to be elite units (most famously the British 95th Rifles) or relatively small bodies of men perhaps tasked with skirmishing duties.

Such a weapon might be the Springfield 1861 rifled musket (or an earlier type) of 0.58" calibre, or the British 1853 Enfield rifled musket of 0.577" calibre, or Austrian rifles of 0.54" calibre. Since the armouries and manufacturing centres of the North lay beyond the reach of the Confederates they often found themselves armed with an Enfield, supplied by blockade runners able to avoid the United States Navy, though the Enfield was also used by the Northern armies when demand outstripped supply. In 1862 alone the North bought nearly three-quarters of a million rifled muskets. In the Confederacy they manufactured a copy of the 1855 Springfield, called the Richmond rifle. One survey discovered that by the end of the war most Western Confederates armed with a rifle carried an Enfield. All had broadly similar performances and we make no distinction between them or any of their kin. The theoretical maximum range of such a weapon might be as high as 1000 yards, but as we shall see, firefights took place at much shorter – horrifyingly shorter – ranges.

Where the smoothbore won out over the rifle was in its lack of rifling! "What?" we hear you say. The fact is that some regiments preferred to retain their smoothbores since they felt that the smoothbore could be fired more quickly than a rifled musket – no awkward grooves to ram the ball past. Yes, the weapon might be less accurate, but if you planned on firefights at only 20 yards range then it was volume of fire that might make the difference, not accuracy!



THE UNION ASSAULT BEGINS TO FALTER?



Spencer rifle (Armed Forces History Division, National Museum of American History, Smithsonian Institution).

Caps

Realising that flintlock weapons were unreliable, particularly in the damp or wet, many had been converted to percussion cap firing. This effectively, though never completely, sealed the firing mechanism against the weather, making it a more reliable and battle worthy device.

First developed in the 1820s the percussion cap is a small copper or brass cylinder. This cylinder is closed at one end and the resultant cap contains a small charge of sensitive explosive – fulminate of mercury was the most common. The pan and frizzen of the flintlock was replaced by a hollow metal tube, or nipple. The tube led to the now sealed touch hole, and thus the interior of the barrel. The hammer, that previously held the flint, was now just that – a hammer. Operating the trigger released the hammer and it struck the cap, igniting the explosive therein and thus set off the main charge in the barrel.

The percussion cap made the weapon much more reliable in damp conditions and also served to reduce the problem of fouling the touch hole. The one remaining problem was the physical size of the caps themselves. Typically they might be only ¼ inch in diameter and in the heat of battle it was possible to drop and lose them. Not a show stopper, since the soldier simply fetched out another, but all the same not ideal.

The Minié Ball

The main issue with the rifles of the Napoleonic era was the time taken to load the weapon. In order to make best use of the rifling grooves in the barrel the ball had to grip them sufficiently, hence they were often a tight fit. No tap loading was possible now – the ball had to be truly rammed down the barrel. This inevitably reduced the rate of fire.

In the 1840s a Frenchman named Claude-Etienne Minié, developing on previous solutions to rifle accuracy issues, arrived at an answer to the ball in the grooves problem by modifying the shape of the ammunition. His "ball" was not actually a ball at all. It was more accurately a conical cylinder resembling in shape a modern bullet and cartridge. What was different about this was its shape at its base. Rather than being flat, the base was bored out – producing a conical indent. The French Minié ball was also designed with a looser fit since his system used a novel feature of the ball to ensure it gripped the grooves. One point to note – despite not being spherical in shape, Minié's bullets are almost always referred to as the "Minié ball".

When fired the heated gases caused the lead at the base of the Minié ball to become malleable and the thinner walls at the bottom of the "ball" expanded out – thus gripping the rifling within the barrel. As the charge propelled the ball down the barrel the rifling caused the ball to spin. This spinning made the round much more stable in flight and gave the weapon its range and accuracy. All rifling in Civil War small arms followed this principle.

THE ADVENT OF TECHNOLOGY

Anyone who saw a soldier struggling with his cartridges, caps and ramrod must have wondered if there wasn't a better way – a means of producing a system that didn't require such a complex loading procedure. Several attempts had been made in the past to produce a "breech loader" as far back as the 16th century, whereby the ammunition was placed directly into the breech and then fired, removing the need for a ramrod altogether. These early systems were chronically unreliable and very expensive to produce by hand.

Breech Loaders and Repeaters

In the United States two systems had been successfully developed and saw widespread use, though almost exclusively with the Union armies. One was invented by Christian Sharps in 1848, another by Ambrose Burnside in 1856 (the same Burnside who was defeated by Lee in 1862 at Fredericksburg). In the Sharps system lowering a lever opened the breech and a paper cartridge was then placed in. As the lever was closed, so the breech closed and a blade cut off the rearmost end of the paper cartridge. Then a percussion cap firing system, as already described, was used to fire the weapon. The Sharps carbine equipped almost all of the Union cavalry at Gettysburg.

Improvements came with the development of the brass cartridge containing the powder charge fixed behind the lead "slug" – what we would recongnise today as a true round. These fully self-contained cartridges were used in weapons such as the Burnside rifle (and its carbine equivalent). In the Burnside mechanism the breech block moved horizontally clear to allow loading. One point to note is that the Confederates had tremendous difficulty making brass cartridges; hence Confederates could only use such weapons if they also captured sufficient ammunition.

The next obvious step was to produce a mechanism that could be fed with ammunition from an internal magazine, rather than hand fed from an external one. Hence, the magazine repeater was born. These appeared in several forms, the most common of which were the Spencer and the Henry. The Spencer system used a seven round tubular magazine in the butt of the weapon and a spring fed them into the breech. Lowering the trigger guard lever opened the breech and the fired brass cartridge was removed. Closing the lever closed the breech and pushed another round forward into it. The hammer was then cocked manually and the gun was ready to fire again… and so on until the magazine needed to be replenished.



"STEADY BOYS!"

The Henry system fired a smaller 0.44" bullet and was similar to the Spencer system in other respects, but it cocked the hammer as the round was ejected. The Henry rifle went on to become the Winchester rifle and is instantly recognizable today from too many western movies to mention.

The one imagined drawback of these weapons was the fear, often unfounded, that the soldier would now simply blaze away at the enemy and so fire off all of his (expensive) ammunition. Several states resisted the introduction of breech loaders and repeaters for this simple reason. Also, curiously, it was the Union cavalry that benefited the most from their issuing, not the infantry. Hence, while almost all the Union cavalry at Gettysburg are equipped with breech loaders or repeaters, the same types only fully equipped six Union infantry regiments.

The cavalry troopers of North and South were also issued with revolvers (not pistols) as were the officers of both sides, as well as private purchases and ones looted after a battle. The revolvers were ideal for fighting at close quarters – the melee. There were numerous types manufactured in both North and South, with many Southern versions being crude copies of Northern designs. The most common were the 0.44" Army and 0.36" Navy Colt , the 0.44" Remington as well as types by LeMat, Whitney and Griswold. The Colts were six shot models and used a rammed paper cartridge with percussion caps placed on nipples behind each cartridge. Hence, reloading could be laborious. The benefit of the Remington was that the entire six-shot cylinder could be removed after firing and replaced with a pre-loaded cylinder.

Machine Guns

The final word on the "small calibre" technology available to our protagonists must be on the machine gun. Due to their complexity and novelty they were extremely rare, the Army of the Potomac being the main user and then only in the closing months of the war. Though the Confederates did try to develop rapid firing weapons they were so ineffective and unreliable that, sadly, we ignore them. Strictly speaking, few of the high rate-of-fire weapons developed during the war were actually machine guns, but we shall use this title to refer to them despite this.

In 1861 a dentist named Dr Josephus Requa in collaboration with his friend, William Billinghurst, designed a weapon comprising twenty-five 0.58" calibre barrels, loading all the barrels using a long magazine. The barrels were fired by a single percussion cap in a single volley of all twenty-five barrels. The Billinghurst-Requa volley gun had a rate of fire of over one hundred and fifty rounds per minute. Despite its apparent simplicity it was never taken into service, though a few were used unofficially in the Eastern theatre in 1864.

The Agar gun, invented by Wilson Agar, was a single barreled hand-cranked machine gun often referred to as the "coffee-mill" gun because the crank drew rounds from a hopper type magazine on the top of the weapon. The Agar was first demonstrated in 1861 and by 1862 over fifty had been bought by the Union. Despite well received demonstrations, including one for President Lincoln, the gun was deemed too unreliable and prone to overheating, as well as using too much

ammunition! Hence, they ended their days in storage, or in remote locations – never really contributing to battle.

The Gatling gun, invented by Richard Gatling, is not actually a true machine gun; it is, not surprisingly, a Gatling gun – as are its modern day descendants. Gatling's gun didn't use a single barrel, but rather eight barrels mounted and fired cyclically. The barrels rotated and as one came into the firing position (at the top) it fired a single shot. The gun was hand cranked and each barrel effectively acted in the same way as a repeater being fed from a top mounted magazine. As the spent cartridge was ejected so a new round was inserted into the barrel. The cyclic arrangement meant that before the fired barrel came into the firing position again it was allowed to cool down. Rates of fire of up to 200 rounds per minute could be achieved.

The Williams gun is our only Confederate contender for the title of machine gun. Designed by Capt. D Williams, his gun was a rapid fire hand-cranked cannon firing one pound balls. It was a breech-loading, rapid-fire cannon that was operated by a hand-crank. The hand crank opened a sliding breech into which a round was loaded and a percussion cap. Turning the hand crank closed the breech and released a hammer onto the cap, thus firing the gun. Williams' gun went into production in 1862 and equipped a number of Confederate batteries. The Richmond Daily Exchange reported in 1862 that: *"General Floyd attended a trial of the Williams' mounted breech loading rifle which is claimed will throw twenty balls a minute a distance of fifteen hundred yards."* Hence it had a relatively low rate of fire but the one pound balls would have made up for this. Claims of sixty-five rounds per minute seem optimistic and accuracy was poor and Captain Williams ended his war commanding a battery of his guns!

In *Glory Hallelujah* we use the same machine gun rules as outlined in *Black Powder*. However, all of these weapons were extremely rare and so are not included in the main lists. IF a player wishes to use a "machine gun", regardless of type, we only allow a single battery to be fielded.



Confederate Bowie knife found at Perryville, Kentucky (Armed Forces History Division, National Museum of American History, Smithsonian Institution).

COLD STEEL

Besides his rifled musket the infantryman was also issued with a bayonet. Much analysis has accompanied the Civil War bayonet and its alleged uselessness – we shall come back to this later. Typically the bayonet was 14"-18" in length, of triangular section and fitted using a socket arrangement. Some muskets came equipped with a sword bayonet.

Swords were issued to cavalry – at least in theory. Union troopers certainly carried them while their Southern counterparts seem to have viewed them with some skepticism. Union issue cavalry sabres came in two types: the Model 1840 and the easier to handle, lighter, Model 1860. The Confederates carried a crude southern made copy of the Model 1860 sabre, though perhaps less frequently. Several noted Confederates, including the infamous irregular John S Moseby, saw little point in a sabre in a role that many saw as a mounted infantryman. Also the advent of the revolver made close quarter use of the sabre largely irrelevant. That said, sabre to sabre clashes between cavalry did take place throughout the war and JEB Stuart regarded the sabre as vital to the cavalry in order to maintain their dash and élan. Officers often carried a sabre, or sword, as an indicator of rank.



UNION ZOUAVES LEAD THE WAY.

ARTILLERY

Firing and Ammunition

The artillery worked on the same principle as a musket. Namely a compacted powder charge was ignited within the confines of a breech and the resultant expansion of gases propelled the ammunition down the barrel and towards the target. The main charge was contained within a fabric bag, the ammunition type (see below) was then loaded on top of the charge and rammed home. As with older cannon there was a vent hole, through which the bag was pierced with a pricker. A powder filled tube was then placed into the vent hole and a friction primer – similar to a friction wheel in a cigar lighter – was then placed to ignite the powder. The primer was activated by a sharp pull on the firing lanyard once the crew had stood clear to avoid the recoil.

The ammunition available to the civil war gunner came in four varieties for use on the battlefield. These were solid shot and canister – not all that different from their Napoleonic ancestors, but now refinements in firing and the development of reliable fusing had also led to the widespread use of spherical case and shell.

Solid shot was, as the name implies, a simple iron ball for the 6 pdr and 12 pdr smoothbores (howitzers didn't fire solid shot), or an elongated conical cylinder for the longer ranged rifles – sometimes referred to as a "bolt". This ammunition was best for battering down hard cover such as forts. It also had the best range performance and, depending on how firm the ground was, could bounce several times before coming to a complete rest – all the while smashing bodies, particularly when in massed formations.

Canister was the close range killer. It comprised a thin metal cylinder containing a number of shot, perhaps up to forty eight, though typically less than this. The canister resembled a shot gun cartridge, and that's exactly what it was. Upon firing the thin canister fell apart and the individual shot were discharged from the barrel. The result was devastating at close range.

Shell was a hollow iron "shell" within which was contained an explosive charge. The fuse was of two types: it was either ignited by firing the gun (and so became a timed device), or if of the percussion variety, by striking a target. In the former role the gun crew possessed tables of elevation angle as a function of range in order to cause the shell to explode amongst the target troops. In the latter role the entire round was robust enough to be fired at troops in earthworks or similar where it might penetrate the ground before exploding. Similarly it could crash through woods before exploding – making cover a bit problematical.

Case, or spherical case, was similar to shell and a descendant of the British Shrapnel. The object of case was to explode and shower a target with balls encased within the "case". The sphere was made of thin metal, hence only a small charge was required to shatter it. The aim would be again to cause the case to explode amongst or above the enemy. Hence careful fuse selection was important.

Now all of this is very interesting and you are probably wondering how we represent these ammunition subtleties in *Glory Hallelujah*? Well, we don't! We keep to the normal *Black Powder* artillery rules and simply assume that we, as division or corps commanders, can trust the gunners to select the right ammunition for the job!



DEPLOYED AND READY.



Smoothbores

The most common artillery equipment was the smoothbore and at the war's start the most common size was the 6 pdr. With a barrel made of bronze and able to fire canister, spherical case, shell and solid shot such guns were relatively simple and versatile. However, this gun was light and also of an old design – it was basically unchanged from its Napoleonic forebear.

In 1855 a US military mission had toured Europe and were impressed by the 12 pdr then in use with the French army. A few were purchased but by 1861 there was only one battery serving in the Union army with 12 pdrs. The newer larger gun could achieve an effective range of about 1,200 yards. Slowly the larger 12 pdr was procured in order to replace the too-light 6 pdr, but this process was particularly slow in the Confederacy due to manufacturing difficulties. The North had better access to foreign suppliers, as well as more reliable manufacturing. Since the first guns were of French origin they assumed the nickname of "Napoleons".

As the war progressed the 6 pdr fell into disuse, at least in the East. At Gettysburg there was only one solitary 6 pdr, serving in the Confederate artillery, while 12 pdrs were the most common type of all cannon.

Howitzers

The howitzers were very similar to the smoothbores, but had a tapered powder chamber allowing for the use of a smaller charge. Typically only about a pound in a 12 pdr gun, but the inevitably lower muzzle velocity produced a shorter range when compared to a normal 12 pdr and we reflect this in their slightly shorter maximum range (see below). Where howitzers come into their own is in their higher trajectory and ability to fire overhead and we adhere to the howitzer rules used in *Black Powder*.

Rifles

After the smoothbores the most common type of artillery piece was the rifle and the most common rifle was the 3" Ordnance rifle. With elevation this gun could achieve a maximum range of 4,000 yards, though effective range was really about 2,000 yards. The gunners could almost fire further than they could see! The exterior of the barrels, made of wrought iron, were completely smooth and so these could be easily identified compared to a bronze smoothbore. The guns themselves were extremely reliable and there seems to be only one account of a 3" rifle bursting due to overuse.

The next most common rifle was the Parrott. Named after its designer, Robert Parrott, the Parrotts came as a family, ranging up to 250 pdrs, but typically it was the model 1861 10 pdr Parrott that served in the field artillery. The barrels were made from cast iron, but the breech was wrapped in a hefty strengthening wrought iron band – making them easily identifiable. The cast iron barrel was, however, prone to cracking and could lead to a burst barrel. Hence Parrotts were not overly popular pieces amongst the gunners. In the model 1863 version the bore was increased slightly to 3" so that it could use the same ammunition as the 3" Ordnance rifles and this measure seemed to eliminate the bursting barrel issue as well.

The Parrotts were manufactured at remarkably little cost – less than $200 each. The only real issue with all of the rifles stemmed from their advantage. The high muzzle velocity meant that a case or shell fired by a rifle might bury itself in the ground before exploding, thus reducing its lethality. Similarly, their small bore meant that they fired a lighter canister round compared to their 12 pdr brothers.

The Confederates even possessed a few British 12 pdr Whitworth *breech loading* rifles – two of these very modern weapons served at Gettysburg. It would seem that the breech assembly was either very delicate, or the Confederates were very rough with them, since at one time or another all of them were broken and remained so. Rather than discarding them, these guns were retained in service but used as muzzle loaders! Other types of rifle were also used in relatively small numbers: James, Blakely, Navy models – all with broadly similar properties. For this reason all of these rifles are treated as the "rifled foot artillery" category in *Black Powder*.



THE HEAVIES IN ACTION WHILST THE STATE GOVERNOR AND HIS WIFE LOOK ON.

Monsters

The sieges of the American Civil War are considered by some to be a rehearsal for the trench warfare of the Great War, and certainly fortification was liberally used during the war, particularly in the latter stages. Fortifications had to be defended against attack, and also attacked when the need arose. Both roles required long ranged and hence large calibre artillery pieces. These larger pieces were normally confined to sieges and fortresses. Only on rare occasions would siege artillery find itself in a "regular" battle. One example would be Capt. Elijah Taft's single New York battery in the Army of the Potomac's artillery reserve at Gettysburg, comprising six 20 pdr Parrott rifles – the largest guns present at Gettysburg. We would treat these as rifled siege artillery. The Army of Northern Virginia had nothing this large.

The most common large gun at the war's beginning was the smoothbore Columbiad. These dated back to the beginning of the century, the first being 50 pdr seacoast guns, with 100 pdrs appearing by 1819. Designed by George Bomford, the Columbiad was basically a howitzer that underwent a series of modifications in order to allow it to take a larger charge by 1861. Naval guns were often found in use during the war, particularly in coastal regions, where they might be crewed by the army or the Navy. From the mid 1850s John Dahlgren, later Rear Admiral and head of the United States Navy Ordnance, designed several smoothbore guns with considerable success. His designs ranged in size from 9" (70 pdr) up to 20". The largest artillery piece in the world in 1865 was a 20" Dalhgren gun in the defences of New York.

At the war's beginning there were few large calibre rifled guns. As a gap filler existing smoothbores were rifled by James, becoming known as James rifles. Though useful, these were only ever a stop gap measure and were soon retired from service as production of dedicated rifles began to meet demand.

The large calibre rifles that did exist at the time had fearsome performances in terms of range. A 100 pdr Parrott rifle could fire out to five miles. Whilst impressive, such figures are largely irrelevant if the gunners could not see that far, or clearly discern their target. Hence, rifled artillery rarely got to "stretch their legs" in terms of the full range – unless firing from a coastal fort at a ship. The 4.5" Ordnance rifle was basically an up-scaled version of its 3" little brother, while Parrott developed a range of rifles ranging in calibre from 4.2" up to 10".

Siege and garrison howitzers were mostly of two types: either 24 pdr or 8". Fortresses often included one or more howitzers, despite lacking range, simply because it was felt that they gave superior performance in defending against infantry attacks.

Perhaps confusingly, these monsters are often referred to as a "Rodman". This actually refers to the technique used to cool the barrel after casting and not the designer. In the Rodman process the barrel is cooled from the inside out. This reduced stresses in the barrel, reduced the likelihood of micro-fractures in the metal and so made for a stronger, more reliable gun. What often makes these monsters, especially the larger ones, so distinctive is that due to their size and weight, normal two wheel gun carriages were of no use. They were mounted on casemate or barbette carriages; large wooden or cast iron frames to absorb recoil and pivoting about a fixed point on small iron wheels to allow for ease of traverse. In model form these guns can be very imposing, looking almost out of scale when compared to the rest of our model artillery. But if a player is thinking of gaming an assault on a fort then some of these will be essential.

The use of mortars was commonplace during sieges, thus they reside outside the normal battlefield, and are not included within the army lists for example. However, during sieges it would seem that small mortars might be fielded and crewed by infantry regiments manning trenches in close proximity to the enemy's works. These would be small Coehorn type mortars with a relatively short range and a bore of only perhaps a few inches, lobbing a 12 pdr shell. Larger mortars came from the army's siege train, though this was sparse to non-existent in the Confederacy. Such guns could reach gargantuan proportions. The Union often fielded 8" and 10" mortar batteries in the latter stages of the war in the East during operations against Petersburg and Richmond. The largest were the 13" Dictator mortars, occasionally mounted on railroad cars, allowing them to be removed from action for loading and maintenance.

We take the expedient step of classing all of the Monsters as "siege" guns as defined in the *Black Powder* rules.

Types and Ranges

As can be seen the artillery types employed during the Civil War were many and varied. Within the rules we suggest that the following types are available with the ranges shown:

***Black Powder* Artillery Type**	**Range**	**Civil War Equivalent**
Light smoothbore	24"	Very small, < 6 pdr and not normally used.
Smoothbore	36"	6 pdr smoothbores. Very common early on and even later in the Western armies.
Smoothbore foot	48"	12 pdr smoothbores. The most common smoothbore in the East.
Smoothbore siege	60"	Columbiads and Dahlgrens.
Rifled horse	48"	Light rifled guns - Not used
Rifled foot	60"	3", 10 pdr and 12 pdr rifles etc. The standard rifled artillery of both sides.
Rifled siege	72"	20 pdr rifles and larger.
Mortars	24"	Light weight 'Coehorn' type mortars, often found in protracted sieges like Vicksburg and Petersburg.
Siege mortars	48"	8" and 13" Dictator mortars and similar. Very large and very fixed in position!
Field howitzers – smoothbore	40"	12 pdr howitzer.
Siege howitzers – smoothbore	48"	24 pdr and larger howitzers.

THE MIX

It was not uncommon for an infantry regiment to carry a mix of weapons. Of over thirty regiments comprising the Union I Corps at Gettysburg roughly 12 of them carried a mixture of weapons, albeit these were often trivial differences such as various Springfield types and Enfield rifled muskets, but the 88th Pennsylvania carried Enfields and older smoothbores. Earlier in the war as better weapons became available it might be the case that only a couple of companies – designated as "skirmishers" – might receive the better weapons.

The above comments apply equally to the cavalry, though perhaps not as dramatically. The Union fielded 32 regiments of cavalry at Gettysburg and seven of these used a mix of carbines, but these were of the same generic types, i.e. all breech loaders.

Whilst we know that all of this must have been a headache for the quartermasters we don't want those using *Glory Hallelujah!* to suffer in the same way. After everything that we've said, we tend to ignore all of these mixes and simply go with the majority, or even average it out across a number of regiments.

Having said that, it is not beyond our abilities to devise a system whereby a mix might be represented. This might be allowing a unit with smoothbores with detached skirmishers using mixed formation to fire at rifle range, simulating the detached companies having Enfields for example.

In the artillery the Union benefited from a high level of uniformity. Generally their artillery was equipped with a single type of gun in each battery. This cannot be said for their Confederate counterparts however. Taking Antietam as an example out of a total of roughly 78 batteries in the Army of Northern Virginia, where it is possible to identify the types of guns used, an incredible 44 used a mix. And this was not simply a small variation such as 10 pdr and 3" rifles, but was often far more diverse. One battery contained a 12 pdr howitzer, a 12 pdr Napoleon and two 6 pdr smoothbores. Often 12 pdr howitzers are mixed with 12 pdr Napoleons within a battery, but as with the infantry weapons, we can take the simple step of averaging the types across a number of batteries and thus arrive at fair proportions.

"It is with heartfelt satisfaction the commanding general announces to the army that the operations of the last three days have determined that our enemy must either ingloriously fly, or come out from behind his defences and give us battle on our own ground, where certain destruction awaits him."

Hooker, in general order no.47 – two days before his defeat at Chancellorsville



How the Armies Fought

From the preceding sections we now understand what the armies of the Civil War looked like and how they were armed. In this section we will cover tactics and "*doctrine*" – the way your armies fight in *Glory Hallelujah!* using *Black Powder*!

THE INFANTRY

The infantry made up by far the largest proportion of the armies of the Union and the Confederacy. It was upon the infantryman's shoulders that most of the burden of battle fell. He did the most walking, the most fighting…and the most dying. He decided who won or who lost, usually with the help of his supporting artillery, perhaps even with the aid of the cavalry. But whatever happened it was he who took ground and then held it.

The Build Up

Before the battle the enemy position might be scouted by the cavalry or infantry piquets. Information on the enemy's strength and positions having been gathered would (hopefully) be sent to the commanding general. He would then determine his plan of attack and issue the necessary orders to his subordinates. Then the infantry would move up to engage. This might be done after some artillery preparation, or if unavailable due to terrain or simply its absence, then the infantry would press on!

The actual approach to battle would normally be made along a track or road in column of march. Troops in defensive works would begin to prepare. The areas around the regiments would become littered with discarded items – anything that might slow them down – or bring bad luck to the superstitious. Playing cards were often scattered along a regiment's path. Valuables and wills would be entrusted to friends. A few might become suddenly unwell and slowly make their way to the rear. The rest would steel themselves for what might lie ahead...

The brigade commander would make his plans in accordance with the division's overall scheme. As the regiments drew closer, perhaps as far as a mile from the enemy, the brigade would deploy. This might take the form of a series of lines with each regiment behind the other to aid manoeuvrability, or with the brigade deployed in a single line of regiments, or anything in between. More often than not what now followed would be a period of simply waiting to be called forward. This could be just a few minutes, or even a few hours.

Once called forward the regiments would step off at about 50-80 yards to the minute, depending on the ground, towards the enemy and battle. Every so often the regiment would halt to dress its formation and allow any stragglers to catch up. Regiments within the brigade might adopt their own plan of attack and formation, and there might be many variations, but the following is typical…

The infantry regiment might deploy skirmishers forwards, perhaps only two companies (up to a fifth of its total strength). Often no skirmishers were deployed at all beyond a small number of "piquets" to warn of the enemy's dispositions in close terrain, dismantle or kick down fences and other minor obstructions to the regiment's progress and to drive off the enemy's piquets. Skirmishing was often neglected entirely since as soon as the men became dispersed their officers and NCOs would lose control over them. File closers who pushed the hesitant into place would become redundant and many "skirmishers" would use the opportunity to go to ground once beyond the influence of their officers. Hence, determined assaults were usually not preceded by skirmishers at all!

As the regiment hopefully pressed on, despite any enemy fire, the pace would quicken as "double time" was ordered. The ground might be crossed at up to 120 yards to the minute – into the teeth of any defence. Ideally, the regiment would now press its attack with a charge to drive the enemy from his position.

The Charge

As we have already discussed, bayonets caused only a tiny proportion of total battle casualties. That is not to say that bayonets were not used. In reality the fixing of bayonets could be a mesmerising moment for all who saw it. For the troops fixing them it showed that the intention was to press on and close with the enemy in close combat – more than simply firing at them in a protracted fire fight. For those who might be on the business end of the bayonet it revealed their opponents' intent. They were coming on and were planning to close – what was coming would be decisive and certainly unpleasant. Bayonet casualties were rare because more often than not, if a charge was successfully delivered, then the target unit simply ran at the moment of contact, or before. Indeed, there are accounts of regiments breaking before a charge where bayonets were never even fixed – it was the determined appearance, combined with the failure to halt the attackers, which led to regiments breaking.



November 12th 1861 – The British built blockade runner, "Fingal", arrives in Savannah, Georgia



The Union launch a massed attack.

A Valuable Lesson

"As we approached the brow of the hill from which it was expected we could see Harris' camp, and possibly find his men ready formed to meet us, my heart kept getting higher and higher until it felt to me as though it was in my throat. I would have given anything then to have been back in Illinois, but I had not the moral courage to halt and consider what to do; I kept right on. When we reached a point from which the valley below was in full view I halted. The place where Harris had been encamped a few days before was visible, but the troops were gone. My heart resumed its place. It occurred to me at once that Harris had been as much afraid of me as I had been of him. This was a view of the question I had never taken before; but it was one I never forgot afterwards. From that event to the close of the war, I never experienced trepidation upon confronting an enemy, though I always felt more or less anxiety. I never forgot that he had as much reason to fear my forces as I had his. The lesson was valuable."

U S Grant

The Fire Fight

Despite the potential decisiveness that the charge offered, more often than not the thought of closing with the enemy in hand-to-hand combat was too much for some to bear. This reluctance to close, coupled with the casualties sustained during an approach, meant that regiments would often halt to engage in a protracted firefight. This firefight in itself becomes a fascinating subject. For many years the populist view was that the firefight was conducted at ranges much longer than in the Napoleonic Wars, perhaps five hundred yards, perhaps even more! Melees caused few casualties because it took so long to cross that ground. Most of the men would become casualties if they tried. The high butcher's bill, and low bayonet casualties seemed to fit this model. This view persisted for well over a hundred years – indeed some still hold this to be the cornerstone of the Civil War as a "modern" war. But contemporary accounts, by those who actually took part in firefights, reveal a far more surprising fact: most shooting took place at "Napoleonic" ranges.

During the War most firefights took place at a range of perhaps 120 yards. This is despite the supposed accuracy of the modern rifles! Shooting was rarely conducted as organised volleys beyond the first. Then each man would load and shoot as he saw fit. The din, smoke, terror often meant that the officers' efforts at fire control fell apart. In short – each man did his own thing when shooting. This usually led to a reduction in the rate of fire. Studies reveal that perhaps only one shot every minute might be achieved; hence firefights could be protracted affairs lasting perhaps several hours. The rate at which men were hit might not be high, but it was the duration of the combat that produced the overall high casualty rates. Once a regiment had exhausted its ammunition then it might withdraw – having "done its bit", its place would be taken by another regiment which would hopefully renew the attack and not go to ground like its predecessor. If the attack had to be pressed home, despite a faltering regiment going to ground to shoot, then the general would try to move a new regiment up and through the halted one. This was called the "passage of lines" and could be fraught with its own problems.

Bringing Up Reserves – The Passage of Lines

If the assault went to ground, either due to casualties or a simple refusal to press on, the next problem confronting the general was to bring up his reserves, through the faltering or halted troops, and then to continue the attack with his now committed reserves. This process is called the passage of lines – moving one line of troops through another. Sounds simple enough – but it rarely was. The fresh troops might have an overwhelming urge to halt on the position of the troops they had been sent to relieve. The sight of their predecessors, gone to ground and firing with casualties calling for help, coupled with the sight of the enemy still in place ahead could be too much for some. Thus rather than pressing on through, the reliefs would halt with the already floundering attack and simply "join in" a deadlock they'd been sent to break. All thought of pressing on was momentarily forgotten as the troops sought to relieve the nervous tension of the battle by settling down with their comrades and firing. Once this had occurred the two regiments would become horribly intermingled. Officers would then find it difficult to separate the two bodies, regain control and continue the advance. It might take many minutes of orders and drill to disentangle the mess. Trying to do this under fire, amidst the noise and confusion of battle was even more difficult.

The Hornets' Nest

As the Battle of Shiloh, began on April 6th 1862 General U S Grant's Army of the Tennessee was caught napping by General Albert Sidney Johnston's Army of the Mississippi. The Confederates launched an early morning attack against the Union army, some units being caught still in their encampments. The Union line gave way under the onslaught… but not all of it. From about 9 in the morning men of Prentiss's and Wallace's commands took post in the woods and began to organise a defence. Rather than bypassing the position the Confederates made repeated attacks against the Union line. Accounts vary but at least ten separate assaults were made, and all were driven off. Confusion reigned amongst the defenders as regiments fell back to the position, and fresh regiments came up to reinforce it. In desperation the Confederates amassed perhaps fifty artillery pieces to blast the Union defenders aside. The musket fire became like a continuous roar, only punctuated by the crash of the artillery. The Union position became the centre of a whirlwind of lead and iron. After the battle this spot gained a new name – *'The Hornets' Nest'*. After perhaps six hours of fighting the Union defenders became too isolated to continue resisting and finally they surrendered. Although defeated this defence had bought time for the arrival of the Union Army of the Ohio and Grant was able to stabilise a line at Pittsburg Landing.

On the evening of the 6th April Grant's army was bowed, but not fully defeated. Grant, rather than succumb to his apparent defeat began thinking about his counter attack of the following day. His friend, and trusted lieutenant, William T Sherman sought him out and found Grant sat beneath a tree whittling by the light of a camp fire. Sherman called to him: *"Well, Grant, we've had the Devil's Own day haven't we!"*

"Yes" replied Grant, *"Lick 'em tomorrow though."*

On the morning of the 7th April the Confederates were stunned to see an army they thought on the brink of defeat, reinforced and counterattacking. It was the Confederates' turn to give way.





Confederate skirmishers are taken aback – "They have infantry up as well!"

The Role of Skirmishers

Skirmishing is an important part of the American Civil War battlefield, and so it is in our games. The key thing is to understand the nature of skirmishing – how, and perhaps more importantly, why it was done.

Why Was It Done?

Let's turn our attention to why units might be deployed in skirmish order. Firstly, there is the simple fact that even with rifled small arms and certainly with all artillery types, the more spread out the target then the more difficult it is to hit the men. To counter this however we have to face the reality that units deployed in skirmish order would tend to develop less firepower than ones that were formed up in the same frontage. This is due to the men being spread out – so we have fewer bullets in the air per yard of frontage, but also the rate of fire would tend to reduce. Men might (rather pointlessly) take more time to aim in the rough direction of the often smoke shrouded target. Also, once spread out they would no longer be subjected to the haranguing of the file closers, NCOs and officers and so could fire at their own pace.

The usual effect of a skirmish screen was to limit the number of enemy soldiers hit, but also shield your own line from the enemy's fire. Without skirmishers deployed regiments would feel the morale "sting" as the enemy rounds thudded home, whilst their own (perhaps more concentrated) fire might miss the target. If the aim was to inflict as much damage as possible upon the enemy by firepower then the troops would often dispense with skirmishing altogether. Similarly, if the aim was to drive the enemy from his position then skirmishers might be deployed to shield a regiment, but the final charge would be delivered by the close order formed body of the regiment.

How Was It Done?

The Army's Hardee training manual, and all subsequent manuals used by both sides during the Civil War, discussed skirmishing tactics for infantry regiments at length. Emphasis was placed on the ability to use skirmishers ahead of the main battle line to do damage by shooting and unsettle the enemy line prior to the assault. These detached soldiers would move ahead of the main body in extended order with gaps of perhaps five yards between men, making best use of the cover available, even trying to work in pairs, ideally using a fire and movement system as they advanced. Their aim was to draw the enemy's fire and to do damage, making the enemy unsettled enough for a bayonet charge from the main body. That said, many battles degenerated into a firefight simply through a lack of will to complete the assault with a determined bayonet charge. Hence, the skirmish screen was reinforced as the balance of the regiment moved up behind them and the regiment coalesced on one spot to continue the resultant firefight.

The number of skirmishers deployed could vary from just a handful of men detached from the main body, acting as scouts or piquets, up to the entire regiment acting as a skirmish screen for the rest of the brigade.

"There are times when a corps commander's life does not count."

Hancock commanding Union 2nd Corps, remark to an officer during Pickett's charge when advised to seek shelter



UNION TROOPERS LEAD THE WAY. "ON TO RICHMOND!"

THE CAVALRY

The mounted arm of the Civil War armies evolved through a peculiar route during those four terrible years. In 1861, as regiments were raised and militias were mustered in, few cavalry regiments were raised. This was largely due to the expectation that the war would be short, coupled with the cost associated with a cavalry regiment compared to an infantry regiment, and also the much longer time required to train a soldier to ride and care for a horse compared to turning him into a competent infantryman. Therefore, although cavalry regiments were raised throughout the war, it was often the case that they formed an unusually small proportion of the total army when compared to their European cousins. So, whilst in Europe cavalry might still form a quarter to a third of the army, in America it might be as low as a tenth of an army's total strength and rarely exceeded a fifth.

In 1861 as the cavalry prepared to take to the field, they might have a variety of arms. In the North, with more abundant supplies, a trooper could expect to receive a carbine, pistol and sword, although in the very early months to be issued with only two of the three was not unknown! In the South troopers might arrive with their own horse and weapons if from a more rural part of Dixie. But, by and large, basic armament was similar with the exception of the Southern liking for shotguns from home.

The early outings for the mounted arm proved promising – exploits such as Stuart's charge with his 1st Virginia Cavalry at First Manassas demonstrated the dash and élan of some mounted units and set the media's and public's imagination ablaze with images of the glorious charge – particularly in the South.

Sadly, this was not to last. As the armies of both sides, and in all theatres, realised what the realities of the battlefield were, the place of the cavalry was relegated more to that of mounted reconnaissance, scouting and piquet duties. As with the infantry, the notion of closing with formed (and prepared) infantry or artillery in a headlong charge became almost unthinkable. The firepower of an infantry regiment was held to be sufficient to prevent the cavalry from charging home, and as with the infantry, the sensible trooper saw no benefit to be gained from such a risky venture. The infantry had no need to form the Napoleonic square, though there are a few photos of such a formation being practiced during drill. Contemporary accounts of infantry forming square are extremely rare and we assume here that these are not proper "squares" in the Napoleonic sense, but merely examples of desperate infantry forming small rally points in the midst of a swirling cavalry mass. These factors, coupled with the mundane roles of guarding and scouting and the natural reluctance of educated men to charge seemingly solid walls of infantry and artillery, produced a cavalry that *thought* itself incapable of delivering a crushing mounted charge. This view was self-held, but was also held by the generals in command of the armies. Hence, the cavalry's battlefield role fell by the wayside and the cavalry were content for this to occur since they had found for themselves a new task.

If a general had at his disposal a nice brigade of cavalry, of perhaps limited use on the battlefield, then why not remove them from the battlefield entirely and find something potentially more useful for them to do? And so was born the cavalry "raid". Firstly, perhaps we should consider what we mean by a raid. This might be more than a simple dive into the enemy's rear to burn a few supplies, though it could be that small. By the war's closing stages it was not uncommon to see an entire cavalry division, even a corps, dispatched upon some errand of destruction. Such exploits fired the imagination and lead to several Civil War commanders gaining a reputation for daring comparable to the gallant cavaliers from a bygone age. Most famous, perhaps even legendary, of these was the Confederate General James Ewell Brown, or "Jeb", Stuart – the "*Knight of the Golden Spurs*". In 1862 he led his troopers in rides of up to 125 miles all the way around the Army of the Potomac. Daring stuff, the stuff newspaper headlines are made of, but in actual fact of little real military value. As a measure of the fighting Stuart's troopers had to endure in one operation he lost about ten men out of a force of over a thousand. But such operations gave the Confederate cavalry a task they could relish, a moment in the limelight, a moral ascendancy over their Northern counterparts, and certainly humiliated an already wary Union army. Such "rides" – whilst perhaps spectacular and terrifying – could prove disastrous. When Stuart tried to repeat his feat in June 1863 all he really achieved was to remove entirely his scouting force from the Army of Northern Virginia and leave Lee blind as he was drawn into the fighting around Gettysburg without being fully aware of the looming Union concentration. By contrast the Union cavalry in the early part of the war, smarting from their humiliations and inability to master their Confederate opposition, were often used simply as "battlefield police" behind the army to round up stragglers and skulkers! It was not until 1863 that the cavalry of the Army of the Potomac was formed into a single corps and allowed its own role.

Such rides, as all are aware, are thought of as a particularly Confederate pastime, but this is too simplistic a view and by the mid period of the war, fired by a desire to wreak havoc in return, Union commanders could be found launching such operations in order to draw enemy troops away from the main field armies. So the cavalry, finding themselves at a bit of a loose end on the battlefield proper, might be detached to explore the enemy's softer regions, wreak havoc and make headlines!

And there our story of the cavalry might end, but for one simple truth; cavalry combined two useful military attributes: mobility and firepower. Though perhaps outranged by an

infantry regiment with rifles the cavalry could still dismount to hold ground temporarily until relieved by the infantry. Armed with a carbine a trooper could dismount and fight perhaps as effectively as his infantry counterpart. In this role the cavalry would invariably dismount into a skirmish screen, with nominally a quarter of the troopers detailed as horse holders, though some commanders preferred to think of the "fourth man" forming a reserve to be called upon if the line was hard pressed. Commonly a regiment in a brigade might be held in reserve, mounted, whilst the remainder of the brigade fought on foot. Such tactics sat well with the cavalry who saw the mounted charge as risky and perhaps even futile, as already discussed.

As the war progressed, perhaps uniquely in military history, the weapons of the mounted arm underwent a radical evolution, more so than those of the infantry. As technology, industry and human inventiveness developed more sophisticated weapons the Union trooper who might initially have been armed with a smoothbore carbine, would almost certainly acquire a rifled carbine by 1862. By 1863 the entire cavalry corps of the Army of the Potomac was armed with breech loading carbines. By 1864 many regiments had been issued with the latest repeating carbines and repeating rifles were not unknown. Similar issues took place in the Union Western armies, but on a smaller scale. There were peculiar exceptions – most notably the 6th Pennsylvania cavalry and some Confederate regiments who briefly carried lances. But these instances were few and brief - more sensible weapons were eventually procured.

For the Confederacy, with a relative lack of industry, only small numbers of the new weapons could be issued, often from captured stocks. Hence rifled muskets were normally substituted to at least give an improved range over the carbines. Even then, the cavalry arm might be supplemented by mounted infantry regiments – men given a rudimentary training in horsemanship, but most definitely expected to fight on foot!

And so the cavalry found that, having had no real battlefield role, with improved weapons and firepower they finally came into their own as a battlefield arm – not in the form of a mounted breakthrough force, but as a force with high firepower able to hold ground or block an enemy. Ably supported by the horse artillery the cavalry might arrive ahead of the infantry and take vital ground, most notably demonstrated by Buford's troopers on July 1st to the west of Gettysburg. By the war's end Sheridan's cavalry became the bane of Lee's life as he tried to evade the encircling Union armies, only to find his routes blocked by the troopers in blue.

As we have discussed, the cavalry very rarely confronted formed infantry using a mounted charge. But there was one enemy that the cavalry, both Union and Confederate, would almost happily confront using a mounted charge... and that was enemy cavalry. In large scale cavalry clashes at places such as Brandy Station in 1863 and Yellow Tavern in 1864, plus numerous others, the cavalry would repeatedly charge headlong into their counterparts in a manner that would have been familiar to Ney or Uxbridge from an earlier war. The troopers of both sides carried pistols (perhaps more than one if Confederate) for the close or hand-to-hand combat and sabres were often, though not always carried.

So from having a limited battlefield role the cavalry evolved into a vital component of the army, particularly for the Union; perhaps still detached on its own mission but now able to trade blow for blow with the infantry through firepower and quite willing to deal with the enemy cavalry through pistol and sabre.



Scouting ahead. Confederate cavalry dash on to find and pin the Union troops.

THE ARTILLERY

The Civil War artillery gave commanders the ability to reach out and inflict damage upon the enemy at range. Their weapons, as we have already seen, were either rifled, more commonly smoothbore pieces and in a few examples, howitzers – all of varying sizes and designs. Besides these there were also the mortars and the heavy guns most commonly found in forts and during sieges. The artillery of both sides started out as usually a light smoothbore piece, perhaps a 6 pounder, though by war's end the 12-pounder was by far the most common weapon, supplemented by longer ranged rifles.

These guns would be grouped into batteries.

Even from its early beginnings the artillery was rightly seen in the role of specialists and artillery officers were generally better qualified technically than their counterparts in the infantry or cavalry. The proper use of artillery required an understanding of ballistics and trajectories, even if of a rudimentary nature.

Offense

In the offense the role of the artillery really fell into two main types: long range fire to "soften up" the enemy before an assault or close range support near to the enemy.

The long range supporting role might require more than a single battery to achieve the desired effect, but what generals failed to realize all too often was that this kind of fire takes time. At Antietam the supporting Union batteries, though massed, were too far away to achieve anything really effective against the Confederate positions in the sunken road for example. Similarly, prior to Picket's assault against the Union centre at Gettysburg, the Confederate batteries massed into a grand battery of well over 100 guns, fired for well over an hour – but at a range of about half a mile – certainly long range. Although damage was done to the Union defenders on Cemetery Ridge and some exposed units suffered grievously under this protracted fire, some Union troops actually went to sleep during the bombardment! In reality the fire wasn't protracted enough, as was proven. Herein lies one problem the artillery often suffered from – it was mis-deployed and mis-employed by all too often non-technical senior officers, despite the protestations of the battery officers.

What was needed was close artillery support by artillery advancing with the infantry, or cavalry, to provide close range fire which was much more devastating. This was sometimes attempted without the troops due to be supported even being present. The artillery advanced and "attacked" on their own. This was the *Artillery Charge*.

The artillery charge was the close range offensive use of the guns, not an actual *charge* to contact. In this role the battery would rapidly advance to close, perhaps even canister, range and deliver several shots in an effort to drive the enemy off his position. Such a tactic was rare and risky and only a few accounts of it can be found. It was rare due to the perceived role of the artillery – to support the other branches of the army – it simply wasn't *doctrine*. It was risky since approaching too close to an infantry regiment not sufficiently shaken or disordered might provoke the infantry into attacking the battery. When an artillery charge was suggested several artillery officers would want to wait until the enemy was



ON THE MARCH! INFANTRY OF THE ANV MOVE OUT OF THE WOODS AND ARE READY TO DEPLOY.

already falling back so as to reduce the risk to the battery of the infantry counter attacking to perhaps capture the guns, or simply shooting the gun crews.

Readers may have noticed the use of the word *battery* – the singular. The artillery charge, if performed at all, was usually often performed by a single battery on the initiative of the battery's commanding officer. Clearly the process of advancing and unlimbering took time – time that might allow the enemy infantry to react if he was able.

Counterbattery

Counterbattery fire is the process whereby the artillery endeavored to destroy or break up the enemy's artillery. This might be to spare one's own attacking force from the enemy's artillery, or to hinder the enemy's support for his own attack. Such fire as could be brought to bear was invariably long range and, being usually against deployed artillery, against a dispersed (effectively skirmish order) target. It was often ineffective and took time if it was to have any effect at all. Most famous of all examples is perhaps the fire of Hunt's Union batteries against the Confederate batteries firing in order to prepare the way for Pickett's Charge. This fire lasted for well over an hour and had little effect on the Confederate artillery; save that "over-shots" occasionally struck the infantry waiting to attack. Even the Confederate return fire against the Union batteries achieved little and it is generally accepted that the "driving off" of Union batteries, which prompted the decision to launch the attack, was probably simply a re-deployment of some Union batteries which the Confederates misinterpreted.

Defence

In the defence the artillery came into its own and could be master of the battlefield. Casualties inflicted by artillery fire are very low from a cursory glance at the statistics. But when employed in the defence on good open ground with good fields of fire an artillery battery could do a lot of damage to any attacker. This was due to two key factors: the longer range of the artillery compared to the attacking infantry's rifles, thus allowing the artillery to fire for longer as the infantry approached; and also the powerful effect of canister at close range (albeit perhaps within the infantry's rifle range at this point). This was ably demonstrated by the Union artillery at Malvern Hill in 1862 where no Confederate managed to get closer than about 100 yards to the Union guns. Later that same year Confederate artillerist Porter Alexander demonstrated the power of artillery at Fredericksburg. When questioned if he could defend Marye's Heights above the town his chilling forecast was simple: *"General, we cover that ground now so well that we will comb it as with a fine-tooth comb. A chicken could not live on that field when we open on it"*. He was proved right.

The problems presented to an attacker could also be multiplied by the expedient of digging the guns into position in order to shield the crews against infantry and any counterbattery fire. Further problems ensued for an attacker where massed batteries were employed. The batteries need not necessarily be in the same position; they could be separated but positioned to cover the same area, thus creating Alexander's killing ground. Such a problem also confronted the Confederates attacking Cemetery Ridge at Gettysburg.



February 15th 1862 – the Confederate defenders of Fort Donelson launch an all-out attack against the Union forces. It fails.

Optional Rules

The following rules are optional. *Black Powder*, as it stands can be used to re-fight actions of the American Civil War, but we think that the following suggestions will add a little more of the flavour of the conflict to your games, making them truer to the period. We would stress that the rules are optional. If you feel strongly against a particular one then feel free not to use it, but we think that all of these give a true representation of battle in the Civil War.

THE BATTLEFIELD

The terrain encountered on the battlefield by the armies of the Civil War varied widely. In the Eastern theatre the typical battlefield comprised rural landscapes, rolling hills and wooded portions. In 1862 McClellan took the Army of the Potomac to the Peninsula to advance on Richmond. This area is typified by woods, rivers and even swamps. In 1863 and again in 1864 the Northern army plunged into "The Wilderness", a heavily wooded region of Virginia in an effort to get to grips with Lee's Army of Northern Virginia but generally the Eastern theatre was more open than the Western, where sparse population centres might be separated by areas of thick scrub and undergrowth amidst rolling woodlands.

The fact is that formations would readily enter woods during a battle, redressing their ranks as they went, trying to maintain something akin to a fighting line; progress would be slower of course. Under these conditions skirmishers might be important in providing advance warning of the approach of the enemy.

One of the contributory factors for the phenomenon of short range musketry, as reported by modern Civil War battle and weapon analysts such as Bilby, Griffith, Hess and Nosworthy, was because fighting was partially conducted in such close terrain. Even in more open country woodlots were utilised to provide cover and as a means of approach for attackers preferring not to cross the "deadly space".

In this section we will examine how we treat some features of our civil war battlefield, and how this might modify the normal approach in *Black Powder*.

Orchards

In orchards the fruit trees are well spaced out due to planting – there's little or no ground vegetation and scrub and the orchard might even be well maintained. These features offer no restrictions or penalty to movement, but do provide a -1 to hit modifier to reflect the trees giving some partial shelter against small arms fire only – they offer no protection against artillery since the trees are too small and slender to stop a round shot! In addition, visibility into and through such terrain is limited to 12".

Light Woods

These are slightly denser than orchards and are natural growths, perhaps with more closely packed trees and vegetation – perhaps even some undergrowth. Here visibility is again reduced to 12". Light woods are counted as Rough Ground and we follow the rules given in the *Black Powder* main rules. Units within 1" of the edge of cover can shoot out across open terrain to their full range and still claim the benefit of the cover. Units within visibility limits still count as Unclear targets except when charging – we assume that the troops have "broken cover" and are now rushing towards the foe! Fire directed at troops in the wood is subject to a -1 to hit modifier, but as before round shot is no respecter of twigs and branches – normal artillery fire is still unaffected!

Heavy Woods

This represents more dense vegetation, probably with some undergrowth as well as the trees. These do offer a -1 cover modifier against all fire, including artillery. The undergrowth is now denser still and troops can only see into and through heavy woods up to a distance of 6".

The difficulty of commanding units in such terrain is a little more complex and messengers, orders and even whole units may become lost as they lose their bearings. Hence, when ordered to entirely enter a wood the unit(s) concerned will have to halt at the end of the move which took them into the wood. Further orders will have to be issued to have the troops actually move through the wood. When units not in march column in a heavy wood are ordered they must be ordered individually – brigade orders are not permitted for troops in this type of wooded terrain – all orders have to be issued to individual units. We do permit march columns within 3" of one another or following one another to use a brigade order.

For movement count woods as Rough Ground and follow the rules given in *Black Powder*. Field and horse artillery movement is reduced to 3" and all other movement is reduced to 6". Apart from march columns, mixed formations, skirmishers and commanders, movement is restricted to one move only.

As with light woods, units within 1" of the edge of cover can shoot out across open terrain to their full range and still claim cover. Units within visibility limits still count as unclear targets except when charging.

This means that tidy lines will fall apart as brigades become horribly intermingled during the advance. For this reason we often use this as the worst type of wood with secondary growth and considerable undergrowth and scrub – such as portions of the infamous Virginia Wilderness.

In the case of even more dense terrain players may wish to further restrict movement in woods by applying a -1 modifier to all orders issued and barring all artillery from such extremely dense portions. This reflects the difficulty of communicating in such dense terrain and the possibility of getting lost.

Swamps

These are the worst places to operate an army in. Here we're considering the type of swamp with trees as well as a high water table. The men have to wade in water of varying depth, but possibly up to their chests in places. In short - the worst place of all to try to command and fight an army! To reflect this all of the worst modifiers from above apply and movement is also reduced to 3" for infantry. Artillery and mounted cavalry may not enter a swamp. Due to the difficulties of using weapons in such terrain all firing dice are reduced by 1 (but never below 1).

Cornfields

Natural planting of crops was a common feature of many Civil War battlefields. Such vegetation could hinder troops due to its height, restricting visibility.

Visibility into and through crop fields is 12". However, this does not apply if the firer is on higher ground. Troops in the field would still have restricted visibility, so we still restrict their visibility even if they want to fire at troops on higher ground. As before, units within 1" of the edge of cover can shoot out across open terrain to their full range and still claim cover – though only against small arms fire – never artillery fire. Units within visibility limits still count as unclear targets except when charging.

Disorientation Rule

It was not uncommon for troops to become disorientated, or even lost, in terrain that restricted their visibility significantly. Any troops completely in heavy woods, or high standing corn fields, that fail an order on a dice roll of 10 or more can be moved up to 3" in any direction by your opponent. The unit's formation cannot be changed. Other figures cannot be displaced. If the opponent wishes, he may forego the delight of moving the enemy unit and use the normal blunder table instead.

Cover

At a glance it may seem that Civil War battlefields were liberally provided with cover. This is true to an extent, but certain types of terrain my provide cover against some weapons and not others. This is simply due to the different nature of those weapons' effects. Hence, a stone wall might shelter troops against musketry, but be of no practical value against artillery rounds, most notably spherical case shot and shell, which could be fused to explode above the target, thus rendering the intervening wall pretty pointless.

To this end we employ the following cover definitions and modifiers (players are also referred to the section of forts).

Cover	Musketry (smoothbore & rifles of all types)	Artillery Over 12"	Within 12" (canister)
Fence	none or -1	none	none
Wall	-1	none	-1
Cornfield or Orchard	-1	none	none
Light wood	-1	none	none
Heavy wood or building	-1	-1	-1
Earthworks	-1	-1	-1

In addition to the above troops may also be permitted a morale save modifier due to the extra confidence imparted by the cover. We leave this to the discretion of the players and how significant a part you wish a certain terrain feature to play in your games. Note that building types may vary from a dilapidated wooden barn to an extensive southern plantation house. In the latter case an additional morale save modifier might be appropriate as well as the cover modifier.



THE ARMIES

Infantry and Formations

In the main *Black Powder* rules several formations for your infantry regiments are permitted. However, during the American Civil War some were never used (or so rarely used as to make them worth ignoring) or, though used, did not have the impact that they may have had in previous conflicts.

To this end we ignore all references to "squares". We know that there are a very few photographs of regiments (at the outset of the war) in "square". These pictures were taken at drill displays. The utility of the square on the battlefield was almost non-existent. So feel free to ignore them.

The formation of "assault column" was employed, but it did not impart the shock impetus of the Napoleonic age. Hence, whilst it is a permitted formation, we tend not to give any of the benefits associated with this formation in the main rules. Hence, an infantry unit's morale save remains unaltered and we don't apply the command modifier. Remember, this does not prevent an assault column being employed; and remember that assault column is still more manoeuvrable in tight or close terrain.

Cavalry

Despite being theoretically capable of delivering massed charges, the cavalry of the Civil War never lived up to its potential in this role. To reflect its tactics and doctrine we like to employ a number of quite simple rules.

In the core rules cavalry are usually only permitted to be deployed in line or march column. American cavalry, when mounted, deployed in column of squadrons or column of companies. This allowed them more manoeuvrability in what was often close terrain. In addition, if they did conduct a mounted charge (usually against other cavalry) this relative depth allowed more men more time to "have a go"! Indeed, to see an American cavalry regiment deployed mounted in line was rare – though not unknown. To reflect this we do tend to allow cavalry to deploy in an assault column. However, they gain no real benefit from this beyond taking up less frontage!

Cavalry may not charge, or move into contact with any formed infantry or deployed artillery frontally, unless the infantry or artillery is disordered or shaken.

In a hand-to-hand fight mounted cavalry do not provide support to infantry, nor can they receive support from an infantry unit. Each regards the other as a breed apart and views the other with genuine suspicion. Co-operation on the field between infantry and cavalry was rare in the extreme.

The role of the cavalry became increasingly that of mounted infantry, dragoons if you prefer, and although a European observer may have scoffed at the American cavalry in its mounted guise, once on foot the troopers could really come into their own, especially when equipped with modern firearms. Hence, we think it is important that our cavalry are permitted to dismount. We allow cavalry the following rules:

A cavalry unit may dismount as a free move on their current position at the start or end of their turn. They may dismount facing in any direction. Basically, they are treated in the same way as horse artillery in this regard and are very mobile. The same applies to mounting up. A regiment may dismount or mount facing in any direction upon its current position.

Lee's Farewell

"After four years of arduous service, marked by unsurpassed courage and fortitude, the Army of Northern Virginia has been compelled to yield to overwhelming numbers and resources. I need not tell the survivors of so many hard-fought battles, who have remained steadfast to the last, that I have consented to this result from no distrust of them: but, feeling that valour and devotion could accomplish nothing that could compensate for the loss that would have attended the continuation of the contest, I have determined to avoid the useless sacrifice of those whose past services have endeared them to their countrymen. By the terms of the agreement, officers and men can return to their homes and remain there until exchanged. You will take with you the satisfaction that proceeds from the consciousness of duty faithfully performed; and I earnestly pray that a merciful God will extend to you His blessing and protection. With an increasing admiration of your constancy and devotion to your country, and a grateful remembrance of your kind and generous consideration of myself, I bid you an affectionate farewell."

R E Lee



A MASSED ATTACK - DESPITE THE DIFFICULTY OF MOVING TROOPS UP SOMEONE'S BOUND TO GET THROUGH?

Once dismounted the cavalry are treated as skirmishing infantry. This does mean that they may be a little vulnerable to formed troops if charged.

If charged whilst mounted or dismounted they have the option to evade, but may do so mounted at the mounted movement rate. This means that they can get out of trouble – *fast*!

In terms of the size of units we find it much simpler to treat a tiny, small, standard or large unit in the same way regardless if it is mounted or dismounted. Hence, a standard mounted cavalry unit becomes a standard dismounted skirmishing infantry unit in effect. We think it's much simpler this way and saves a lot of time working out how many men are holding horses etc, *speaking of which*…

It is often quoted that one in four men were detailed as horse holders. In the scale represented by *Black Powder* (where a unit might only have 2 or 3 shooting dice) trying to remove ¾ of a shooting die, or less, we don't think is practical. The role of horse holders may be acknowledged by placing suitable models near to their dismounted partners; but, as with artillery limbers, they will play no part whatsoever in the game. They may not be attacked and do not serve any purpose beyond adding spectacle to our games.

In the lists the hand-to-hand combat value given is for when the unit is mounted. Similarly, the shooting dice value is for when the unit is dismounted. Cavalry troopers, particularly in the Confederacy, often carried multiple weapons in addition to their primary carbine or rifle. To reflect this, the lists may permit extra hand-to-hand dice, either 1 or 2, corresponding to how well armed we want our troopers to be. Once dismounted and skirmishing we treat them as an infantry unit although troopers often left their sabre and any extra revolvers with their mount. Hence, dismounted cavalry cannot use the extra hand-to-hand dice for multiple weapons. These extra dice are only permitted when mounted. Thus a mounted cavalry regiment that may have had 6+2, totaling 8, hand-to-hand dice will revert to 6 when on foot. Similarly, the shooting dice reflects their ability to shoot when dismounted. All mounted cavalry regiments are treated as having a shooting dice of only 1, and a range of 6". This is explained in the following table for a 'standard' sized unit:

Cavalry	Hand-to-hand	Shooting
Mounted	6; with +1 or +2	1 at 6"
Dismounted	6	3 at full range

Artillery

The artillery of the Civil War was not conveniently organised for the wargamer, with four and six gun batteries being employed by both sides during the war. *Black Powder* treats a model gun as a "battery" and we adhere to this system for the Civil War with some slight modifications to allow for larger six gun batteries. Note that this only covers horse and foot artillery, the more unusual types of siege and fortress guns we retain as four gun groupings.

Normally an artillery battery has shooting dice rated as 3-2-1. For a 6 gun battery this is modified in the case of a smoothbore battery to 5-3-1. This reflects the increased power of these guns close in where their crashing canister fire could halt an attack. Conversely, the rifled artillery of the day was more accurate but tended to fire a lighter canister round. Hence for rifles formed in a six gun battery we like to use shooting dice of 4-3-1.

The historical evidence would suggest that artillery was a much tougher nut to crack than a simplistic study of the casualties caused by them would imply. Hence all artillery, whether horse or foot, has a stamina of two.

THE BATTLE

In this section we will explain some of the novel characteristics of the troops we use in our games in terms of how the armies fight their battle and how this fits into *Black Powder*.

Skirmishers

Skirmishing was generally used simply to probe and engage an enemy position. In this sense we mean real skirmishing by entire companies detached from a regiment or even entire regiments ahead of a brigade. In the former case the mixed formation rules from the core rules can be employed. In the latter case the regiment is assumed to have the skirmish ability and is simply treated as light infantry that may deploy either formed or in skirmish order – orders permitting. We are not really bothered by the low level use of pickets or vedettes – perhaps only a few men sent ahead to act as a probe or an early warning screen. Such fellows would simply fire a shot and skedaddle back to the main body with word of what they'd seen. Too low a level event for us to be troubled with.

Skirmishing proper was rarely used to close with the enemy as part of an assault. Indeed, once troops had been deployed into skirmish order it was often difficult to recover them. Officers lost control of their units as the men, spread out over hundreds of yards, went to ground at the first opportunity. Perhaps low levels of individual discipline, the lack of close supervision by NCOs and officers, an unspoken need to seek shelter – or worse, a simple desire to survive; all would conspire to render a skirmish screen simply a way to shield the main line from the worst of the enemy's fire.

In *Black Powder* this is perfectly captured by the fact that a deployed skirmish screen from a regiment in mixed formation, i.e. a skirmish screen deployed ahead of a line, only gets one shooting dice.

The usual effect of a skirmish screen was to limit the number of enemy soldiers hit, but also shield your own line from the enemy's fire. This is what we feel is the important aspect of Civil War battles. Skirmishing is important, not so much to inflict damage upon the enemy, but to shield your own line from the enemy fire. Without your own skirmishers deployed you would feel the morale "sting" as the enemy rounds thudded home, whilst your own (perhaps more concentrated) fire would often miss the target. To reflect this we use a number of optional rules.

Optional Rules For Skirmishers

All regiments of infantry are allowed to form in mixed order with a detached skirmish screen to their front; that is whether they are in line, march column, or an assault column (though they gain no benefit from this formation if using the formation's optional rules). This represents the typical two companies or so from the regiment deployed forward to find, feel and fix the enemy. Later in the war even more skirmishers might be employed, and this would typically be an entire regiment from a brigade flung forward as light infantry to fulfil the same function but on a larger scale. For this reason, besides allowing infantry to use the mixed formations, we also allow one infantry regiment per brigade to be classed as light infantry and so the entire regiment can deploy in skirmish order.

We tend to only use the +1 modifier for skirmish fire when skirmishers fire at formed close order troops. Hence, this is limited to formed infantry and mounted cavalry.

Remember: the following troops are automatically classed as skirmishers, or not clear targets, and benefit from a -1 modifier when being shot at: unlimbered artillery, all dismounted cavalry and all infantry deployed in skirmish order, including detached skirmish screens from mixed order infantry formations.



WITH SKIRMISHERS LEADING A REGIMENT MOVES UP AND CLEARS THE WOODS.



The Passage Of Lines – "For God's Sake, Come On!"

As already discussed the process known as the passage of lines was often fraught with difficulties. To reflect this awkwardness in our battles we use the "For God's sake, come on!" rule.

When a unit *advances* and interpenetrates with another a simple test must be taken. For the purposes of *Black Powder* we need to define an interpenetration that uses this rule as any which involves half or more of the regiment which is *advancing*. Also, this test need only be taken when within the perceived danger zone of the enemy. We assume that this danger zone is the same as the range of the rifles of the day, i.e. within 24" of the enemy. The size or number of the enemy is not important. The test applies regardless of whether the enemy is actually firing or not. If the enemy *could* fire upon the moving regiment (if he wished to), then we take the test.

When interpenetration arises and it is within 24" of the enemy we simply take a "For God's sake, come on!" test. This is done by rolling a single die. If the score is the same as, or higher than, the *advancing* regiment's morale save then it has passed the test and moves on normally as if nothing had occurred. If the score is lower by 1 than the morale save then the regiment halts, in front of the regiment it has tried to pass through and touching it. If the score is lower by 2 or more then the regiment halts upon first contact and touching the regiment it was trying to move through. The only modifiers applied are a +1 if the moving regiment has suffered no casualties (i.e. it is "fresh") and +1 if any general is *with* any of the regiments involved.

Let's consider the examples below.

In example (i) regiment B attempts to move through stationary regiment A , this means that more than half of B will have to interpenetrate with A. Hence a passage of lines test is required.

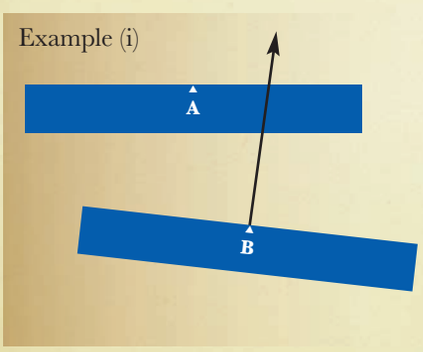
In example (ii) regiment B advances through stationary regiment A, interpenetrating with A as it does so. This clearly involves less than half of regiment B so no test is required.

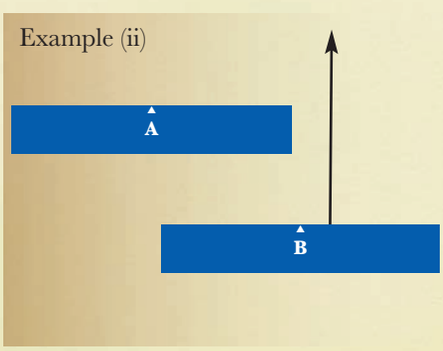
In example (iii) regiment B advances through stationary regiment A, interpenetrating with A as it does so. Now this involves almost all of regiment B at some point or another in its move, hence a test is required.

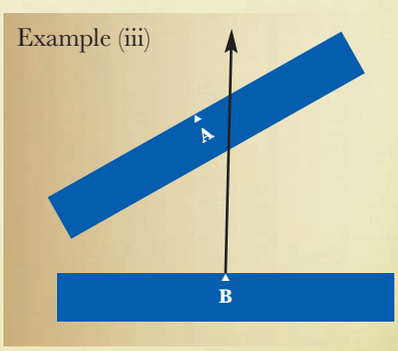
So, if B has a morale save of 4 and has no casualties, giving the test a +1 modifier. If the player rolls a 3+ on a single die then all will be well and regiment B can press on. If however, if he rolls a 2 then B will halt in front of A. If he rolls a 1 then B will halt on first contact with A. In either case of a failure B's turn will end in contact with A.

As discussed, if the test is failed then the regiment halts in contact. In its next turn the regiment may try again if it is behind A. If it is in front it may move off normally. If it fails again then it is simply placed immediately in front of the regiment it was passing through, as if it had just emerged. Here its turn ends as before.

The passage of lines can make brigades become horribly intermingled, with some regiments pressing nobly on and others being stuck trying to push their way through. Hence, players are advised to take care and ensure that the troops moving up are fresh, well led and up to the task! It may become the case that where brigade orders have been issued regiments may not end up within 6" of each other. In this case the regiments are placed within 6" of each other regardless, i.e. the fastest regiment will slow down and wait for the slowest.









DISMOUNTED UNION TROOPERS – ARMED WITH MODERN REPEATING CARBINES THEY CAN BE MORE THAN A MATCH FOR JOHNNY REB.

Fire Fights

During the Civil War assaulting troops would often go to ground short of their objective and begin to shoot. Conversely, troops could also press swiftly on to their objective *without* firing. To reflect this we only allow troops to fire who have moved *only once*. This means that if a unit succeeds in receiving sufficient orders to move twice, or even thrice, it may not then fire as well. Remember that horse artillery unlimbering and cavalry dismounting are "free" moves. These units may move once, unlimber or dismount for free and still fire.

As we have discussed, the American Civil War saw the widespread use of many different types of weapons – particularly small arms. From the war's early days many troops were armed with relatively antiquated smoothbores. As the war progressed weaponry evolved and regiments armed with breech loading and magazine fed small arms became relatively common place. Despite this apparent advance in firepower the ranges at which such weapons were used were still surprisingly close. These close ranges were much shorter than the theoretical maximums of the weapons which are so often quoted. To reflect these new weapons and the way in which they were actually used we modify the shooting ranges quoted in the main rules to:

Weapon	Maximum Range
Shotgun, pistol	6"
Smoothbore musket	18"
Rifled musket, breech loading rifle, repeating or magazine fed rifle	24"
Smoothbore carbine	12"
Rifled carbine, breech loading carbine, repeating or magazine fed carbine	18"

In *Black Powder* standard units typically use three shooting dice. For the American Civil War we also allow well equipped or experienced units some bonuses to reflect their increased firepower.

Smoothbores – "Pour it on Boys!"

Experienced units often preferred to retain their smoothbore muskets rather than receive rifled muskets. This seems contrary to common sense, but it is simply because these regiments, through hard experience, understood the nature of a Civil War battle! Such weapons were quicker to load – no ramming a ball past awkward grooves! Regiments armed with smoothbore muskets or carbines may have an extra shooting dice when using closing fire or at close range. This is called "Pour it on Boys!" and reflects the potentially higher rate of fire of these weapons compared to their rifled equivalents, though they do have slightly shorter ranges. It was the experienced regiments who understood this and so inexperienced (early war) units armed with smoothbores should not benefit from this bonus.

Breech Loaders, Repeating and Magazine Fed Weapons

Breech loading weapons, whether rifles or carbines, allowed for a higher rate of fire. To reflect this in *Black Powder* infantry and dismounted cavalry units so equipped may re-roll one miss amongst their shooting dice.

Repeating, or magazine fed weapons had up to 14 shots in a magazine - certainly an advantage over anyone with a muzzleloader! To reflect this in *Black Powder* infantry and dismounted cavalry units so equipped may re-roll up to two misses. Note the wording: "*may*", they do not have to re-roll the miss(es).

All of these potential extra hits may leave players thinking that their regiments are veritable walking bullet festivals but, there may be a penalty for this shooting dice bonus – you *might* expend your ammunition more rapidly. Players whose regiments are armed in this way and use any of the re-rolls run the risk of running low on ammunition. Players with regiments armed with breech loaders or repeaters are not *forced* to re-roll their misses. They may instead prefer a more conservative approach and only fire normally. But remember: When, where and how units so equipped choose to use the re-rolls is entirely at the discretion of the owning player, but he must state *before* shooting that he plans to use his re-rolls. He shouldn't ever roll his firing dice, be disappointed by the result, and then re-roll his misses! This is deemed to be disgraceful gamesmanship of the first order and a very un-American activity!

Ammunition

It may seem to some that the re-roll dice allowed to units equipped with breech loaders or repeaters are not particularly generous considering the potential increase in the ***theoretical*** rate of fire. The key point to realise is that it was exactly that, a theoretical increase in the rate of fire and, even if real, it could not be sustained for long periods. Troops equipped with these newfangled weapons rarely carried extra ammunition and so had to conserve what they had. Hence, simply "blazing away" would have been viewed as a quick technique to render yourself out of ammunition!

To reflect the risk of running low on ammunition if a unit equipped with breech loaders or repeaters uses its re-rolls and the result is a die score of one then the unit is deemed to have run low on ammunition. Once a unit has run low on ammunition it reverts to its normal shooting dice for the remainder of the game and may not use its re-rolls again.

During battles it was unusual for regiments to be fully re-supplied with ammunition. It was more normal for supplies to be brought up at close of day, or for regiments to retire from the field to be re-supplied. Hence, we don't normally bother with re-supply during our battles. That said, any enterprising individual may wish to have an ammunition wagon desperately trying to reach a beleaguered regiment for a particular scenario.

"Whipped"

To reflect more accurately the fact that fire fights were less decisive in the Civil War and that regiments that had the worst of a fire fight would retire from combat we like to apply the "whipped" rule. In conventional *Black Powder* units may be broken by fire power if they score less than or equal to 4 during a break test. If a unit takes a break test for suffering excess casualties from shooting and would normally break and be removed from play it is now termed to be "whipped" instead, and is left 'in play' on our table.

A unit that is "whipped" must:

- Retire one full move to its rear without changing formation and at all times avoiding contact with the enemy. Note – it is NOT disordered unless other results make it so. If unable to comply with this then the unit must make two full moves to its rear. If unable to comply with this it is said to have "skedaddled" and is removed from play.

Whipped units:

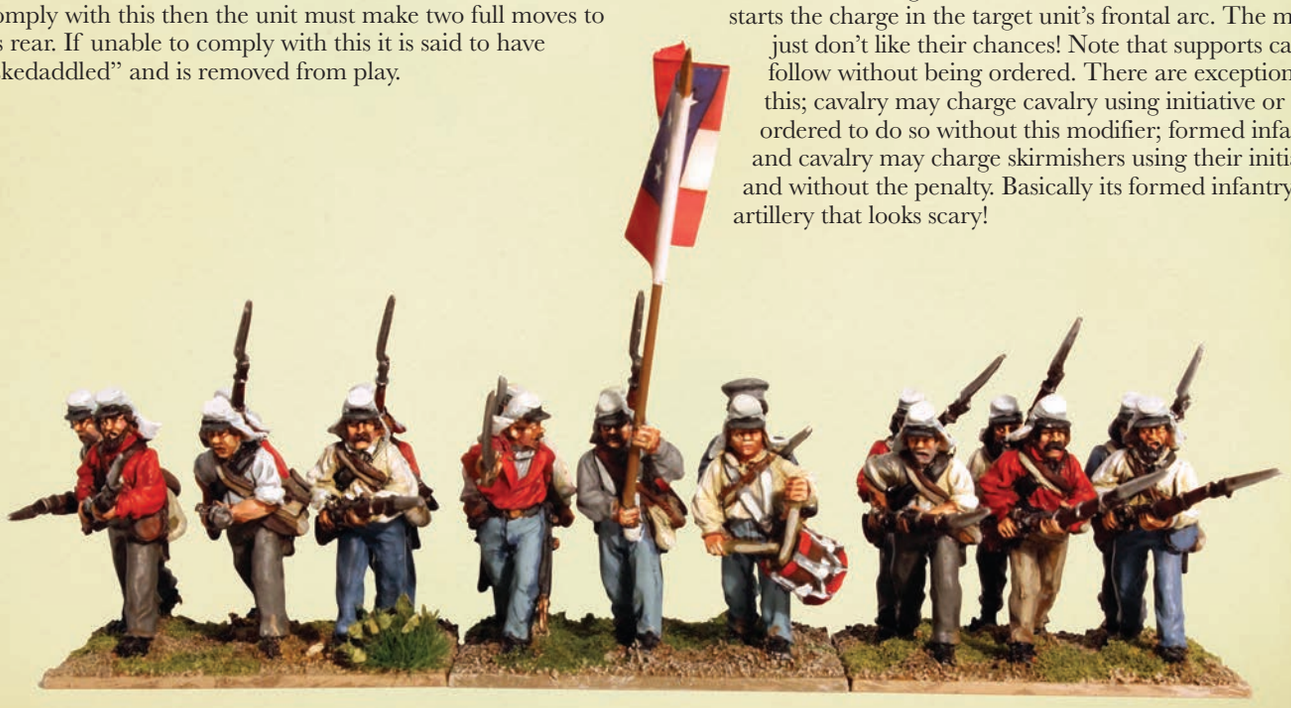
- may not advance towards the enemy;
- must retire from any enemy within 12", *unless* occupying buildings, earthworks or fortification or some other "defendable position";
- if artillery they may expend up to two moves – one to limber and one to move;
- may not charge or initiate hand-to-hand combat;
- once shaken or disordered cannot rally from this state – they are like that for the remainder of the game;
- are considered to be lost for the purposes of brigade morale;
- that leave the table may not return;
- suffer a -1 command penalty for the remainder of the game;
- have their stamina reduced *by* one (though never to zero); and their shooting and hand-to-hand dice are reduced *by* one (though never to zero).

They are truly "whipped"!

The Charge

The soldiers of the American Civil War, whilst often extraordinarily brave – and many accounts testify to this – leave us with a strange conundrum. Soldiers would decry the notion of using the bayonet – "cold steel" – and would be reluctant to charge an enemy who seemed to be holding his ground. So, the option of pressing an attack was often missed. BUT, the men would seem to have been almost content to endure protracted fire fights at very close ranges! This was often exacerbated by the terrain and the tendency, particularly late in the war, for the armies to throw up breastworks to aid a defence.

In short troops would press an attack if they felt the chances of success were fair. If it looked too difficult then they might not press on. This apparent reluctance to close with the bayonet is easily reflected in the rules. We normally do not permit units to charge on initiative – *they have to be ordered in!* In addition, if a unit is ordered to charge it receives a -2 command modifier if it starts the charge in the target unit's frontal arc. The men just don't like their chances! Note that supports can follow without being ordered. There are exceptions to this; cavalry may charge cavalry using initiative or be ordered to do so without this modifier; formed infantry and cavalry may charge skirmishers using their initiative and without the penalty. Basically its formed infantry and artillery that looks scary!



GENERALS

The system of generals and orders used in *Black Powder* is perfectly suited to the American Civil War. Typically, in a game of *Black Powder* we are confined to the brigade commander and the commanding General, the Commander-in-Chief if you prefer. Command structures in the Civil War were not usually this straightforward and it may be useful to introduce the middle tier of army management – the divisional commander.

Divisional Commanders

In particularly large games involving six or more brigades on a side, then a player may choose to field a divisional commander. The number of brigades needed to field this new chap are outlined in the lists. So we have our normal brigade generals, divisional generals and our Commander-in-Chief – the corps commander perhaps, or the army Commander-in-Chief. In massive games, where more than one corps general might be present, we think it safe to assume that just one corps general would assume command of the entire army. Hence, if a player was re-fighting the first day of Gettysburg he might have infantry brigades from I Corps, XI Corps and cavalry brigades from the cavalry corps. These would in turn be grouped into divisions under divisional generals, and then the army commander would be the senior corps commander present – in this example Major General John Reynolds of I Corps.

In *Black Powder* the brigades are led by their own brigade commander and the army by the Commander-in-Chief. Thus we now have our brigades, perhaps two to six commanded by a divisional commander, *then* we have the Commander-in-Chief. In our games, if we use a divisional commander, we simply treat him as a mini Commander-in-Chief. He issues orders after all of his brigade commanders, and only to units of his own division. Once all the divisional commanders have issued their orders then the Commander-in-Chief issues his orders, as in the normal rules.

Vulnerability of Commanders

On occasion during the Civil War a senior officer might fall at the head of his brigade, or division or corps. Some of these officers, by the manner of their passing, have become near-legends and it is a sad fact that our miniature commanders are equally vulnerable.

On page 86 of the *Black Powder* rules the vulnerability of commanders is outlined. For our particular war we introduce only some slight amendments.

As explained under "whipped" we tend not to allow units to be destroyed by firepower. However, a general with a unit that becomes whipped may have fallen. To reflect this we simply roll a die. As with a general who joins a shaken unit we simply roll a die for each casualty above the unit's stamina. On a score of 6 we assume that he has fallen in the course of trying to rally and inspire these unfortunates.

It may be that a player becomes concerned about the task allotted to his command during a game. It may be that he has been ordered to clear the enemy off a ridge well defended by artillery, or assault a particularly fearsome fort. Under these conditions it may become prudent to reduce the risk to our generals. As with the armies of the civil war, we achieve this by allowing our generals to dismount and lead the men on foot. This was most famously done by Brigadier General Lewis Armistead during Pickett's Charge, though – it has to be said – not with much luck! We only permit the commanders of infantry brigades (i.e. those composed solely of infantry with perhaps some attached artillery) to dismount. So only generals of a brigade composed entirely of infantry or infantry and foot artillery, or one commanding a foot artillery brigade may be on foot. This means that if there are any mounted types in the brigade then the general must remain mounted throughout the game.

A Shared School

In 1778, under instruction from George Washington, Thaddeus Kosciuszko began the construction of a fortification on the banks of the Hudson River at West Point. In 1779 Washington moved his headquarters to the fort and the site was expanded to aid control of shipping up the Hudson. Following the revolutionary war several soldiers and legislators felt the need to reduce the reliance for military training on foreign officers and thus called for the creation of a military college catering for the needs of trainee engineers and artillerists. President Thomas Jefferson signed legislation in 1802 and The West Point Military Academy was formally established.

Colonel Sylvanus Thayer, the 'father of the Military Academy', served as Superintendent from 1817-1833. He improved academic standards, instilled military discipline and emphasised honourable conduct. Aware of young expanding nations need for engineers, Thayer made civil engineering the foundation of the academy's curriculum. For the first half of the 19th Century West Point graduates were largely responsible for the construction of most of the fledgling nation's initial railway lines, bridges, harbours and roads. Many of the senior officers on both sides of the Civil War were graduates of West Point: Lee, Grant, Sherman, Bragg, Jackson, Johnson and even Davis to name but a few had all passed through its gates. This shared training, coupled with the shared experiences of The Mexican War as well as frontier garrison duties means it is no surprise that so many of the war's generals knew their opponents intimately. Since engineering was a core element of the curriculum it might also explain the fondness of so many of the war's generals for digging in.



April 24th 1862 – A Union fleet passes the Confederate forts below New Orleans, Louisiana



A dismounted general is obviously on foot and so is less of a target compared to one mounted on a fine charger with a few staff officers just to help him stand out! If such a general is struck down on a score of 6 then simply roll a further die – on a 4+ he is still a casualty.

Snipers!

As the war progressed a relatively new breed of soldier began to appear. This was the sniper. Although nowhere near as well trained as his modern descendant he was probably a better shot than his colleagues and also had access to better firearms: perhaps simply a higher quality rifled musket than the norm, perhaps a purpose built weapon acquired from Europe, perhaps a private purchase by an enlightened officer, either way, it was invariably equipped with a telescopic sight.

So armed our soldier would take post with the regiment, either in the main body, or out on the skirmish line, and then he'd keep a keen lookout for a shooting opportunity – ideally an enemy officer – perhaps even a general!

All too often we are left with accounts of sniper activity, but these are most commonly in the form of a witness to a remarkable hit against some nearby personage. In the absence of any visible enemy the feat is attributed to a sniper. Though without interviewing the shooter, or examining his curriculum vitae and training record it's almost always impossible to discern a sniper shot from a stray bullet! For this reason we are very careful about how we allocate snipers and most commonly there might be only one in an army.

To indicate the presence of a sniper we normally place a suitably armed figure next to the regiment that counts him amongst its numbers. This has to be an infantry regiment; cavalry and artillery units do not have snipers. The figure has no real effect in the game and is merely a marker. The sniper model may not leave his regiment, he is part of it and his fate is bound to his regiment's. He cannot be "killed" as such, but is lost if the regiment is lost.

Infantry regiments that include a sniper may inflict a general or commander casualty when they fire. This is done by simply examining the fire dice once the unit has fired. If the firing regiment includes a sniper and any die score is a 1 then any general with the target *or within 12" of it* may have been hit regardless of cover – our sniper is a very good shot! Roll a further die and on a score of 6 the general has been struck. Remember that the risk is reduced by a further die roll if he is on foot (see above). If more than one general present themselves as potential targets then we assume that the one closest to the sniper is his victim.

Players may think it strange that a die score of 1 leads to a risk to the general: "Why not a 6?" We think that this mechanic emphasizes that overall a regiment's shooting need not be all that effective, or even noticeable, for the sniper to have done his work. It was his one round that really counted, not the regiment's fire. This separates the sniper's ability from the regiment's.

Replacement Commanders

If a commander was removed from the field either through death or injury, it was common for a replacement to be found from amongst his juniors. We also allow this to occur in our games. If a general is lost, at the start of the owning player's next turn roll a die. On a score of 5+ a replacement has been found. This is reduced by one on each subsequent turn to 4+, then 3+ on the next; but never below this point. Players may keep trying to replace a general until successful, but it may be that no one can be found.

To determine the new commander's abilities roll a single die. On a score of 1, 2, 3 or 4 he will have a staff rating one less than the fellow he's replacing; on a score of 5 he will have the same staff rating; and on a score of 6 his staff rating will be one higher – finally his talents can be used to the full! However, there are limits and we permit our replacement to have a staff rating no lower than 7 and no higher than 9. Hence, there is a slight chance that he will be more talented than his stricken superior. If players wish to determine and use the personal qualities of commanders we would refer them to page 95 of the main rules in order to generate personal qualities.

Once the new commander has been selected he can be placed at the end of the owning player's turn: either within 12" of the location of the previous commander's loss; with any unit under his command; or with any other commander.

Bonus Attacks From Commanders

As with all armies the presence of some commanders amongst the men of a regiment or battery could inspire them to great feats. We generally adhere to the main rules at this point and allow generals with a staff rating of 8 or higher the possibility of adding one die in hand-to-hand combat. Again, as with the main rules, there may be significant characters who might be permitted to use a +2 combat value. Players should note that a staff rating of 8 or more does not guarantee a combat bonus. As can be seen from the section on famous commanders, some competent fellows might be ignored, even despised by the men!



ADDITIONAL USEFUL RULES

Some aspects of the American Civil War are unique to that conflict. In this section we present some rules that we use to reflect the more unusual aspects and characteristics of the regiments that fought in the war.

Rebel Yell!

The Rebel Yell became synonymous with the élan and fighting spirit of the Confederacy, particularly its infantry. A piercing battle cry described variously as a simple "*Yeee-Hah!*", all the way to a "*Woh-who-ey! who-ey! who-ey! Woh-who-ey! who-ey!*", it probably defies description. Its effect could be electrifying, both on the Confederates and the Union troops who heard it. To reflect this banshee cry Confederate infantry and cavalry units may be classed as capable of the Rebel Yell. If they are able to "Yell" then the Confederate player may re-roll one miss in hand-to-hand combat if he charged into contact. Hence the Rebel Yell is only effective in the first round of hand-to-hand fighting. In addition to this, *if* the yell re-roll causes a casualty then the Union player must re-roll one of his saves!

Hence an apparently drawn combat could be swung to a Confederate victory as the "Rebel Yell" inspires "Johnny Reb" and demoralises "Billy Yank"… but be warned: in the lists of famous units there are some that will simply ignore the "Rebel Yell!"

Seen the Elephant

As the war progressed regiments came to understand the nature of battle. They may have "seen the elephant" all too often, and though these regiments may have contained many veterans, and performed sterling service on countless occasions, they were perhaps past their best. Such regiments were not cowards or shirkers. They simply understood what could and could not be done. Some regiments in the army lists may have "seen the elephant", particularly in the latter stages of the war. To reflect the character of these battle-wise regiments they are subject to a -1 command penalty when ordered to move closer to an enemy within 12" OR a -1 when ordered to close with the enemy in hand-to-hand combat – regardless of the enemy's facing. These units are also subject to a further -1 if the enemy is in cover: walls, earthworks, or in buildings or similar. Such regiments may move closer than 12" using initiative actions of course, but a sudden advance towards the enemy might be beyond them.

So, if a regiment that has "seen the elephant" is ordered to charge the enemy it will suffer a normal -2 command penalty for the charge (see above) and an additional -1 for having "seen the elephant": giving a total modifier of -3. If the same regiment is simply ordered to charge an enemy behind earthworks the command penalty is -4 in total! Hence, such regiments *may* hold their ground quite happily, but they will be reluctant to close with the enemy, especially if it looks like a tough task that lies ahead!

Uppity

Certain regiments had an élan – a fighting spirit that defies mere words. Such regiments often believed themselves to be the superiors of their foes, whether rightly or wrongly – only the test of battle would decide. The regiments were often keener than most to get to grips with the enemy and would be termed "uppity" by their contemporaries – or simply arrogant.

Uppity regiments could be newly raised and have seen little action if any, but still think themselves superior to all comers! Conversely, uppity regiments could have seen action previously and performed very well, thus reinforcing a notion – *perhaps false* – of superiority.

As the years dragged by, with no end to the bloodletting in sight, regiments that had been formed for several years but had never been in combat, or even heard a shot fired in anger, were brought out of their quiet back water postings and garrisons and put into the field. In the North several heavy artillery regiments were reformed as infantry as their role of manning defensive forts became unnecessary. These un-blooded regiments were as keen as mustard and entered battle without the wisdom learned over years of hard campaigning. As such they were prepared to undertake tasks which more experienced regiments might consider foolhardy. All too often such regiments learnt the lessons of battle the hard way. These regiments may also be classed as "uppity".

To reflect the character of these regiments some lists may include "uppity", or arrogant, units. These units do not follow our normal pattern when it comes to hand-to-hand fighting. Where normal troops might need to be ordered to charge and then suffer a -2 penalty "uppity" troops ignore this and instead receive a +1 command bonus if ordered to make a charge and they may use their initiative to charge.

BLACK POWDER USEFUL RULES

Black Powder contains many useful rules to add character and style to your miniature armies. We don't think all of these are suitable for the American Civil War and tend to confine them to those presented here. This is a summary of those found in the main *Black Powder* rules on page 93 and players are advised to refer to them for a full explanation of each.Also the additional special rules are re-presented here for completeness.

Summary of Useful Rules

Brave

Shaken units rally on a 4+ if more than 12" from the enemy.

Elite

Overcome disorder at the start of command on a roll of 4+, 5+ or 6+.

Lancers

-1 morale save against cavalry and -2 against foot troops on a charge.

Marauders

Ignore distance modifiers for command.

Sharpshooters

Re-roll one missed shot.

Steady

Passes first break test of the battle.

Stubborn

Re-roll one failed morale save.

Tough Fighters

Re-roll one missed combat attack.

Wavering

Take a break test when you take a casualty.

Pour It On

Some troops equipped with muzzle loading smoothbore muskets or carbines may roll an extra shooting dice in closing fire and at close range.

Rebel Yell!

After a melee has been resolved the Confederate player may re-roll one miss in hand-to-hand combat if he charged. If this results in an unsaved hit against a Union unit then the Union player must re-roll one of his saves.

Seen the Elephant

-1 command penalty when ordered to move closer than 12" to the enemy, -2 when ordered to charge and a further -1 if the enemy is in cover.

United States Coloured Troops (see later)

May treat as untested but with +2 to their die score when checking stamina.

Uppity

+1 command bonus if ordered to make a charge.

LET COMMON SENSE PREVAIL

The rules presented here are optional and it is recommended that all the warring parties are familiar with which rules are in use before the game begins and that all agree beforehand. A cursory glance at the rules will appear to offer the chance for players to field regiments with new characteristics, some of which will apparently conflict with each other: for example, we trust players will have the good sense to realize that regiments classed as having "seen the elephant" cannot also be "uppity"! We trust that where any contradictions might appear to exist that players will be able to resolve them either through the careful application of good sense, or, failing that, the roll of a die.

In short, let good sense prevail.



CONFEDERATE INFANTRY CLOSE IN – BUT THE ARTILLERY FIRE IS STARTING TO TAKE ITS TOLL.

Famous Commanders

The American Civil War, as with all wars, produced some of the greatest generals of the age – as well as some complete dullards. Neither army was short of characters ranging from the useless political generals to the heroic "dandies".

Whilst the war produced so many great characters, here we present some of our favourite generals of the Civil War, either through their skill – or lack of it – or due to their behaviour. What we aim to present in this section is those Generals of note who might stand out in our games and add more flavour. Suggested staff ratings and characteristics – these are explained more fully on page 94 of the main rules – are offered, and we feel that these represent the wide range of abilities demonstrated on the battlefield during the war.

The list is by no means exhaustive but reflects the greats, and a few not so greats. We present these with a very brief summary of their accomplishments and abilities, followed by a few special rules to reflect what we tend to use in our games. If we have omitted your own favourites then it should not be too difficult to develop your own special rules based upon what we present here. So, here goes…



Desperately trying to expand a bridgehead the Union feed reinforcements across the creek.



A Union camp. Officers confer, perhaps with General Doubleday as he formalises the rules of baseball?

McCLELLAN



George Brinton McClellan must surely be one of the strangest characters of the Union Army. He was a thorough West Pointer who loved the army and bore himself with a very martial air, so much so that he was dubbed the "Little Napoleon". McClellan rose to command of the Army of the Potomac late in 1861 and commanded it against Johnson and then Lee on the Peninsula in 1862 and then led it to what he decided was a victory at Antietam later that year.

McClellan's problems seem to stem from the fact that he loved the army too much. Thus he was perhaps loath to see it damaged in battle. This led to him perpetually believing that he was on the brink of defeat at the hands of what he often thought were numerically superior Confederate forces. On the Peninsula this can be attributed to poor and exaggerated intelligence supplied by a civilian advisor by the name of Pinkerton.

McClellan was eventually removed from command by an exasperated Lincoln who was determined to have a general who was prepared to press the enemy. Once relieved of command McClellan became a staunch critic of the Union government, and of Lincoln in particular – to the point that he ran against Lincoln in the 1864 presidential election for a party that favoured a negotiated peace whilst he actually favoured a continuation of the war. A strange stance for a general who once commanded the Union's largest field army!

Needless to say, he lost.

Special Rules

An Eastern Union army may field McClellan as a C-in-C in 1862.

McClellan has a staff rating of 8, but he is also "hesitant": if he successfully issues an order resulting in three moves then he must re-roll and abide by the second result. McClellan cannot join a unit at any point in the game, thus he cannot issue the orders "rally on me", "follow me" or assist in hand-to-hand combat. All of this begs the question: "Why use McClellan?"

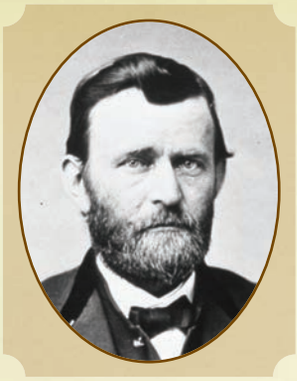
As already explained McClellan repeatedly overestimated the strength of the Confederate forces opposing him and would only move his army once he was content that he had sufficient forces for the task at hand. He achieved this by repeatedly asking the government for more troops even though the reality was often that he actually had overwhelming forces! To reflect McClellan's pestering of the government for more soldiers before embarking on any operations we allow a Union army with McClellan as its commander to field an extra infantry brigade even in games where points have been used to determine the army's' relative strengths! The brigade cannot be the largest in the army and cannot comprise more than four regiments. This brigade is drawn from the normal 1862 Eastern theatre list and must be commanded by an ordinary general with a staff rating of 8 with no special characteristics. The brigade has the following stats:

	Armament	Hand-to-Hand	Shooting	Morale	Stamina
Infantry	Rifled Musket	6	3	4	2

In addition to the limitations outlined above we also assume that McClellan wishes to hold some forces in reserve in order to be well placed should the (imagined) Confederate hordes launch a counterattack. Hence, the above brigade cannot advance past the halfway point on the table. McClellan is holding it back a little – just in case.

McClellan costs 100 points

GRANT



Ulysses Simpson Grant, or more accurately Hiram Ulysses Grant (he was registered incorrectly at West Point) was a total failure. He failed in several business ventures; when president his administration was rocked by scandals; he lost most of his wealth after the war in further failed ventures and only gained back some funds by publishing his memoirs. Grant – the failure. However, there was one enterprise at which Grant excelled – War!

Grant had served in the Mexican War but then left the army to pursue a career in business. When war came in 1861 he promptly rejoined offering his services to the cause of Union. Initially serving as a brigade commander in 1862 he was promoted to major general and secured Kentucky and most of Tennessee for the Union. At Shiloh in 1862 he was surprised by Johnston's Confederates but, completely unfazed by the initial setbacks, launched a counter-attack and won the battle. In July 1863 Grant outmanoeuvred and defeated the Confederate forces defending Vicksburg and captured the city in July, in effect splitting the Confederacy, the navy already having secured passage of the Mississippi river. Grant was not present at Chickamauga, but was in command at the victory of Chattanooga/Missionary Ridge. In light of his successes Grant was promoted to Lieutenant General and commander of all of the Union armies. Grant then came East to oversee the campaign against Lee and the Army of Northern Virginia. Although Meade remained in command of the Army of the Potomac Grant went along with it, effectively using Meade's own headquarters and staff as a post office for issuing his own orders. The battles against Lee in 1864 have gone down in history as some of the most savage of the war. Grant was often held by Lee but, again unfazed, he refused to acknowledge defeat and simply shifted his entire army "to the left", forcing Lee to follow him to the next bloody encounter. Eventually Grant trapped Lee in a siege at Petersburg, a campaign of attrition then ensued.

Whilst sat outside Petersburg Grant oversaw other operations against the Confederacy, most notably those conducted by Sherman and Sheridan. In April '65 Grant finally broke through Lee's defences, captured Petersburg and then Richmond – the long sought after prize of the past four years. Lee was finally cornered at Appomattox and compelled to surrender what remained of his army to a generous Grant.

Denounced by many as a "butcher" for his losses during the battles against Lee Grant is still undoubtedly one of the great commanders of the age.

"Yesterday the VI Corps was reviewed by General Grant. He is a short thickset man and he rode his horse like a sack of meal… but I liked the look of his eye."

Elisha Hunt Rhodes

Special Rules

An 1861 Western army can field Grant as a brigade or divisional commander. From 1862 a Western army can field Grant as a C-in-C or as a divisional commander and from 1863 he can be fielded as a C-in-C. From 1864 any Eastern army can field him as a C-in-C due to his promotion to General in Chief. He can't be used in the West from 1864.

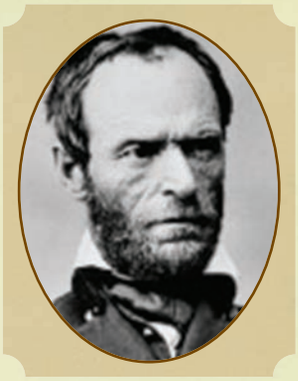
Grant has a staff rating of 8 in 1862, rising to 9 for the remainder of the war as he gains experience and confidence. Grant is also always decisive meaning that he can re-roll any failed order, but if he fails again then it is treated as a blunder.

Grant was able to remain very cool at times of crisis, even when things were going badly, as at Shiloh. His nerve always held despite the reverses his armies suffered. Even at Shiloh, after his severe licking on the first day, he held his nerve and counterattacked on the second day – winning the battle. These skills he brought to the East in '64 and demonstrated them to an extraordinary degree in the savage Wilderness battles against Lee. To reflect this coolness we say *"Grant don't scare worth a damn!"* Brigades under Grant, either his own or the entire army if he is the C-in-C, will only become broken once they have suffered *more* than half losses. If Grant is the C-in-C the above applies not only to the brigades under his command, but also to the entire army, i.e. the army will only be broken when more than half of the brigades are broken.

Grant costs 90 points in 1862, rising to 120 points in 1863 and beyond.



SHERMAN



Few generals are as admired and loathed in equal measure as William Tecumseh Sherman. His service in the cause of Union was one of absolute devotion and in this he rapidly identified how to bring the Confederacy to its knees. Described by one contemporary as "the very image of Mars himself", Sherman waged war continuously against all aspects of the Confederacy: military, economic and civil.

Sherman served under Grant in 1862 and 1863 during the campaigns that finally led to the capture of Vicksburg. Sherman succeeded Grant as commander in the West in 1864 when Grant went East and then lead his troops to the capture of Atlanta. Following this he lead his army in his infamous march across Georgia to the Atlantic coast during which time he cemented his reputation as a ruthless wager of war. On reaching the coast at Savannah he turned north into the Carolinas, destroying what remained of the Confederacy and bringing it to its knees. The Confederate forces opposing him finally surrendered (after Lee) in April 1865.

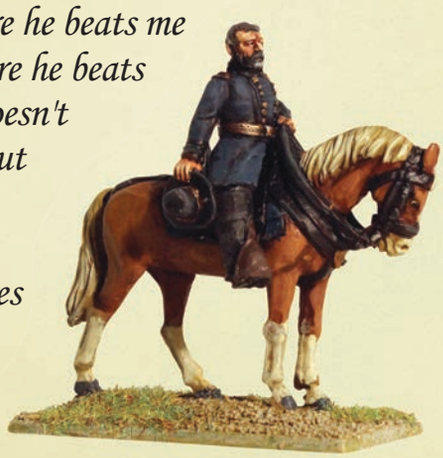
Special Rules

Sherman served briefly in the Eastern theatre in 1861 as a brigade commander, but it is for his service in the West that he is chiefly remembered. In the East Sherman is simply a brigade commander with a staff rating of 8. In the West, where he learnt his trade, Sherman can be fielded as a C-in-C or as a divisional commander up to 1863, but from 1864 he is a C-in-C. Sherman has a staff rating of 9 and is "decisive". He can re-roll any failed command check, but if he fails again the result is always a blunder.

Sherman costs 90 points.

"I am a damned sight smarter man than Grant. I know more about military history, strategy, and grand tactics than he does. I know more about supply, administration, and everything else than he does. I'll tell you where he beats me though and where he beats the world. He doesn't give a damn about what the enemy does out of his sight, but it scares me like hell."

William T. Sherman





UNION CAVALRY: BY THE WARS END SOME OF THE MOST POTENT TROOPS AVAILABLE TO THE NORTH!

CUSTER



One of the most famous commanders of Union cavalry was Custer: flamboyant to an extreme, brave to a fault and the very image of a "cavalier" from a bygone age. Just before Gettysburg Custer, who had been serving as a staff officer, was promoted from captain to Brigadier General of Volunteers, thus making him, at 23, the youngest General in the Union army.

In command of his Michigan cavalry brigade, his "Wolverines", Custer established a reputation as an aggressive cavalry brigade commander. On July 3rd, to the east of Gettysburg, Custer's brigade made several mounted charges against Stuart's cavalry, contributing to checking their Confederate counterparts. Custer's brigade suffered more casualties than any other Union cavalry brigade in the campaign and he later wrote: "I challenge the annals of warfare to produce a more brilliant or successful charge of cavalry".

In 1864 Custer was placed in command of a cavalry division which he led into the Shenandoah Valley. After this his cavalry supported the Army of the Potomac, including at the battle at Yellow Tavern where Stuart was mortally wounded. As the defence lines around Petersburg crumbled in April of 1865 Custer's cavalry were in the vanguard of the Union pursuit, heading off Lee's escape routes until he was caught at Appomattox.

Custer, of course, found immortality through exploits out west after the war.

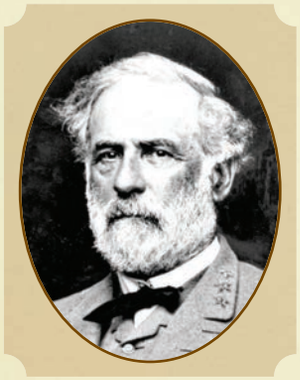
Special Rules

Custer can be fielded as a brigade commander at the head of Union cavalry in 1863 or as a divisional cavalry commander by 1864 and beyond. Custer has a staff rating of 8 and he is "aggressive" attracting a +1 modifier when giving an order to charge. Custer is also "headstrong", allowing a further +1 *if* he is the first to issue orders that turn.

Custer costs 75 points.

Confederate Commanders

LEE



Lee… what can be said about Lee?

The son of 'Light Horse Harry' Lee, an officer who served in a previous rebellion, Robert Edward Lee graduated top in his class at West Point at the start of his military career. He was an accomplished officer and had served across the country and provided staunch service during the Mexican War. When Virginia seceded Lee felt bound to his native state and resigned his commission in the Regular Army, offering his services to Virginia and the fledgling Confederacy. Famously, Lee was offered command of the Union forces about to head south, but felt honour bound and declined.

Initially Lee served as a military advisor to President Davis, but upon the wounding of Johnson during the Peninsula campaign assumed command of what he christened 'The Army of Northern Virginia' – the die was cast. During the next four years he proved to be one of the greatest battlefield commanders and tacticians of his age. Along with his trusted subordinate Jackson he chased McClellan's superior forces off the Peninsula. He invaded the North late in '62 and held McClellan again at Sharpsburg (Antietam). On the strategic defensive in early '63 he defeated The Army of the Potomac at Chancellorsville in May where Jackson fell. On the offensive in June he led his army into Pennsylvania and the climactic battle of Gettysburg where he was checked by Meade.

On the defensive, Lee was initially able to match and hold Grant as he bore down on the Confederacy in '64 and '65, but eventually no amount of tactical genius could offset the numerical and technical superiority of the Union. With his lines around Petersburg breeched Lee abandoned the city and Richmond and struck out west trying to avoid the circling Union armies. Eventually Lee was compelled to surrender himself and his army to Grant at Appomattox Court House on April 9th, 1865.

Special Rules

Lee, as probably the greatest general of the war, has a staff rating of 10 up to June 1863. Due to his deteriorating health after Chancellorsville we reduce his command value to 9 after June '63.

Lee was almost worshipped by his men and was referred to in almost reverential tones. His mere presence on the field could imbue the men with a confidence that could see them through the toughest of battles. To reflect this from 1863 any Confederate unit that tests morale with 12" of Lee may re-roll a failed test.

The regard in which Lee was held has a slightly negative aspect, however. If Lee issues a rally order within 12" of the enemy, roll a single die, on a score of 4+ then the unit in question will retire one move, and Lee must go with them, as they grasp Traveler's reins and escort their beloved commander away from danger. Similarly, if Lee tries to lead a unit in melee, throw a die before they charge. On a 3+ they will retire one move instead of charging, again taking Lee with them to safety.

Lee costs 120 points up to June 1863; after this he costs 100 points.



The Generals confer as the infantry move up to deploy.

JACKSON



Jackson is one of most able Confederate commanders and is only eclipsed, perhaps, by Lee. Thomas Jonathan "Stonewall" Jackson was an instructor at the Virginia Military Institute when war broke out and offered his services to his native state, Virginia. At First Manassas he won immortality when his brigade held its ground in the face of a heavy Union assault. A fellow officer, noting Jackson's brigade and trying to rally his own men, called out: "Look, there stands Jackson – like a stone wall!" The name stuck.

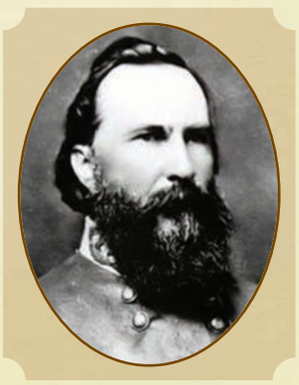
Jackson was placed in command of the Confederate forces operating in the Shenandoah Valley and promptly lead his Union opponents a merry chase. By a series of forced marches with his infantry, or "foot cavalry" as they became known due to their speed, he was able to surprise and defeat all the Union forces sent against him in isolation. His antics were largely aided by the fact that he had a much better map of the Valley than his opponents – reputedly 10 ft long! At Antietam his corps held all of McClellan's uncoordinated assaults despite heavy losses and at Fredericksburg his troops performed the same duty. In May of 1863 he and Lee masterminded a flank assault that broke Hooker's will and drove the Army of the Potomac north. It was at the moment of his greatest success that he was accidentally shot by his own men on the evening of the 2nd May while reconnoitering the Union lines ready for a renewal of the action. Carried from the field, his left arm was amputated but complications ensued and he died on the 10th May 1863.

Special Rules

Jackson has a staff rating of 9 and is "decisive". In addition any unit within 12" of Jackson will be so inspired by the sight of him that they may re-roll any failed break test.

Jackson costs 90 points

LONGSTREET



"Old Pete" – or as Lee referred to him "My old Warhorse", James Longstreet was one of the ablest and most reliable of Lee's subordinates. Longstreet served in the regular army and in the Mexican-American War and it is generally accepted that he attended a cousin's wedding when she married a short thickset man named Hiram Grant! Longstreet served primarily under Lee as a Corps commander from 1862 through to the war's end – though he took his corps to serve under Bragg and was at Chickamauga late September 1863, returning to the Army of Northern Virginia in time for the Wilderness battles of '64.

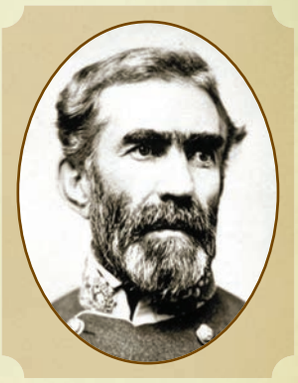
Despite his numerous successes and reliability he became the scapegoat for the failure at Gettysburg. This was compounded by his willingness to embrace the post war reconstituted Union and even support Grant's presidential campaign.

Special Rules

Longstreet can be fielded by an eastern Confederate army from 1862 as a Corps commander or C-in-C. Longstreet has a command rating of 8, but he is extremely reliable meaning that we treat him as "decisive" as outlined on page 95 of the main rules. Due to his reliability we modify the rules however: if he fails a command check then the re-roll is only a blunder if he rolls a 12 – Longstreet makes mistakes, but rarely very bad ones!

Longstreet costs 85 points.

BRAGG



Braxton Bragg was a career United States Army officer, and then a general in the Confederate States Army—a principal commander in the Western theatre of the American Civil War and later the military adviser to the Confederate President Jefferson Davis.

Bragg was educated at West Point and was a serving officer when his native North Carolina seceded. During the Civil War Bragg was a corps commander at Shiloh and commanded the Confederate Army of Mississippi (later known as the Army of Tennessee). Bragg fought inconclusive actions at Perryville and Murfreesboro, withdrawing after each. In 1863 he was outmanoeuvred and retreated to Chattanooga, withdrawing from there and then attacking at Chickamauga where he won a decisive victory in the Western theatre's bloodiest battle forcing the Union army to seek refuge back in Chattanooga. In November '63 however, Bragg was routed at Chattanooga/Missionary Ridge by Grant.

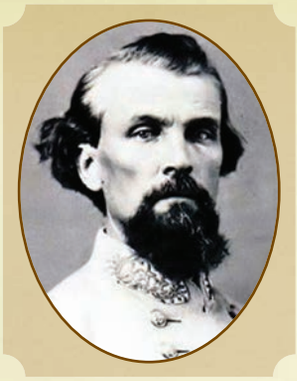
Throughout these campaigns Bragg fought against his subordinates and his own men as well as the Union army. Bragg was a tough disciplinarian and was universally loathed by his men. His eventual defeat made his replacement inevitable. In early 1864 he was recalled to Richmond where he became the senior military adviser to Confederate President Jefferson Davis. At the war's end he resumed a corps command in an effort to oppose Sherman in the Carolinas.

Special Rules

Bragg has a staff rating of 8. However, he may not issue a "follow me" order or a "rally on me" order since he was generally despised by the army!

Bragg costs 65 points.

FORREST



Nathan Bedford Forrest is unique in the annals of the Civil War. He is the only soldier to have risen from the rank of private to lieutenant general in the Confederate Army.

An extremely wealthy business man, realtor, planter and slave trader before the war he volunteered for the Confederate army. Once his term of enlistment was up he raised a regiment of cavalry from his own funds and never looked back!

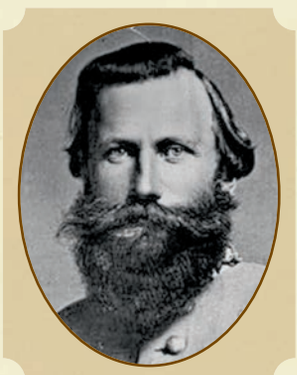
Perhaps less well educated than many of his fellow officers, and with no formal military training he had an uncanny eye for terrain and opportunity earning the nickname "The Wizard of the Saddle". Brave in the extreme, he was unafraid of personal combat. He claimed to have killed 31 Yankees and had 30 horses shot from under him – leading to him stating that by the war's end he was "a horse ahead". A controversial figure, he was accused of "war crimes" at Fort Pillow where Union soldiers were killed after having surrendered. His post war antics are as dark and controversial as his military antics were spectacular.

Special Rules

Forrest is only permitted in Western armies and he should be placed in command of a cavalry brigade or division. Forrest may add two die to a unit he is with in hand-to-hand combat. Forrest has a staff rating of 9 and he is "aggressive", allowing a +1 when he issues an order to charge. Forrest is also "headstrong" allowing a further +1 if he is the first to issue orders that turn.

Forrest costs 90 points

'JEB' STUART



James Ewell Brown "JEB" Stuart – the ultimate cavalier and "Beau" of the Confederacy.

Stuart was a cavalry commander known for his mastery of reconnaissance and the use of cavalry in support of offensive operations. While he cultivated a cavalier image (red-lined gray cape, yellow sash, hat cocked to the side with an ostrich plume, red flower in his lapel, often sporting cologne), his work made him the trusted eyes and ears of Robert E. Lee's army and inspired Southern morale.

Stuart was an officer in the Regular army when he resigned his commission to follow his native Virginia out of the Union. He first served under Jackson in the Shenandoah Valley but was placed in command of cavalry components of the Army of Northern Virginia. He served his new nation to his utmost and reveled in the pomp and ceremony brought by his command position and was admired by many ladies – both north and south! But this should not detract from his abilities as an audacious cavalry commander.

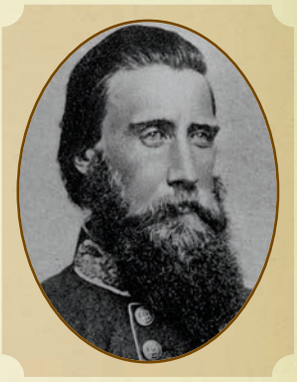
On two occasions he brought consternation and confusion to the North by his rides around the Union army. These also brought not a small amount of fame! These exploits he tried to repeat in 1863 when he inadvertently removed himself from the Army of Northern Virginia, denying Lee the necessary reconnaissance he desperately needed in the buildup to Gettysburg. In 1864 in a clash with Union cavalry at the Battle of Yellow Tavern Stuart was mortally wounded.

Special Rules

Stuart is only permitted in Eastern armies and he should be placed in command of a cavalry brigade or division. Stuart has a staff rating of 9 and he is "aggressive" allowing a +1 when he issues an order to charge. Stuart is also "headstrong" allowing a further +1 if he is the first to issue orders that turn.

Stuart costs 90 points

HOOD



The American Civil War produced some of the greatest military pogonologists in history. Pre-eminent amongst these must be John Bell Hood.

Educated at West Point Hood resigned his commission in 1861 and offered his services to the state of Texas. He served as a brigade commander under Lee in 1862 and was promoted to command of a division. Hood is a classic example of promotion to the level of inability. An accomplished brigade and division commander, in independent command of an army he was out of his depth.

At Gettysburg Hood was severely wounded leading his division resulting in his loss of use of his left arm. Once recovered, he was transferred to the West where he was wounded at Chickamauga, losing his right leg. Once he was again recovered, he replaced Johnson and assumed command of the Confederate forces opposing Sherman outside Atlanta. Here his recklessness proved his undoing as he frittered his army away in a series of fruitless attacks designed to drive Sherman away from the beleaguered city. Having abandoned Atlanta he was determined to force Sherman north and away from vulnerable Georgia. He lead his army at the battle of Franklin, and at Nashville he was decisively beaten in a Civil War battle that saw one of the few occasions when an army routed from the field. Hood was relieved of command after Nashville; his Army of Tennessee had effectively ceased to exist by this point.

Special Rules

Hood can be employed as a brigade commander by an Eastern Confederate army in 1862 and 1863; and as a C-in-C in 1863. Also, from 1863 he can be used by a Western army as a C-in-C. Hood has a staff rating of 8 and he is "aggressive" allowing a +1 when he issues an order to charge. Hood is also "headstrong" allowing a further +1 if he is the first to issue orders that turn.

Hood costs 80 points

Two Armies With One Book

Both sides used 'Hardee's rifle and light infantry tactics', or versions of it, as their drill manual. In pocket form it comprised some 160 pages of instruction that the infantry officer needed to know and covered every aspect of duties, drill, appearance, formations, parades, orders and discipline etc…



Confederate troopers - ready to raid!



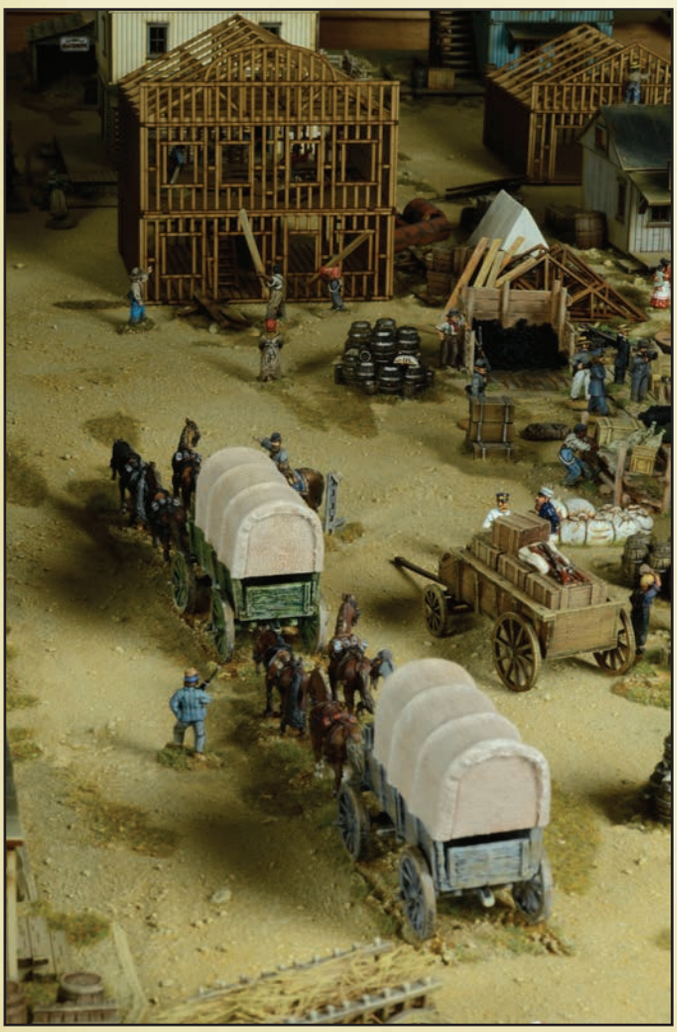
"That's not just skirmishing cavalry – now their infantry's up!"

Army Lists

The army lists presented here are by no means exhaustive and merely represent what we feel are the characteristics and weapons of the forces that took to the field in 1861, all the way through to the close of the war in '65.

The ethos behind the lists, besides authenticity, is to allow players to collect as many of the more unusual regiments as might be realistically possible. Typically a corps in the army of the Potomac might number 25-40 infantry regiments by 1863, with its Confederate counterpart having perhaps 50 to 60 regiments! We realise that this would be a large collection for any individual, but it is unusual to find more than one brigade with "celebrity" status within a single corps. We also realise that players may feel compelled to possess the Iron Brigade for example, and then feel duty bound to collect only the remainder of the Iron Brigade's parent corps, which might contain more run-of-the-mill regiments. To avoid this perceived constraint the lists make several broad, and we believe justifiable, assumptions:

- Players may wish to represent components of more than one corps. This circumstance could arise in reality due to confusion in orders during approach marches, due to the need to feed troops into action piecemeal as they arrived during a desperately fought battle, or simply due to brigades being temporarily attached to another higher formation in order to ensure a particular task is performed – the reasons are numerous.
- Brigades may have absent regiments, either lost on the march, guarding the division's baggage, detached as a garrison, or performing a distant flank guard role – again, there could be many reasons.
- Individual regiments, for any of the reasons already listed, may be removed from their own brigade and attached to another brigade to add strength to it for the looming engagement!



A VITAL PART OF ANY ARMY – A SUPPLY DEPOT.

The key point is that the lists should be viewed as a framework within which to build your armies – a guide if you like – not a straitjacket! With this in mind you will notice that the lists are framed by the "maximums" format where a player may field "up to" a certain number of units of a particular type and a fraction system where a limit is recommended in the form of up to 1/10 or up to 1/2 for example (for the sake of simplicity round all fractions up). This serves to help limit the more exotic or extremes of troop types – particularly with the special rules. Where no limit is given then any number of that particular type of unit may be fielded.

In the case of a fractional limit we mean that the fraction applies to that troop type, not the entire army. So where the list suggests in the infantry types that up to 3/4 may have stamina 3, for example, it means that up to *3/4 of the infantry* may be of that type.

Recommendations are also provided for the staff rating of generals and where appropriate specific generals are available. The characteristics of these often legendary commanders are discussed later.

In addition to the main army list which is presented first for each theatre (East and West) and by year, for certain theatres and armies *extra options* are provided for the most special troop types in the following section. This is to cater for those players who may be fighting a small action perhaps, but wish to use Hood's Texas Brigade for example, or the Union Irish Brigade. Clearly such troops, some of the very best units, comprised only a tiny portion of the armies, but they nevertheless formed entire brigades. Hence, a player may field all five regiments of the Iron Brigade if he wishes! The more run-of-the-mill troops can be fielded from the main lists. Other details in the lists are self-explanatory.

BRIGADES, DIVISIONS AND CORPS

Infantry and cavalry brigades and divisions

Players of *Black Powder* will need to group their units into Brigades under the brigade general. As already discussed, due to the possible size of our armies, there might be a need to introduce Divisional generals at a level between the brigade and army (or corps) general.

Detailed organisations and orders of battle for the American Civil War armies are numerous and are the subject of many entire books. We would refer the reader to the bibliography for just a few.

What we recommend is the following, and this applies to infantry and cavalry brigades alike (and excludes artillery).



- Brigades might comprise:
  - Two regiments – though this would be rare. Perhaps only a single brigade in the army would be this small;
  - Three regiments. Perhaps only one or two in the army would be of this size;
  - Four or five regiments. This is the typical number in a brigade;
  - Six regiments, very occasionally more – perhaps only one brigade in the army might be this large.

As the war progressed and the armies grew it was necessary to form the brigades into divisions to aid command and control upon the battlefield. It is worth noting that the Confederate army at First Manassas didn't really have any higher formation than the brigade. But by 1862 both sides had adopted a divisional structure. Divisions then going on to form the corps.

- Divisions might comprise:
  - Two brigades for a Union division up to 1863;
  - Three brigades might be a typical division, or a small Confederate division in the Eastern theatre;
  - Four brigades would be rare in the Union army (only one was this large at Gettysburg);
  - Five brigades. Two-thirds of the Confederate infantry divisions at Gettysburg were this large;
  - Six brigades would be a very large division, and consequently rare. In theory "JEB" Stuart's cavalry formed a single division of seven brigades at one point in 1863. However, this was split into two divisions for the 1864 campaign.

If players field sufficient brigades to form divisions then they may wish to use divisional generals (see the optional rules). We only use divisional generals where two or more divisions are fielded. At this point we organise our brigades into their respective divisions under a divisional general or commander. It is worth reiterating that the divisional general may only affect or influence troops of *his own* division. Troops of other divisions might not know or even recognise him, and may even hold him in some contempt compared to their own (perhaps adored) divisional commander. If only enough troops for a single division are fielded then the divisional general is the army commanding general, the C-in-C.

The Artillery

Both protagonists fielded artillery brigades (the Union title) or battalions (in the Confederacy) during the war, particularly as the war progressed. This does not mean that players need to field brigades composed solely of artillery batteries since it was very common for the batteries to be attached to the infantry and cavalry brigades and the artillery brigade or battalion was often an administrative formation only. Usually horse artillery could be found attached to either infantry or cavalry, but the "foot" or field artillery only supported the infantry brigades.

Typically a Union corps would be supported by an artillery brigade of three to five, typically four batteries, though this number increased as the war progressed. In addition the Union armies might have an artillery reserve. At Gettysburg this numbered four brigades of four or five batteries each. Similarly at Gettysburg each Confederate infantry division contained an artillery battalion, while each of the three corps was supported by a further two artillery battalions. Stuart's cavalry was supported by a single artillery battalion of five horse artillery batteries.

We make no recommendations as to the composition of an army in terms of the number of cavalry and infantry units fielded. A budding Sheridan or Stuart may wish to field an entirely cavalry force, and similarly horses would be of little use if planning to attack a fortified enemy line. However, when it comes to artillery we suggest that the artillery batteries should never form more than a third of the total number of units in an army.

Legions

The Confederacy in the early days of the war formed "Legions". These are, in effect, combined arms brigades. A legion would comprise a unit each of infantry, cavalry and artillery. By mid-1862 many of these legions had been broken up and their component units had moved into other brigades of the same troop type. The Army of Northern Virginia contained no complete legions at Antietam (by September '62) for example.

To reflect the use of Legions we allow Confederate armies in the first year of the war (up to mid-1862 say) to contain a single legion. This would comprise infantry, cavalry and artillery in a single brigade.

The Corps

As outlined in the optional rules players may decide to field a large army, perhaps comprising several divisions! At this point it may be necessary to form the army into a corps. The corps is the highest level of command represented in our games and the corps commander is the Army General or Commander in Chief (C-in-C).

The Place of 'Marauders'

Players may naturally wish to field units of marauders in order to avoid the staff rating penalty for being distant from their commanding general. Whilst we may think of the massed skirmish screens and cavalry raids of the Civil War, examination of accounts and battle maps reveal that "marauders" as we understand them in the context of *Black Powder* may not have been all that common. Even at the great cavalry clash of Brandy Station it seems as though the cavalry of both armies still operated close to their comrades within their brigade – not much "marauding" at all. In order to recreate this phenomenon, and in effect discourage too much marauder activity we impose the following limitations on marauders for those who are determined to use them:

- Artillery cannot be marauders;
- If marauders are used in a points based game then they are counted as costing double their normal points cost.

UNIT SIZE

It is perhaps unfortunate for gamers that the strength of Civil War regiments could vary wildly, not simply within a brigade but also, not surprisingly, from battle to battle. Regiments were very rarely at or even near establishment strength due to battle casualties and the simple rigours of campaigning with sickness, straggling, desertion and even leave all taking a toll of the regiment's effective combat strength. Where regiments had a paper strength of perhaps a thousand, it was not untypical for only a few hundred to be present under arms when battle loomed.



"HERE THEY COME! AIM SLOW BOYS AND FIRE LOW!"

Black Powder does not require us to consider the minutiae, nor should it; players command the army and no real army commander would be troubled as to whether the 8th Massachusetts numbered 346 or 421! We do not need to know the exact strength of a regiment; rather whether it is simply tiny, small, medium or large.

Let us now consider a typical formation: Birney's 1st Division of the Third Corps, Army of the Potomac, at Gettysburg – this would seem suitable for our purposes. Birney commanded three brigades totalling some 5,000 men in 18 regiments. These averaged about 270 combatants each, though they varied from the smallest at 150 to the largest at 430 – nearly three times bigger – but all well below their establishment strength.

This example immediately sets a useful benchmark. Let's consider the 430 strong regiment to be our standard unit. Hence, the 150 strong regiment would be classed as a tiny unit. The total breakdown of Birney's Division then gives us roughly 2 tiny regiments, 5 small and 11 standard sized regiments. The key thing to note is that standard size regiments predominate.

The largest regiment present at Gettysburg was the 26th North Carolina, numbering 840 men. This is an extreme example in an army where the average regiment numbered only 330 and at a glance seems to break our simple model since the 26th are clearly beyond being simply a large regiment. In extreme cases such as this we would suggest treating the 26th as *two* units. It was not unknown for regiments for form in two "divisions" or wings which would then fight side by side. If players follow this course we suggest not permitting them to move more than 6" apart. If break tests dictate they separate then they must try to rejoin as soon as possible.

As discussed in the optional rules we treat all artillery batteries as either comprising four or six guns with the attendant changes in their firing dice that this attracts, and all artillery batteries have a stamina of 2.

Here in the army lists we present all of the regiments as standard size units where appropriate.

BRIGADE CHARACTER AND MORALE

At the war's outset regiments from the warring states were mustered and formed into brigades. These regiments varied in terms of quality, dependent upon the abilities of the men, their officers and their level of training and experience. One point to realize is that it was not uncommon for a brigade to be formed and then remain as an almost permanent formation. The regiments of that brigade would then share almost all of their experiences as a single entity. This shared experience melded the men to their regiments, but also the regiments to their brigade – for good or ill. While armies and corps tramped across the nation, the brigade would go along as part of this. At times a brigade, perhaps a whole division, would be moved about within the army, but the regiments might remain within that brigade. This often meant that men might identify not just with their regiment, but also with their brigade. Hence, we often find that regiments might all be of the same "type" in terms of their quality. For this reason we usually form our brigades from regiments with the same, or similar, stamina and morale save values. This rather conveniently aids game play since it is easier to keep track of our regiments. No more trying to recall "which one was it in that brigade that had a stamina of 2?"

If players deem it appropriate they may count attached artillery as part of the brigade for morale purposes, but an

artillery battery that is "whipped" or broken does not count towards the brigade's broken level. Hence a brigade comprising four regiments and an artillery battery would actually count as five units in total. Such a brigade would normally be broken if three of its units were broken, but under this rule we now see that it has to be three infantry units that must be broken – the artillery counting as part of the brigade for its strength, but not its casualties. Similarly a brigade of three regiments and a battery would total four units for brigade morale, and then only be broken once two of the infantry units had been lost. This reflects the reassuring "boom" of the big guns helping to bolster the line, but also the plain fact that batteries contain relatively few men compared to most regiments.

In very large games involving more than one division per side a division will only be broken when half of its brigades are broken. Similarly, the army will become broken when half of its divisions are broken.

POINTS VALUES

The points system used has been derived from the *Black Powder* core rules, with a few adjustments for our particular period and is based upon standard sized units. They have been devised so that a corps of, say 30 regiments of infantry and 4 batteries of artillery might total 1,000 – 1,500 points dependent upon the selections made.

The useful rules and the additional optional special rules have the following effects and point adjustments.

Pour It On (Cost +1)

Some troops equipped with muzzle loading smoothbore muskets or carbines may roll an extra shooting dice in closing fire and at close range

Rebel Yell! (Cost +5)

After a melee has been resolved the Confederate player may re-roll one miss in hand-to-hand combat if he charged. If this results in an unsaved hit against a Union unit then the Union player must re-roll one save.

Seen the Elephant (Cost -2)

-1 command penalty when ordered to move closer than 12" to the enemy, -2 when ordered to charge and a further -1 if the enemy is in cover.

United States Coloured Troops (Cost +2)

May treat as untested but with +2 to their die score when checking stamina.

Uppity (Cost +0)

Generally reserved for infantry units – may charge on initiative.

Breech Loading Rifle or Carbine (Cost +3)

May re-roll up to 1 shooting die, but must also test for ammunition levels.

Repeating Carbine or Rifle (Cost +6)

May re-roll up to 2 shooting dice, but must also test for ammunition levels.

Six Gun Battery (Cost +10)

Increases shooting dice to:

- 5-3-1 for smoothbore
- 4-3-1 for rifles

Horse Artillery (Cost +5)

May unlimber or limber for free at the end of their movement.

Howitzer Battery (Cost +5)

Ignore overhead fire restrictions (see page 81 of the main rules).

Generals and Commanders

Clearly we would all wish to field the best possible generals to command our miniature armies. Alas, this does not fit well with the reality of the Civil War, and for every military genius there was all too often a dullard appointed because he was the State governor's nephew! The Union army in 1861 was desperate for senior commanders at every level. The nation had not seen an army this large in the field for eighty years and political consideration played a hand when selecting officers for posts – particularly at the senior levels in the early days. Similarly in the South the army in 1861 was as desperate as their Northern counterparts for senior officers with military experience. Several officers of note served as brigade commanders, Longstreet and Jackson for example. Others were mere politicos who would become acutely aware of their limitations and soon resigned their commissions. As the war progressed incompetence naturally reduced as officers either learnt how to command or resigned. Natural talent came to the fore and successful commanders were promoted. This does not mean that the bad generals had all disappeared by 1865; they were still there, though often in safe positions out of harm's way.

In *Black Powder* we rely on the general's staff rating and personal characteristics to dictate how he might perform on our table top. In the main rules a general's characteristics are largely left to the players to determine. However, in the Civil War this might prove more complex due to widely held views on abilities and personalities etc. To this end we employ a limit on the number of generals of a particular staff rating that an army can employ. In addition we have developed a points system for generals based upon their staff ratings. The number of generals and their respective staff ratings are given at the head of each of the army lists presented herein along with their points cost. These are just a guide and players are free to employ, modify or ignore them!

SUMMARY

Armed with the lists on the following pages, players should be able to assemble reasonably balanced armies based upon equal points values. For a small game of a couple of hours 1,000 points might be sufficient. Players are reminded that they should pay points for their generals and also that some more unusual generals are available to them in the "famous commanders" section.



The Eastern Theatre

It was natural that the East should see the bulk of the fighting, Washington DC and Richmond being only some 100 miles apart as the crow flies. This made the fields of Virginia, Pennsylvania and Maryland a natural battle ground. Besides the proximity of the two capitals the nature of the terrain and the proximity to industry and supply centres really made the Eastern theatre, particularly in Virginia, the "cockpit" of the war.

1861 – A Nation Learns to Fight

Union – The Enthusiasts

At the outbreak of war the United States government called upon the states remaining loyal to the Union to provide troops to quell the Southern rebellion. As such, states vied with each other to provide troops for what was seen by many as a noble cause, and for what many thought would be a short war.

The army that took to the field was enthusiastic, but knew little of what real war would entail. Many regular officers had resigned their commissions and transferred their allegiances to the South. Those remaining might find themselves promoted several steps by the brevet system and in commands the likes of which they had never dreamt of ever seeing. The army was disorganized at the outset and encumbered with politically appointed officers with little or no military knowledge or understanding. They were enthusiastic, but they were not well prepared for what waited for them "down South".

Union generals may be chosen from:

Staff Rating	Cost	Notes
6	40	Must have at least 1
7	60	Must have at least 1
8	70	–

The Union player may choose his units from those listed in the following table:

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Cost	Special
Infantry	Smoothbore Musket	6	3	4	2	32	–
Infantry	Rifled Musket	6	3	4	2	35	–
Infantry	Smoothbore Musket	6	3	4	3	36	Up to 1/2
Infantry	Rifled Musket	6	3	4	3	39	–
Infantry	Breech-loading rifle	6	3	4	3	42	Up to 1



Early war Union militia enter the fray.



In a border state a mob pelts the local militia.

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Cost	Special
Cavalry	Smoothbore Carbine	6	3	4	2	35	Up to 1
Cavalry	Rifled Carbine	6	3	4	2	38	–
Cavalry	Smoothbore Carbine	6	3	4	3	39	Up to 1
Cavalry	Rifled Carbine	6	3	4	3	42	–
Artillery	Smoothbore 6 pdr	1	3-2-1	4	2	23	–
Artillery	Howitzer 12 pdr (field)	1	3-2-1	4	2	28	Up to 1
Artillery	Smoothbore 12 pdr	1	3-2-1	4	2	27	Up to 2
Artillery	Smoothbore 12 pdr (6)	1	5-3-1	4	2	35	Up to 1
Artillery	3" Rifle Battery	1	3-2-1	4	2	31	Up to 1
Artillery	3" Rifle Battery (6)	1	4-3-1	4	2	41	Up to 2

Special Rules (only one per regiment)

	Point Change
• Any unit may be given the "Unreliable" special rule (no move on an equal command roll)	-5
• Any regiment may be "Freshly raised" and test for panic	-3
• Any unit with a stamina of 2 may have its hand-to-hand dice reduced to 5	-1
• Any unit with a stamina of 2 may have its hand-to-hand dice reduced to 4	-2
• Any unit may be downgraded to wavering (break test when take a casualty)	-4 if stamina 2 -6 if stamina 3
• Up to two infantry and one cavalry regiment with stamina 3 may be made "Steady" (pass first break test) – this reflects the presence of US Regulars	+5
• Any cavalry regiment may use multiple weapons when mounted (sabre and revolver) in hand-to-hand. Increase the hand-to-hand value to 7	+2
• If US regulars are fielded (see above) then they may be made "Brave" and rally from shaken on 4+ if beyond 12" of the enemy	+5
• Up to 3 foot artillery batteries may be converted to horse batteries	+5 per unit

The Union artillery at First Bull Run was used in batteries attached to brigades. The Union player may not form artillery brigades with this list and the number of batteries is limited to one per brigade fielded.

Confederates – The Gifted Amateurs

As the Union fell apart the state militias of the new Confederacy were swelled by the arrival of many volunteers. The view that a martial life was an honourable one was widely held in the South and the cream of Southern aristocracy flocked to the newly raised regiments. The South benefitted from many former regular officers resigning their commissions to serve the new nation. The view was widely held that any Southerner could whip ten Yankees and the new army that took to the field believed in its own invincibility. If only they could win the first few rounds then the Yankees would leave them alone to go their own way… it was bound to go that way…wasn't it? The Confederate army knew it had several advantages. Most important was the advantage of interior lines.

The Yankees would have to come into the South in order to conquer it, and that angered Southern sentiments. Hence, the South enjoyed a slight moral ascendancy over their Northern brethren at the war's outset.

Confederate generals may be chosen from:

Staff Rating	Cost	Notes
7	60	Must have at least 1
8	70	–
9	85	May have up to 1

The Confederate player may choose his units from those listed in the following table:

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Cost	Special
Infantry	Smoothbore Musket	6	3	4	2	32	–
Infantry	Rifled Musket	6	3	4	2	35	–
Infantry	Smoothbore Musket	6	3	4	3	36	Up to ½
Infantry	Rifled Musket	6	3	4	3	39	–
Cavalry	Shotguns / Pistols	6	3	4	2	32	–
Cavalry	Smoothbore Carbine	6	3	4	2	35	–
Cavalry	Rifled Carbine	6	3	4	2	38	–
Cavalry	Shotguns/Pistols	6	3	4	3	36	–
Cavalry	Smoothbore Carbine	6	3	4	3	39	–
Cavalry	Rifled Carbine	6	3	4	3	42	–
Artillery	6 pdr (light) Smoothbore	1	3-2-1	4	2	23	–
Artillery	12 pdr (field) Howitzer	1	3-2-1	4	2	28	Up to 1
Artillery	3" Rifle Battery (6)	1	4-3-1	4	2	41	Up to 1 –

Special Rules (only one per regiment)

	Point Change
• Any unit may be given the "unreliable" special rule (no move on an equal command roll)	-5
• Any regiment may be "freshly raised" and test for panic	-3
• Any unit with a stamina of 2 may have its hand-to-hand dice reduced to 5	-1
• Any unit with a stamina of 2 may have its hand-to-hand dice reduced to 4	-2
• Any unit may be downgraded to wavering (break test when take a casualty)	-4 if stamina 2 -6 if stamina 3
• Up to ¼ of the infantry or cavalry of stamina 3 may be "Tough Fighters" and re-roll one missed combat attack	+1 infantry, +2 cavalry
• Up to ½ the infantry or cavalry of stamina 3 may be given the "Rebel Yell" special rule	+3
• Up to ¼ of the infantry or cavalry of stamina 3 may be "Brave" and rally from shaken on 4+ if beyond 12" of the enemy	+3
• Any cavalry regiment may use multiple weapons when mounted (sabre and revolvers) in hand-to-hand. Increase the hand-to-hand value to 7 or 8	+2 per increase
• Up to two foot artillery batteries may be converted to horse batteries	+5

The Confederate artillery at First Manassas was used in batteries attached to brigades. Hence, the Confederates may not form artillery battalions with this list and the number of batteries is limited to one per brigade fielded.



1861 and Confederate infantry advance to whip the Yankee hirelings!

"My men, do not leave your ranks to try to get shelter here. All these matters are in the hands of God, and nothing that you can do will make you safer in one place than another."

Gibbon, comment to his men at Gettysburg



The Confederate attack falters and Union skirmishers move in close. The cavalry see a chance and move to run down the skirmishers!



General Meade supervises the movement of his brigade towards Glendale on the Peninsula in 1862.

The Union Learns

The bitter experiences of the first months of the war left the Northern armies, their commanders and their president smarting. It was clear that a properly organized and much larger army was in order. 1862 was a poor year for the Union armies in the East. The Shenandoah Valley campaign, the Peninsula, Second Manassas and finally Fredericksburg all left the Union soldiers wondering if "Bobby" Lee and that Devil Jackson could ever be whipped. The semi-victory of Antietam Creek (Sharpsburg to the Confederates) gave some hope, but showed how tough the struggle would be. But the accomplishments of the army should not be underestimated. The Union army was learning, preparing itself for the trials to come…

Union generals may be chosen from:

Staff Rating	Cost	Notes
7	60	Must have at least 1
8	70	–
9	85	May have up to 1

The Union player may choose his units from those listed in the following table:

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Cost	Special
Infantry	Smoothbore Musket	6	3	4	2	32	Up to 1/10
Infantry	Rifled Musket	6	3	4	2	35	–
Infantry	Smoothbore Musket	6	3	4	3	36	Up to 1/10
Infantry	Rifled Musket	6	3	4	3	39	–
Infantry	Breech-loading rifle	6	3	4	3	42	Up to 2
Cavalry	Smoothbore Carbine	6	3	4	2	35	Up to 1
Cavalry	Rifled Carbine	6	3	4	2	38	–
Cavalry	Smoothbore Carbine	6	3	4	3	39	Up to 1
Cavalry	Rifled Carbine	6	3	4	3	42	–
Cavalry	Breech-loading Carbine	6	3	4	3	45	Up to 5
Artillery	3" Rifles	1	3-2-1	4	2	31	Up to 1
Artillery	12 pdr Smoothbores	1	3-2-1	4	2	27	Up to 1
Artillery	3" Rifles (6)	1	4-3-1	4	2	41	–
Artillery	12 pdr Smoothbores (6)	1	5-3-1	4	2	37	–

Special Rules (only one per regiment)

	Point Change
• Up to ½ units may be given the "Unreliable" special rule (no move on an equal command roll)	-5
• Up to ½ the regiments may be "Freshly raised" and test for panic	-3
• Any unit with a stamina of 2 may have its hand-to-hand dice reduced to 5	-1
• Any unit with a stamina of 2 may have its hand-to-hand dice reduced to 4	-2
• Up to ½ may be downgraded to wavering (break test when take a casualty)	-4 if stamina 2 -6 if stamina 3
• The infantry regiments with breech-loaders may be upgraded to "Sharpshooters" and re-roll one missed shot	+3
• Any cavalry regiment may use multiple weapons when mounted (sabre and revolver) in hand-to-hand.	
• Increase the hand-to-hand value to 7	+2
• Up to one cavalry regiment with rifled carbines may be issued with lances (Rush's Lancers – 6th Pennsylvania Cavalry) instead of using multiple weapons	+5
• Up to ¼ may be made "Brave" and rally from shaken on 4+ if beyond 12" of the enemy	+5
• Up to five foot artillery batteries may be converted to horse batteries	+5

The Union artillery in the East in 1862 was largely organised into 6 gun batteries, with a roughly equal split between rifles and smoothbores. The artillery may be fielded attached to the brigades at a maximum of one per brigade, or fielded in artillery brigades of up to four batteries. In the Army of the Potomac in 1862 each infantry division included an artillery brigade; this might be relatively small and comprise only two batteries, though some had four. In addition an extra artillery brigade or two might be held at corps level. Artillery gun types were often mixed within each brigade.

Confederate – The Year of Victories

1862 saw the Confederate armies triumphant in the East. But despite the repeated victories the Northern armies still fought on. The Northern government seemed despondent, but determined to bring the Confederacy to heel. Lee escaped defeat at Sharpsburg (Antietam to the Union) but still the North refused to countenance a peace. So, despite the Southern victories, or perhaps because of them, the war dragged on.

As the South triumphed in so many locations, so the army matured and began to understand the battlefield. The morale and quality of the army rose and the belief persisted than any southerner could whip ten Yankee hirelings!

Confederate generals may be chosen from:

Staff Rating	Cost	Notes
7	60	–
8	70	–
9	85	May have up to 1

The Confederate player may choose his units from those listed in the following table:

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Cost	Special
Infantry	Smoothbore Musket	6	3	4	2	32	–
Infantry	Rifled Musket	6	3	4	2	35	Up to ¾
Infantry	Smoothbore Musket	6	3	4	3	36	–
Infantry	Rifled Musket	6	3	4	3	39	up to ¾
Infantry	Rifled Musket	6	3	3	3	43	Up to 5
Cavalry	Shotguns / Pistols	6	3	4	2	32	Up to 1
Cavalry	Smoothbore Carbine	6	3	4	2	35	–
Cavalry	Rifled carbine	6	3	4	2	38	Up to ¾
Cavalry	Shotguns / Pistols	6	3	4	3	36	Up to 1
Cavalry	Smoothbore Carbine	6	3	4	3	39	–
Cavalry	Rifled Carbine	6	3	4	3	42	Up to ¾
Cavalry	Rifled Carbine	6	3	3	3	46	Up to 3
Artillery	6 pdr (light) Smoothbore	1	3-2-1	4	2	23	–
Artillery	12 pdr Smoothbore	1	3-2-1	4	2	27	Up to 1
Artillery	12 pdr Howitzer	1	3-2-1	4	2	32	Up to 2
Artillery	3" Rifle Battery	1	3-2-1	4	2	41	Up to 3



Special Rules (only one per regiment)	Point Change
• Up to ½ units may be given the "unreliable" special rule (no move on an equal command roll)	-5
• Up to ¼ regiments may be "freshly raised" and test for panic	-3
• Up to ½ units with a stamina of 2 may have their hand-to-hand dice reduced to 5	-1
• Up to ½ units with a stamina of 2 may have their hand-to-hand dice reduced to 4	-2
• Up to ¼ units may be downgraded to wavering (break test when take a casualty)	-4 if stamina 2 -6 if stamina 3
• Up to ½ of the infantry or cavalry of stamina 3 or 4 may be "Tough Fighters" and re-roll one missed combat attack	+1 infantry +2 cavalry
• Any unit of stamina 3 or 4 may be given the "Rebel Yell" special rule	+3
• Up to ½ of the infantry or cavalry of stamina 3 or 4 may be "Brave" and rally from shaken on 4+ if beyond 12" of the enemy	+3
• Any cavalry regiment may use multiple weapons when mounted (sabre and revolvers) in hand-to-hand. Increase the hand-to-hand value to 7 or 8	+2 per increase
• Up to five foot artillery batteries may be converted to horse batteries	+5

At Antietam in September 1862 over half of the Confederate guns were still 6 pdr smoothbores, whereas only a tenth were 12 pdr "Napoleons" with only a slightly higher number of rifles. Each division included an artillery battalion of four to six batteries and there was an army artillery reserve of a further five battalions.

For Jackson's Shenandoah Valley campaign he fielded only the equivalent of seven batteries, almost all 6 pdr smoothbores. These do not seem to have been organised into battalions but were simply attached to the brigades as required. Hence, players may field up to one battery per brigade, and these should be attached to the brigades.



Chancellorsville! Jacksons command attacks out of the woods. Fight or flight grips the Union troops.

The Union Resurgent

After the catastrophes of Second Bull Run and Fredericksburg and the "victory" of Antietam the Union army was learning to fight. A new commander of the Army of the Potomac – Hooker – asked for God to have mercy on General Lee, for he would have none. The result was the debacle of Chancellorsville. Hooker stepped aside as Meade took command and the North prepared as intelligence indicated that Lee was planning to invade Pennsylvania – Northern territory. The result was possibly the turning point of the war – Lee's defeat at Gettysburg.

Union generals may be chosen from:

Staff Rating	Cost	Notes
7	60	Must have at least 1
8	70	–
9	85	May have up to 1

The Union player may choose his units from those listed in the following table:

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Cost	Special
Infantry	Smoothbore Musket	6	3	4	2	32	Up to 1/10
Infantry	Rifled Musket	6	3	4	2	35	Up to 1/3
Infantry	Smoothbore Musket	6	3	4	3	36	Up to 1/10
Infantry	Rifled Musket	6	3	4	3	39	–
Infantry	Breech-loading Rifle	6	3	4	3	42	Up to 2
Cavalry	Breech-loading Carbine	6	3	4	2	41	–
Cavalry	Breech-loading Carbine	6	3	4	3	45	–
Cavalry	Breech-loading Carbine	6	3	3	3	49	Up to 1
Artillery	3" Rifles	1	3-2-1	4	2	31	Up to 1
Artillery	12 pdr Smoothbores	1	3-2-1	4	2	27	Up to 1
Artillery	3" Rifles (6)	1	4-3-1	4	2	41	Up to ½
Artillery	12 pdr Smoothbores (6)	1	5-3-1	4	2	37	Up to ½

Special Rules (only one per regiment)

	Point Change
• Up to ¼ units may be given the "Unreliable" special rule (no move on an equal command roll)	-5
• Up to ¼ of the regiments may be "Freshly raised" and test for panic	-3
• Any unit with a stamina of 2 may have its hand-to-hand dice reduced to 5	-1
• Any unit with a stamina of 2 may have its hand-to-hand dice reduced to 4	-2
• Up to ¼ of the units may be downgraded to wavering (break test when take a casualty)	-4 if stamina 2 -6 if stamina 3
• Up to ⅓ may be made "Brave" and rally from shaken on 4+ if beyond 12" of the enemy	+5
• Any cavalry regiment may use multiple weapons when mounted (sabre and revolver) in hand-to-hand. Increase the hand-to-hand value to 7	+2
• Up to ¼ of units may be graded as having "seen the elephant"	-2
• Up to six foot artillery batteries may be converted to horse batteries	+5

The Union artillery may be fielded attached to brigades with a maximum level of one per brigade or grouped into artillery brigades. These represent the artillery of the corps. In addition up to six batteries may be fielded from the artillery "reserve". These may be attached to brigades or fielded as a single artillery brigade.



Confederates – The Zenith

The Army of Northern Virginia was undefeated under Lee and the trusted Jackson. In May they took on the much larger Union army under Hooker and drove it back at Chancellorsville. This was possibly Lee's greatest triumph but it came at a price: Jackson was mortally wounded.

After this Lee headed north seeking a decisive victory on Northern soil. The result was Gettysburg.

Confederate generals may be chosen from:

Staff Rating	Cost	Notes
7	60	–
8	70	–
9	85	May have up to 2

The Confederate player may choose his units from those listed in the following table:

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Cost	Special
Infantry	Smoothbore Musket	6	3	4	2	32	Up to 1/10
Infantry	Rifled Musket	6	3	4	2	35	–
Infantry	Smoothbore Musket	6	3	4	3	36	Up to 1/10
Infantry	Rifled Musket	6	3	4	3	39	–
Cavalry	Smoothbore Carbine	6	3	4	2	35	Up to 1/10
Cavalry	Rifled Carbine	6	3	4	2	41	–
Cavalry	Smoothbore Carbine	6	3	4	3	39	Up to 1/10
Cavalry	Rifled Carbine	6	3	4	3	42	–
Cavalry	Rifled Carbine	6	3	3	3	46	–
Artillery	3" Rifles	1	3-2-1	4	2	31	Up to 1/3
Artillery	6 pdr Smoothbore	1	3-2-1	4	2	23	–
Artillery	12 pdr Smoothbore	1	3-2-1	4	2	27	–
Artillery	12 pdr Howitzer	1	3-2-1	4	2	32	Up to 2

Special Rules (only one per regiment)

	Point Change
• Up to 1/4 of regiments may be "freshly raised" and test for panic	-3
• Up to 1/4 units with a stamina of 2 may have their hand-to-hand dice reduced to 5	-1
• Up to 1/4 units with a stamina of 2 may have their hand-to-hand dice reduced to 4	-2
• Up to 1/4 units may be downgraded to wavering (break test when take a casualty)	-4 if stamina 2 -6 if stamina 3
• Up to 1/2 of the infantry or cavalry of stamina 3 or 4 may be "Tough Fighters" and re-roll one missed combat attack	+1 infantry/ +2 cavalry
• Any unit of stamina 3 or 4 may be given the "Rebel Yell" special rule	+3
• Up to 1/2 of the infantry or cavalry of stamina 3 or 4 may be "Brave" and rally from shaken on 4+ if beyond 12" of the enemy	+3
• Up to 1/4 of the infantry or cavalry may be graded as having "Seen the elephant": -1 command penalty when ordered to move closer than 12" to the enemy, -2 when ordered to charge and a further -1 if the enemy is in cover.	-2
• Any cavalry regiment may use multiple weapons when mounted (sabre and revolvers) in hand-to-hand. Increase the hand-to-hand value to 7 or 8	+2 per increase
• Up to six foot artillery batteries may be converted to horse batteries	+5

The Confederate player may field his artillery attached to his brigades with up to one battery per brigade, or field them as artillery battalions, with two to four batteries typically in a battalion. As a guide roughly half of the Confederate batteries in the East would have been rifles, the other half smoothbores. Battalions often contained a mix of battery types.

The corps artillery may also be fielded if at least a division is used. The corps artillery would usually be up to two further artillery battalions.

Union – Grant Takes Command

Meade has won Gettysburg, but now a new General from the West has arrived. Grant has assumed command of all the Union armies. The plan is simple: destroy the Confederate armies in the field, then the war must end.

Grant, Meade and the Army of the Potomac headed into the Wilderness of Virginia; Sheridan tore up the Shenandoah while Butler advanced from the east. The eastern Confederacy was being crushed on all sides.

Union generals may be chosen from:

Staff Rating	Cost	Notes
7	60	May have up to 1
8	70	–
9	85	May have up to 1

The Union player may choose his units from those listed in the following table:

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Cost	Special
Infantry	Smoothbore Musket	6	3	4	2	32	Up to 5
Infantry	Rifled Musket	6	3	4	2	35	–
Infantry	Smoothbore Musket	6	3	4	3	36	Up to 5
Infantry	Rifled Musket	6	3	4	3	39	Up to 9/10
Infantry	Breech-loading Rifle	6	3	4	3	42	Up to 5
Infantry	Repeating Rifle	6	3	4	3	45	Up to 2
Cavalry	Breech-loading Carbine	6	3	4	2	41	–
Cavalry	Breech-loading Carbine	6	3	4	3	45	–
Cavalry	Breech-loading Carbine	6	3	3	4	53	–
Cavalry	Repeating Carbine	6	3	4	3	48	Up to 2
Cavalry	Repeating Carbine	6	3	3	3	52	Up to 2
Artillery	3" Rifles	1	3-2-1	4	2	31	Up to 2/3
Artillery	12 pdr Smoothbores	1	3-2-1	4	2	27	Up to 1/2
Artillery	3" Rifles (6)	1	4-3-1	4	2	41	Up to 1
Artillery	12 pdr Smoothbores (6)	1	5-3-1	4	2	37	Up to 1

Special Rules (only one per regiment)

	Point Change
• Up to ¼ of the units may be given the "Unreliable" special rule (no move on an equal command roll)	-5
• Up to ¼ of the regiments may be "Freshly raised" and test for panic	-3
• Any unit with a stamina of 2 may have its hand-to-hand dice reduced to 5	-1
• Any unit with a stamina of 2 may have its hand-to-hand dice reduced to 4	-2
• Up to ¼ of the units may be downgraded to wavering (break test when take a casualty)	-4 if stamina 2 -6 if stamina 3
• Up to ½ of the units may be made "Brave" and rally from shaken on 4+ if beyond 12" of the enemy	+5
• Up to three infantry units may be upgraded to "Uppity"	+1
• Any infantry or cavalry unit may be graded as having "seen the elephant"	-2
• Any cavalry regiment may use multiple weapons when mounted (sabre and revolver) in hand-to-hand. Increase the hand-to-hand value to 7	+2
• Up to six foot artillery batteries may be converted to horse batteries	+5

Union artillery in 1864 in the East was organised into brigades. Players may group their artillery into brigades of up to five batteries and attach batteries to brigades up to a maximum of one per brigade. The big change that players will note is the change in the artillery structure from mostly 6-gun batteries, to mostly 4-gun.

Confederate – On the Defensive

After Gettysburg the Army of Northern Virginia was on the defensive. Grant, directing Meade's Army of the Potomac, was about to plunge into the Wilderness in order to destroy Lee's army. Other Union thrusts developed all across the Eastern theatre.

This list represents Lee's army standing between Richmond and the Yankee invader!

Confederate generals may be chosen from:

Staff Rating	Cost	Notes
7	60	May have up to 1
8	70	–
9	85	May have up to 1

The Confederate player may choose his units from those listed in the following table:

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Cost	Special
Infantry	Rifled Musket	6	3	4	2	35	–
Infantry	Rifled Musket	6	3	4	3	36	–
Infantry	Rifled Musket	6	3	3	3	43	Up to 5
Cavalry	Rifled Musket	6	3	4	2	41	Up to 1
Cavalry	Rifled Musket	6	3	4	3	45	–
Cavalry	Rifled Musket	6	3	3	3	49	Up to 3
Artillery	3" Rifles	1	3-2-1	4	2	31	Up to ⅓
Artillery	12 pdr Smoothbores	1	3-2-1	4	2	27	–
Artillery	3" Rifles (6)	1	4-3-1	4	2	41	Up to 1
Artillery	12 pdr Smoothbores (6)	1	5-3-1	4	2	37	Up to 1

Special Rules (only one per regiment)

	Point Change
• Up to ¼ of the regiments may be "freshly raised" and test for panic	-3
• Any units with a stamina of 2 may have their hand-to-hand dice reduced to 5	-1
• Up to ½ of the units with a stamina of 2 may have its hand-to-hand dice reduced to 4	-2
• Up to ¼ of the units may be downgraded to wavering (break test when take a casualty)	-4 if stamina 2 -6 if stamina 3
• Up to ½ of the infantry or cavalry of stamina 3 or 4 may be "Tough Fighters" and re-roll one missed combat attack	+1 infantry/ +2 cavalry
• Up to ½ may be made "Brave" and rally from shaken on 4+ if beyond 12" of the enemy	+5
• Any infantry or cavalry unit may be graded as having "seen the elephant"	-2
• Any cavalry regiment may use multiple weapons when mounted (sabre and revolvers) in hand-to-hand. Increase the hand-to-hand value to 7 or 8	+2 per increase
• Up to five foot artillery batteries may be converted to horse batteries	+5

The artillery organisation is as in 1863, i.e. batteries may be fielded attached to brigades up to a maximum level of one per brigade or grouped into artillery battalions of up to four batteries. The corps artillery may also be fielded if at least a division is used. The corps artillery would usually be up to two further artillery battalions.



Union – The Behemoth

The Union armies in the East ground on. Petersburg was besieged by the Army of the Potomac, the Army of the James has advanced up the Peninsula and the Shenandoah Valley was cleared of the Rebels by a zealous Sheridan. The manpower and material advantages of the North began to tell. Eventually Lee's overstretched lines around Petersburg broke and he was forced to abandon Petersburg and Richmond and strike west in an effort to avoid encirclement. Eventually, Lee was brought to heel in the face of overwhelming odds near Appomattox, Virginia.

Union generals may be chosen from:

Staff Rating	Cost	Notes
7	60	May have up to 1
8	70	–
9	85	May have up to 1

The Union player may choose his units from those listed in the following table:

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Cost	Special
Infantry	Rifled Musket	6	3	4	2	35	–
Infantry	Rifled Musket	6	3	4	3	39	–
Infantry	Breech-loading Rifle	6	3	4	3	42	Up to 5
Infantry	Repeating Rifle	6	3	4	3	45	Up to 2
Cavalry	Breech-loading Carbine	6	3	4	2	41	–
Cavalry	Breech-loading Carbine	6	3	4	3	45	–
Cavalry	Breech-loading Carbine	6	3	3	3	49	–
Cavalry	Repeating Carbine	6	3	4	3	48	Up to 2
Cavalry	Repeating Carbine	6	3	3	3	52	Up to 2
Artillery	3" Rifles	1	3-2-1	4	2	31	–
Artillery	12 pdr Smoothbores	1	3-2-1	4	2	27	–
Artillery	3" Rifles (6)	1	4-3-1	4	2	41	Up to 1
Artillery	12 pdr Smoothbores (6)	1	5-3-1	4	2	37	Up to 1

Special Rules (only one per regiment)

	Point Change
• Any unit with a stamina of 2 may have its hand-to-hand dice reduced to 5	-1
• Any unit with a stamina of 2 may have its hand-to-hand dice reduced to 4	-2
• Any unit may be made "Brave" and rally from shaken on 4+ if beyond 12" of the enemy	+5
• Up to two infantry regiments may be graded as "Uppity"	+1
• Any infantry or cavalry unit may be graded as having "seen the elephant": -1 command penalty when ordered to move closer than 12" to the enemy, -2 when ordered to charge and a further -1 if the enemy is in cover.	-2
• Any cavalry regiment may use multiple weapons when mounted (sabre and revolver) in hand-to-hand. Increase the hand-to-hand value to 7	+2
• Up to six foot artillery batteries may be converted to horse batteries	+5

Union artillery in 1864 in the East was organised into brigades. Players may group their artillery into brigades of up to five batteries and attach batteries to brigades up to a maximum of two per brigade.



Confederate – Noble in Defeat

In the last desperate months of the war the Confederate cause was doomed – only the Confederate government and perhaps the folks at home could not see it. The men in the field by now knew that the inevitable grind would continue until the end. The resources of the North, weapons and manpower, were simply too great. Men began to slip away, desertion was rife. Some regiments stayed true, not so much to a lost cause, but to the army and to Lee. This is reflected now in the quality of the available troops.

Confederate generals may be chosen from:

Staff Rating	Cost	Notes
7	70	May have up to 1
8	70	–
9	85	May have up to 1

The Confederate player may choose his units from those listed in the following table:

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Cost	Special
Infantry	Rifled Musket	6	3	4	2	35	Up to ½
Infantry	Rifled Musket	6	3	4	3	39	–
Cavalry	Rifled Musket	6	3	4	2	35	Up to ½
Cavalry	Rifled Musket	6	3	4	3	41	–
Artillery	3" Rifles	1	3-2-1	4	2	31	Up to ⅓
Artillery	12 pdr Smoothbores	1	3-2-1	4	2	27	–
Artillery	3" Rifles (6)	1	4-3-1	4	2	41	Up to 1
Artillery	12 pdr Smoothbores (6)	1	5-3-1	4	2	37	Up to 1

Special Rules (only one per regiment)

	Point Change
• Up to ½ of the regiments may be "freshly raised" and test for panic	-3
• Any unit with a stamina of 2 may have its hand-to-hand dice reduced to 5	-1
• Any unit with a stamina of 2 may have its hand-to-hand dice reduced to 4	-2
• Up to ½ of the units may be downgraded to wavering (break test when take a casualty)	-4 if stamina 2 -6 if stamina 3
• Up to ¼ of the infantry or cavalry of stamina 3 or 4 may be "Tough Fighters" and re-roll one missed combat attack	+1 infantry/ +2 cavalry
• Up to ¼ of the units may be made "Brave" and rally from shaken on 4+ if beyond 12" of the enemy	+5
• Any infantry or cavalry unit may be graded as having "seen the elephant"	-2
• Any cavalry regiment may use multiple weapons when mounted (sabre and revolvers) in hand-to-hand. Increase the hand-to-hand value to 7 or 8	+2 per increase
• Up to two foot artillery batteries may be converted to horse batteries	+5

By 1865 the Army of Northern Virginia was still able to present a respectable artillery park in terms of number of guns, but it lacked the horses necessary to move them – hence the reduced number of horse batteries available by this time. Artillery was still organized as before: batteries may be fielded attached to brigades up to a maximum level of one per brigade or grouped into artillery battalions of up to four batteries. The corps artillery may also be fielded if at least a division is used. The corps artillery would usually be up to two further artillery battalions.



The Western Theatre

The Eastern theatre is often considered the cockpit of the war, the Western theatre being occasionally overlooked by comparison. But it is in the West that some of the most decisive actions took place that left the Confederacy reeling, and where perhaps the most controversial actions of the war became the norm. Also, this theatre produced some of the greatest Union commanders.

1861 – The Backwaters

Union – Holding Their Own!



The early weeks and months were typified by small armies clashing in isolated regions. Most vital was the control of the border states of Missouri and Kentucky.

Union generals may be chosen from:

Staff Rating	Cost	Notes
6	40	Must have at least 1
7	60	–
8	70	–
9	85	Up to 1

The Union player may choose his units from those listed in the following table:

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Cost	Special
Infantry	Smoothbore Musket	6	3	4	2	32	–
Infantry	Rifled Musket	6	3	4	2	35	Up to ⅓
Infantry	Smoothbore Musket	6	3	4	3	36	–
Infantry	Smoothbore Musket	6	3	4	3	36	–
Cavalry	Smoothbore Carbine	6	3	4	2	35	–
Cavalry	Rifled Carbine	6	3	4	2	38	Up to ½
Cavalry	Smoothbore Carbine	6	3	4	3	39	–
Cavalry	Rifled Carbine	6	3	4	3	42	Up to ½
Artillery	6 pdr Smoothbore	1	3-2-1	4	2	23	–
Artillery	12 pdr Howitzer (field)	1	3-2-1	4	2	32	Up to 1
Artillery	12 pdr Smoothbore	1	3-2-1	4	2	27	Up to 2
Artillery	3" Rifle Battery	1	3-2-1	4	2	31	Up to 1

Special Rules (only one per regiment)	Point Change
• Any unit may be given the "Unreliable" special rule (no move on an equal command roll)	-5
• Any regiment may be "Freshly raised" and test for panic	-3
• Any unit with a stamina of 2 may have its hand-to-hand dice reduced to 5	-1
• Any unit with a stamina of 2 may have its hand-to-hand dice reduced to 4	-2
• Any unit may be downgraded to wavering (break test when take a casualty)	-4 if stamina 2 -6 if stamina 3
• Up to two infantry and one cavalry regiment with stamina 3 may be made "Steady" (pass first break test)	+5
• Any cavalry regiment may use multiple weapons when mounted (sabre and revolver) in hand-to-hand. Increase the hand-to-hand value to 7	+2
• If US regulars are fielded then they may be made "Brave" and rally from shaken on 4+ if beyond 12" of the enemy	+5
• Up to three foot artillery batteries may be converted to horse batteries	+5
• Up to one battery may be converted to a 6 gun battery	+10

In 1861 in the West Union artillery was attached to brigades. We limit this level to a maximum of two batteries per brigade.

Confederate – The Early Successes



The Confederates moved on Missouri and then, after months of standoff, they moved on Kentucky and seized Columbus on the Mississippi. Johnston took the initiative and moved in more troops – only to have to deal with an aggressive Union commander named Grant.

Confederate generals may be chosen from:

Staff Rating	Cost	Notes
6	40	Must have at least 1
7	60	–
8	70	–
9	85	Up to 1

The Confederate player may choose his units from those listed in the following table:

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Cost	Special
Infantry	Smoothbore Musket	6	3	4	2	32	–
Infantry	Rifled Musket	6	3	4	2	35	Up to ⅓
Infantry	Smoothbore Musket	6	3	4	3	36	At least 1
Infantry	Rifled Musket	6	3	4	3	39	Up to ⅓
Cavalry	Shotguns / Pistols	6	3	4	2	32	–
Cavalry	Smoothbore Carbine	6	3	4	2	35	–
Cavalry	Rifled Carbine	6	3	4	2	38	Up to ⅓
Cavalry	Shotguns / Pistols	6	3	4	3	36	–
Cavalry	Smoothbore Carbine	6	3	4	3	39	–
Cavalry	Rifled Carbine	6	3	4	3	42	Up to ⅓
Artillery	6 pdr (light) Smoothbore	1	3-2-1	4	2	23	–
Artillery	12 pdr (field) Howitzer	1	3-2-1	4	2	32	Up to 1

Special Rules (only one per regiment)

	Point Change
• Any unit may be given the "Unreliable" special rule (no move on an equal command roll)	-5
• Any regiment may be "Freshly raised" and test for panic	-3
• Any unit with a stamina of 2 may have its hand-to-hand dice reduced to 5	-1
• Any unit with a stamina of 2 may have its hand-to-hand dice reduced to 4	-2
• Any unit may be downgraded to wavering (break test when take a casualty)	-4 if stamina 2 -6 if stamina 3
• Up to ¼ of the infantry or cavalry of stamina 3 may be "Tough Fighters" and re-roll one missed combat attack	+1 infantry/+2 cavalry
• Up to ½ the infantry or cavalry of stamina 3 may be given the "Rebel Yell" special rule	+3
• Any cavalry regiment may use multiple weapons when mounted (sabre and revolvers) in hand-to-hand. Increase the hand-to-hand value to 7 or 8	+2 per increase
• Up to ¼ of the infantry or cavalry of stamina 3 may be "Brave" and rally from shaken on 4+ if beyond 12" of the enemy	+3
• Up to two foot artillery batteries may be converted to horse batteries	+5

During these early months Confederate batteries should be attached to brigades up to a maximum of two per brigade.

Union Unvanquished



The Union Army of the Tennessee was caught napping at Shiloh, but under Grant's cool direction held on and drove the Rebels back.

Union generals may be chosen from:

Staff Rating	Cost	Notes
6	40	Must have at least 1
7	60	–
8	70	–
9	85	Up to 1

The Union player may choose his units from those listed in the following table:

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Cost	Special
Infantry	Smoothbore Musket	6	3	4	2	32	–
Infantry	Rifled Musket	6	3	4	2	35	Up to ½
Infantry	Smoothbore Musket	6	3	4	3	36	–
Infantry	Rifled Musket	6	3	4	3	39	Up to ½
Infantry	Breech-loading Rifle	6	3	4	3	42	Up to 1
Cavalry	Smoothbore Carbine	6	3	4	2	35	Up to 1
Cavalry	Rifled Carbine	6	3	4	2	38	–
Cavalry	Smoothbore Carbine	6	3	4	3	39	Up to 1
Cavalry	Rifled Carbine	6	3	4	3	42	–
Cavalry	Breech-loading Carbine	6	3	4	3	45	Up to 1
Artillery	6 pdr Smoothbore	1	3-2-1	4	2	23	–
Artillery	12 pdr Smoothbores	1	3-2-1	4	2	27	Up to 2
Artillery	12 pdr Howitzer	1	3-2-1	4	2	32	Up to 2
Artillery	3" Rifles	1	3-2-1	4	2	31	Up to 1

Special Rules (only one per regiment)

	Point Change
• Up to ½ of the units may be given the "Unreliable" special rule (no move on an equal command roll)	-5
• Up to ½ of the regiments may be "Freshly raised" and test for panic	-3
• Any unit with a stamina of 2 may have its hand-to-hand dice reduced to 5	-1
• Any unit with a stamina of 2 may have its hand-to-hand dice reduced to 4	-2
• Up to ¼ of the units may be graded as having "seen the elephant"	-2
• Any cavalry regiment may use multiple weapons when mounted (sabre and revolver) in hand-to-hand. Increase the hand-to-hand value to 7	+2
• Up to ¼ of the units may be made "Brave" and rally from shaken on 4+ if beyond 12" of the enemy	+5
• Up to five foot artillery batteries may be converted to horse batteries	+5
• Up to two batteries may be converted to 6 guns	+10

Union artillery can be organized into brigades of up to five batteries or attached to brigades at a limit of up to two per brigade.

Confederate Triumphant



Johnston's Army of the Mississippi was able to attack the Union army along the banks of the Tennessee. After a stunning assault the Yankees recovered and in the course of the battle Johnston was mortally wounded.

Confederate generals may be chosen from:

Staff Rating	Cost	Notes
6	40	Must have at least 1
7	60	–
8	70	–
9	85	Up to 1

The Confederate player may choose his units from those listed in the following table:

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Cost	Special
Infantry	Smoothbore Musket	6	3	4	2	32	–
Infantry	Rifled Musket	6	3	4	2	35	Up to ½
Infantry	Smoothbore Musket	6	3	4	3	36	At least 1
Infantry	Rifled Musket	6	3	4	3	39	Up to ½
Cavalry	Shotguns / Pistols	6	3	4	2	32	Up to 1
Cavalry	Smoothbore Carbine	6	3	4	2	35	–
Cavalry	Rifled Carbine	6	3	4	2	38	Up to ½
Cavalry	Shotguns / Pistols	6	3	4	3	36	–
Cavalry	Smoothbore Carbine	6	3	4	3	39	–
Cavalry	Rifled Carbine	6	3	4	3	42	Up to ½
Artillery	6 pdr (light) Smoothbore	1	3-2-1	4	2	23	–
Artillery	12 pdr Smoothbore	1	3-2-1	4	2	27	Up to 1
Artillery	12 pdr Howitzer	1	3-2-1	4	2	32	Up to 1
Artillery	3" Rifle Battery	1	3-2-1	4	2	31	Up to 1

Special Rules (only one per regiment)

	Point Change
• Up to ½ of the units may be given the "unreliable" special rule (no move on an equal command roll)	-5
• Up to ¼ of the regiments may be "freshly raised" and test for panic	-3
• Up to ½ of the units with a stamina of 2 may have its hand-to-hand dice reduced to 5	-1
• Up to ½ of the units with a stamina of 2 may have its hand-to-hand dice reduced to 4	-2
• Up to ¼ of the units may be downgraded to wavering (break test when take a casualty)	-4 if stamina 2 -6 if stamina 3
• Up to ½ of the infantry or cavalry of stamina 3 or 4 may be "Tough Fighters" and re-roll 1 missed combat attack	+1 infantry/+2 cavalry
• Any unit of stamina 3 or 4 may be given the "Rebel Yell" special rule	+3
• Up to ½ of the infantry or cavalry of stamina 3 or 4 may be "Brave" and rally from shaken on 4+ if beyond 12" of the enemy	+3
• Any cavalry regiment may use multiple weapons (shotguns, pistols etc) in hand-to-hand. Increase the hand-to-hand value to 7 or 8	+2 per increase
• Up to four foot artillery batteries may be converted to horse batteries	+5

Confederate artillery seems to have been largely attached to brigades. There were several "unattached" batteries but these operated with brigades in battle. For this reason Confederate batteries should be attached to brigades up to a maximum of two per brigade.

The Union Pushes On!

Having clearly identified Vicksburg as their strategic goal for the middle of the year the Union armies began a series of manoeuvres that unhinged the Confederate strategy in the West allowing Vicksburg to become isolated. After a siege which typified those that followed, Vicksburg surrendered to Grant.

Once the Confederacy was split the drive into the Deep South and the capture of Atlanta became the main goal. The Union Western armies still endured several major battles during the year, most notably at Chickamauga and Missionary Ridge, but they came through them ready to head south.

Union generals may be chosen from:

Staff Rating	Cost	Notes
7	60	–
8	70	–
9	85	Up to 1

The Union player may choose his units from those listed in the following table:

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Cost	Special
Infantry	Smoothbore Musket	6	3	4	2	32	Up to ⅕
Infantry	Rifled Musket	6	3	4	2	35	Up to ⅓
Infantry	Smoothbore Musket	6	3	4	3	36	–
Infantry	Rifled Musket	6	3	4	3	39	Up to ⅔
Infantry	Breech-loading Rifle	6	3	4	3	42	Up to 1
Cavalry	Smoothbore Carbine	6	3	4	2	35	–
Cavalry	Rifled Carbine	6	3	4	2	38	Up to ⅔
Cavalry	Breech-loading Carbine	6	3	4	2	41	Up to 1
Cavalry	Smoothbore Carbine	6	3	4	3	39	–
Cavalry	Rifled Carbine	6	3	4	3	42	Up to ⅔
Cavalry	Breech-loading Carbine	6	3	4	3	45	Up to 1
Artillery	6 pdr Smoothbore	1	3-2-1	4	2	23	–
Artillery	12 pdr Smoothbores	1	3-2-1	4	2	27	Up to 2
Artillery	12 pdr Howitzer	1	3-2-1	4	2	32	Up to 2
Artillery	3" Rifles	1	3-2-1	4	2	31	Up to 2

Special Rules (only one per regiment)

	Point Change
• Up to ¼ of the units may be given the "Unreliable" special rule (no move on an equal command roll)	-5
• Up to ¼ of the regiments may be "Freshly raised" and test for panic	-3
• Any unit with a stamina of 2 may have its hand-to-hand dice reduced to 5	-1
• Any unit with a stamina of 2 may have its hand-to-hand dice reduced to 4	-2
• Up to ¼ of the units may be downgraded to wavering (break test when take a casualty)	-4 if stamina 2 -6 if stamina 3
• Any cavalry regiment may use multiple weapons when mounted (sabre and revolver) in hand-to-hand. Increase the hand-to-hand value to 7	+2
• Up to ⅓ of the units may be made "Brave" and rally from shaken on 4+ if beyond 12" of the enemy	+5
• Up to ¼ of units may be graded as having "seen the elephant"	-2
• Up to five foot artillery batteries may be converted to horse batteries	+5

The Union artillery was organised into brigades within each division of typically three or four batteries. As with other lists we also allow the artillery batteries to be attached to brigades at a limit of up to two per brigade.

The Confederates on the Back Foot

The Confederate strategy in the West was fractured and incoherent. Isolated armies fighting a numerically superior foe lead to the loss of Vicksburg. A near victory at Chickamauga came to naught against Thomas – "The Rock of Chickamauga". Weak leadership and direction left the Confederates open to a startling Union victory at Missionary Ridge and the eventual replacement of Bragg with Johnston.

Confederate generals may be chosen from:

Staff Rating	Cost	Notes
7	60	–
8	70	–
9	85	Up to 1

The Confederate player may choose his units from those listed in the following table:

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Cost	Special
Infantry	Smoothbore Musket	6	3	4	2	32	–
Infantry	Rifled Musket	6	3	4	2	35	Up to ⅔
Infantry	Smoothbore Musket	6	3	4	3	36	At least 1
Infantry	Rifled Musket	6	3	4	3	39	Up to ⅔
Cavalry	Shotguns / Pistols	6	3	4	2	32	–
Cavalry	Smoothbore Carbine	6	3	4	2	35	–
Cavalry	Rifled Carbine	6	3	4	2	41	Up to ⅔
Cavalry	Shotguns / Pistols	6	3	4	3	41	–
Cavalry	Smoothbore Carbine	6	3	4	3	39	–
Cavalry	Rifled Carbine	6	3	4	3	42	Up to ⅔
Cavalry	Rifled Carbine	6	3	3	3	46	Up to 1
Artillery	6 pdr Smoothbores	1	3-2-1	4	2	23	–
Artillery	3" Rifles	1	3-2-1	4	2	31	Up to 1
Artillery	12 pdr Smoothbores	1	3-2-1	4	2	27	Up to 1
Artillery	12 pdr Howitzer	1	3-2-1	4	2	32	Up to 1

Special Rules (only one per regiment)

	Point Change
• Up to ¼ of the regiments may be "freshly raised" and test for panic	-3
• Up to ¼ of the units with a stamina of 2 may have its hand-to-hand dice reduced to 5	-1
• Up to ¼ of the units with a stamina of 2 may have its hand-to-hand dice reduced to 4	-2
• Up to ¼ of the units may be downgraded to wavering (break test when take a casualty)	-4 if stamina 2 -6 if stamina 3
• Up to ½ of the infantry or cavalry of stamina 3 or 4 may be "Tough Fighters" and re-roll 1 missed combat attack	+1 infantry/+2 cavalry
• Any unit of stamina 3 or 4 may be given the "Rebel Yell" special rule	+3
• Up to ½ of the infantry or cavalry of stamina 3 or 4 may be "Brave" and rally from shaken on 4+ if beyond 12" of the enemy	+3
• Up to ¼ of the infantry or cavalry may be graded as having "Seen the elephant"	-2
• Any cavalry regiment may use multiple weapons (shotguns, pistols etc) in hand-to-hand. Increase the hand-to-hand value to 7 or 8	+2 per increase
• Up to three foot artillery batteries may be converted to horse batteries	+5

Confederate artillery was organized into battalions of between just two and up to five batteries. In most actions however batteries were often detached to brigades and we allow the Confederate player to do this within the lists.

Union – War is all Hell!

Grant went to the East to direct the war leaving his trusted lieutenant Sherman in command in the West. Sherman made Atlanta his goal and after a series of manoeuvres and feints arrived outside the city in April. The city fell after a siege on September 2nd. Sherman then had Georgia at his feet and so, in November, set out on his "march to the sea", laying waste to anything that might aid the Confederacy. Union armies lay poised at all the major communications centres as the Confederacy writhed in its death throes.

Union generals may be chosen from:

Staff Rating	Cost	Notes
7	60	–
8	70	–
9	85	Up to 1

The Union player may choose his units from those listed in the following table:

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Cost	Special
Infantry	Smoothbore Musket	6	3	4	2	32	–
Infantry	Rifled Musket	6	3	4	2	35	–
Infantry	Smoothbore Musket	6	3	4	3	36	–
Infantry	Rifled Musket	6	3	4	3	39	Up to ⅔
Infantry	Breech-loading Rifle	6	3	4	3	42	Up to 1
Cavalry	Rifled Musket	6	3	4	2	41	Up to 1
Cavalry	Rifled Musket	6	3	4	3	45	Up to 2
Cavalry	Breech-loading Carbine	6	3	4	2	41	–
Cavalry	Breech-loading Carbine	6	3	4	3	45	–
Cavalry	Breech-loading Carbine	6	3	3	4	53	–
Cavalry	Repeating Carbine	6	3	4	3	48	Up to 2
Cavalry	Repeating Carbine	6	3	3	3	52	Up to 2
Artillery	6 pdr Smoothbore	1	3-2-1	4	2	23	–
Artillery	12 pdr Smoothbore	1	3-2-1	4	2	27	Up to 2
Artillery	12 pdr Howitzer	1	3-2-1	4	2	32	Up to 2
Artillery	3" Rifles	1	3-2-1	4	2	31	Up to 3

Special Rules (only one per regiment)

	Point Change
• Up to ¼ of the units may be given the "Unreliable" special rule (no move on an equal command roll)	-5
• Up to ¼ of the regiments may be "Freshly raised" and test for panic	-3
• Any unit with a stamina of 2 may have its hand-to-hand dice reduced to 5	-1
• Any unit with a stamina of 2 may have its hand-to-hand dice reduced to 4	-2
• Up to ¼ of the units may be downgraded to wavering (break test when take a casualty)	-4 if stamina 2 -6 if stamina 3
• Any cavalry regiment may use multiple weapons when mounted (sabre and revolver) in hand-to-hand. Increase the hand-to-hand value to 7	+2
• Up to ½ of the units may be made "Brave" and rally from shaken on 4+ if beyond 12" of the enemy	+5
• Any infantry or cavalry unit may be graded as having "seen the elephant"	-2
• Up to six foot artillery batteries may be converted to horse batteries	+5

Union batteries can be attached to brigades at a limit of one per brigade and fielded as an artillery brigade of up to six batteries.

June 20th 1863 - West Virginia joins the Union as the 35th state

Confederate – Desperation!

Johnston tried in vain to shield Atlanta. Hoping for a decisive hand Davis eventually replaced him with the impatient and headstrong Hood who immediately set about taking the offensive against Sherman, but even this was not enough to protect the city. With the fall of Atlanta Hood headed north to draw Sherman away from the prostrate Georgia. Hood took his Army of the Tennessee north to Franklin and Nashville where he presided over its destruction.

Confederate generals may be chosen from:

Staff Rating	Cost	Notes
7	60	–
8	70	–
9	85	Up to 1

The Union player may choose his units from those listed in the following table:

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Cost	Special
Infantry	Smoothbore Musket	6	3	4	2	32	At least 1
Infantry	Rifled Musket	6	3	4	2	35	–
Infantry	Smoothbore Musket	6	3	4	3	36	–
Infantry	Rifled Musket	6	3	4	3	39	Up to ⅔
Cavalry	Shotguns / Pistols	6	3	4	2	32	Up to 1
Cavalry	Smoothbore Carbine	6	3	4	2	35	–
Cavalry	Rifled Carbine	6	3	4	2	38	Up to ⅔
Cavalry	Shotguns / Pistols	6	3	4	3	36	–
Cavalry	Smoothbore Carbine	6	3	4	3	39	–
Cavalry	Rifled Carbine	6	3	4	3	42	Up to ⅔
Artillery	6 pdr (light) Smoothbore	1	3-2-1	4	2	23	–
Artillery	12 pdr Howitzer	1	3-2-1	4	2	32	Up to 1
Artillery	12 pdr Smoothbore	1	3-2-1	4	2	27	Up to 2
Artillery	3" Rifle Battery	1	3-2-1	4	2	31	Up to 2

Special Rules (only one per regiment)

	Point Change
• Up to ¼ of the regiments may be "freshly raised" and test for panic	-3
• Any units with a stamina of 2 may have its hand-to-hand dice reduced to 5	-1
• Up to ½ of the units with a stamina of 2 may have its hand-to-hand dice reduced to 4	-2
• Up to ¼ of the units may be downgraded to wavering (break test when take a casualty)	-4 if stamina 2 -6 if stamina 3
• Up to ½ of the infantry or cavalry of stamina 3 or 4 may be "Tough Fighters" and re-roll 1 missed combat attack	+1 infantry/+2 cavalry
• Up to ½ of the units may be made "Brave" and rally from shaken on 4+ if beyond 12" of the enemy	+5
• Any infantry or cavalry unit may be graded as having "seen the elephant"	-2
• Any cavalry regiment may use multiple weapons when mounted (sabre and revolvers) in hand-to-hand. Increase the hand-to-hand value to 7 or 8	+2 per increase
• Up to three foot artillery batteries may be converted to horse batteries	+5

Confederate artillery batteries can be attached to brigades at up to one per brigade, and organised into artillery battalions of up to five batteries.

Union – Unstoppable

Sherman emerged on the coast of Georgia, leaving much of Georgia devastated behind him, a trail marked by his "neck ties" and ruins. Turning north he entered South Carolina – the home of secession taking Columbia, the state capital on February 17th. The city burned. Charleston was surrendered to Union forces on February 18th. The end was in sight.

Union generals may be chosen from:

Staff Rating	Cost	Notes
7	60	–
8	70	–
9	85	May have up to 1

The Union player may choose his units from those listed in the following table:

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Cost	Special
Infantry	Smoothbore Musket	6	3	4	2	32	–
Infantry	Rifled Musket	6	3	4	2	35	–
Infantry	Smoothbore Musket	6	3	4	3	36	–
Infantry	Rifled Musket	6	3	4	3	39	Up to ¾
Infantry	Breech-loading Rifle	6	3	4	3	42	Up to 3
Infantry	Repeating Rifle	6	3	4	3	45	Up to 1
Cavalry	Rifled Musket	6	3	4	2	41	Up to 2
Cavalry	Rifled Musket	6	3	4	3	45	Up to 2
Cavalry	Breech-loading Carbine	6	3	4	2	41	–
Cavalry	Breech-loading Carbine	6	3	4	3	45	–
Cavalry	Breech-loading Carbine	6	3	3	3	49	–
Cavalry	Repeating Carbine	6	3	4	3	48	Up to 2
Cavalry	Repeating Carbine	6	3	3	3	52	Up to 2
Artillery	6 pdr Smoothbore	1	3-2-1	4	2	23	–
Artillery	12 pdr Smoothbore	1	3-2-1	4	2	27	Up to 3
Artillery	12 pdr Howitzer	1	3-2-1	4	2	32	Up to 2
Artillery	3" Rifles	1	3-2-1	4	2	31	Up to 3

Special Rules (only one per regiment) — Point Change

- Any unit with a stamina of 2 may have its hand-to-hand dice reduced to 5 — -1
- Any unit with a stamina of 2 may have its hand-to-hand dice reduced to 4 — -2
- Any cavalry regiment may use multiple weapons when mounted (sabre and revolver) in hand-to-hand. Increase the hand-to-hand value to 7 — +2
- Any unit may be made "Brave" and rally from shaken on 4+ if beyond 12" of the enemy — +5
- Any infantry or cavalry unit may be graded as having "seen the elephant — -2
- Up to six foot artillery batteries may be converted to horse batteries — +5

Union artillery can be organised into brigades of up to 5 batteries and/or attached to brigades at the level of up to 1 per brigade.

Confederate – Scraping the Barrel

Hood has resigned, unable to stop Sherman or draw him north. Nashville and Franklin left the Confederate armies shattered. Sherman turned north after reaching the coast. South Carolina got it worse than Georgia. Beauregard assumed command of what remained and tried to offer some semblance of resistance, but little could be done. By 1865 the Confederacy was disintegrating, a nation in name only. Troops from the Army of Northern Virginia were fighting in the Carolinas, albeit without their former ardour.

Confederate generals may be selected from:

Staff Rating	Cost	Notes
7	60	Must have at least 1
8	70	–
9	85	Up to 1

The Confederate player may choose his units from those listed in the following table:

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Cost	Special
Infantry	Smoothbore Musket	6	3	4	2	32	At least 1
Infantry	Rifled Musket	6	3	4	2	35	At least 1
Infantry	Smoothbore Musket	6	3	4	3	36	–
Infantry	Rifled Musket	6	3	4	3	39	Up to ⅔
Cavalry	Shotguns / Pistols	6	3	4	2	32	Up to ½
Cavalry	Smoothbore Carbine	6	3	4	2	35	–
Cavalry	Rifled Carbine	6	3	4	2	38	Up to ⅔
Cavalry	Shotguns / Pistols	6	3	4	3	36	Up to ½
Cavalry	Smoothbore Carbine	6	3	4	3	39	–
Cavalry	Rifled Carbine	6	3	4	3	42	Up to ⅔
Artillery	6 pdr Smoothbore	1	3-2-1	4	2	23	–
Artillery	12 pdr Howitzer	1	3-2-1	4	2	32	Up to 1
Artillery	12 pdr Smoothbore	1	3-2-1	4	2	27	Up to 2
Artillery	3" Rifle Battery	1	3-2-1	4	2	31	Up to 2

Special Rules (only one per regiment)

	Point Change
• Up to ½ of the regiments may be "freshly raised" and test for panic	-3
• Any unit with a stamina of 2 may have its hand-to-hand dice reduced to 5	-1
• Any unit with a stamina of 2 may have its hand-to-hand dice reduced to 4	-2
• Up to ½ of the units may be downgraded to wavering (break test when take a casualty)	-4 if stamina 2 -6 if stamina 3
• Up to ¼ of the units may be made "Brave" and rally from shaken on 4+ if beyond 12" of the enemy	+5
• Any infantry or cavalry unit may be graded as having "seen the elephant"	-2
• Any cavalry regiment may use multiple weapons (shotguns, pistols etc) in hand-to-hand. Increase the hand-to-hand value to 7 or 8	+2 per increase
• Up to two foot artillery batteries may be converted to horse batteries	+5

Confederate artillery can be attached to brigades at a limit of one battery per brigade. Remaining batteries can be organised into battalions of up to four batteries.

Famous Units and Formations

Throughout the course of the war certain formations gained reputations. Some were made due to the stolid behavior of regiments; others were made for less conspicuous reasons. Whatever the reason, some formations simply stand out above, or apart from, the rest. This section aims to give a flavour of the characteristics we ascribe to these formations beyond what might be found in the preceding main army lists. One thing that will become apparent is that many of these formations were entire brigades, or even divisions. This was simply because brigade structures and the regiments therein might remain reasonably fixed for some time. Inevitably the character of formations changed during the course of the war, either through good or bad experiences. Hence, what we present here should be taken as "snap-shots", as described, rather than as a reflection of a unit's condition at all stages of the war. It is hoped that players will be able to glean from these examples how we try to treat the more unusual formations. Clearly, this is a far from anexhaustive list, but we think it gives a good flavour of many different troop types.

Union

THE IRON BRIGADE

The fledgling United States, having rejected all of the obvious benefits of a monarchical system of government, maintained an army that, by the very nature of the "republic", could not contain any "guard" regiments, since there wasn't really anyone worth guarding when compared to a monarch! Despite this enormous limitation on the esprit de corps of any army it was perhaps inevitable that some affection was transferred from the non-existent throne to the "senior" positions within the army. Since being first has always been considered best, the premier fighting formation of the Army of the Potomac became: 1st Brigade, 1st Division, I Corps.

In 1861 as the Northern armies were being formed, the 2nd Wisconsin Regiment arrived in Washington and was assigned to the 3rd Brigade, commanded by a regular officer – Colonel William Tecumseh Sherman. The other three regiments in the brigade were New Yorkers. The Wisconsin regiment gallantly attacked the Confederates at Bull Run, but – with so much of the Union army – was driven from the field. In the reorganization and expansions that followed the 2nd was moved into a brigade comprising the 6th Wisconsin and the 19th Indiana and was later joined by the 7th Wisconsin. The summer of 1862 saw the brigade near Washington DC. It did not join McClellan's Peninsula campaign, but was involved in smaller actions until being heavily engaged at Second Bull Run under the command of Brig. Gen. John Gibbon.

Following that defeat the 24th Michigan joined the brigade making the fifth and final regiment of the brigade. Gibbon organised for the brigade to be re-uniformed and under his command they donned the uniform that became their trademark, blue frock coat and a tall black Hardee hat with a black ostrich plume. Hence their nickname: "The Black Hats", whilst Gibbon referred to them as his "Iron Brigade".

The brigade fought at Antietam in the Wheatfield against Jackson's command and later at Fredericksburg, but it is for their performance at Gettysburg that they are best remembered. On July 1st 1863 The Iron Brigade moved into line to the west of Gettysburg. In the fields and woods there the brigade contributed massively to holding up the Confederate advance. In so doing the brigade virtually destroyed itself, nearly two-thirds of its number falling. This list is really for the Iron Brigade in its prime: from 1862 up to Gettysburg. After Gettysburg the brigade lost its distinctive "western" character with the arrival of reinforcements from New York and was eventually subsumed into the V Corps for the campaigns of '64 and '65.

Though not strictly part of this brigade, it was often accompanied and supported by Battery B, 4th US Artillery. For this reason we have taken the liberty of including them in this brigade list.

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Cost	Special
Infantry	Rifled Musket	6	3	3	4	43	Up to 5
Artillery	12 pdr Smoothbores (6 guns)	1	5-3-1	4	2	37	Up to 1

Special Rules (only one per regiment)	Point Change
• Any unit may be made "Brave" and rally from shaken on 4+ if outside 12" of the enemy	+5
• Any unit may be made "Elite" and rally from disorder on 6	+2
• Any unit may be made "Elite" and rally from disorder on 5+	+4
• Any unit may be made "Elite" and rally from disorder on 4+	+6
• Any infantry unit may be made "Tough Fighters" and re-roll a failed hand-to-hand attack	+1
• Any infantry unit may be made "Stubborn" and re-roll a failed morale save	+5

The units of the Iron Brigade are also immune to the "Rebel Yell" special rule at no extra cost.

THE IRISH BRIGADE

The famous Irish Brigade which led the assault on Marye's Heights at Fredericksburg and held the line during Pickett's Charge at Gettysburg: 2nd Brigade, 1st Division, II Corps, Army of the Potomac.

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Cost	Special
Infantry	Smoothbore Musket	6	3	3	4	45	Pour It On, Up to 4
Infantry	Rifled Musket	6	3	3	4	47	Up to 1

Special Rules (only one per regiment)	Point Change
• Any unit may be made "Brave" and rally from shaken on 4+ if outside 12" of the enemy	+5
• Any unit may be made "Elite" and rally from disorder on 5+	+2
• Any unit may be made "Elite" and rally from disorder on 4+	+4
• Any infantry unit may be made "Tough Fighters" and re-roll a failed hand-to-hand attack	+1
• Any infantry unit may be made "Stubborn" and re-roll a failed morale save	+5

Note: all the infantry equipped with smoothbore muskets already have the "Pour It On!" special rule and receive four firing dice in closing fire and at short range.

Fág an Bealach! Regiments of the Irish Brigade when about to take a "For God's sake, come on!" (passage of lines) test can call out *"Fág an bealach!"* – "Clear the way!" and thus ignore the test.

The Irish Brigade is also immune to the "Rebel Yell" special rule at no extra cost.

These troops would provide a colourful break from the norm with their green regimental colours adorned with symbols of the "Emerald Isle". Besides that, they are powerful troops able to hold their own with *any* Rebs!

UNION REGULARS

The regulars of the Army of the Potomac were grouped into a single tough fighting brigade, the 2nd, of 2nd Division, V Corps. These troops were a dependable backbone in an army still smarting from the defeat of Chancellorsville.

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Cost	Special
Infantry	Rifled Musket	6	3	4	3	39	Up to 5

Special Rules (only one per regiment)	Point Change
• Any unit may be made "Brave" and rally from shaken on 4+ if outside 12" of the enemy	+5
• Any unit may be made "Elite" and rally from disorder on 6	+2
• Any unit may be made "Elite" and rally from disorder on 5+	+4
• Any infantry unit may be made "Tough Fighters" and re-roll a failed hand-to-hand attack	+1
• Any infantry unit may be made "Stubborn" and re-roll a failed morale save	+5
• In 1863 onwards up to two regiments MUST have Breech-loading rifles	+3



CUSTER'S WOLVERINES

Custer's brigade, his "Wolverines", was composed entirely of tough westerners from Michigan; the 1st, 5th, 6th and 7th Michigan cavalry. Hence the brigade can have no more than four regiments.

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Cost	Special
Cavalry	Breech-loading Carbine	6	3	4	3	45	Up to 4
Cavalry	Repeating Rifle	6	3	4	3	51	Up to 2

Special Rules (only one per regiment)

	Point Change
• Any unit may be made "Brave" and rally from shaken on 4+ if outside 12" of the enemy	+5
• Any unit may be made "Elite" and rally from disorder on a 6	+2
• Any cavalry regiment may use multiple weapons when mounted (sabre and revolver) in hand-to-hand. Increase the hand-to-hand value to 7	+2

By 1863 a maximum of two may be equipped with repeating rifles and the remaining regiment(s) should be equipped with breech-loading carbines.

Custer's Wolverines are also immune to the "Rebel Yell" at no extra cost.



XI CORPS – "THE FLYING DUTCHMEN"

The XI Corps had borne the brunt of Jackson's flank attack at Chancellorsville only two months before Gettysburg and was still smarting from the experience. The entire corps was composed largely of German immigrants and even some of the senior officers were very recent arrivals in America! Often recruited on arrival from Europe and unsure of the cause for which they fought they performed poorly in 1863. All of this was compounded by bad feeling between Howard (their corps commander), his subordinates and the men. The corps was then very roughly handled on the first day of Gettysburg in its battle to the north of the town. Some historians have estimated that the main part of its fight on July 1st lasted only fifteen minutes before the corps gave way. Coupled with the Chancellorsville debacle, the rest of the army gave the corps a cruel nickname: "The Flying Dutchmen". For these reasons they are often considered to be the worst troops in the Army of the Potomac in 1863.

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Cost	Special
Infantry	Rifled Musket	6	3	4	2	35	–
Infantry	Rifled Musket	6	3	4	3	39	Up to 3

Special Rules (only one per regiment)

	Point Change
• Any unit may be made "Wavering" (take a break test on first casualty)	-4
• Any unit may be made "Unreliable" no move on equal command roll	-3
• Any unit may be graded as having "Seen the Elephant": -1 command penalty when ordered to move closer than 12" to the enemy, -2 when ordered to charge and a further -1 if the enemy is in cover.	-2

XI Corps comprised a total of three divisions, each of two brigades. Each brigade comprised either four or five regiments. The corps was supported by a single artillery brigade of five batteries. The artillery can be drawn from the main list for The Eastern Union army in 1863.



The battle develops. Reinforced, the Union cavalry fall back as the infantry come up.

UNION NAVAL LANDING PARTIES

With the Civil War being conducted across the entire nation including the Confederate coastal regions and waterways, it was only natural that the United Sates Navy should play a prominent role in operations in these regions. Besides the essential actions of gunboats, ironclads, frigates and the like in support of the Union field armies it was occasionally necessary for the United States Navy and the United States Marines to provide extra manpower. This might be simply to act as a garrison, but could be in the forefront of operations – most famously in the assault on Fort Fisher in 1865. Despite a lack of conventional military training in terms of drill and regimental or brigade manoeuvres it should never be forgotten that these men were tough. Compared to most occupations in America of the 1860's being at sea was harsh in the extreme. All too often these troops were employed at short notice. At Fort Fisher the assault force was drawn from volunteers across the bombarding fleet. There was no shortage of offers, but the men were literally placed in boats from their ships, the boats grouped together off the beach, and then all rowed ashore. No time was allowed for the men to train together for the task ahead – just a few shouts of acknowledgement from boat to boat as they rowed in. Hence, leadership and cooperation could be very problematic, even within their own "force".

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Cost	Special
Marines	Muzzle-loading Rifle	6	3	4	3	39	Up to 2
Sailors	Muzzle-loading Rifle	6	3	3	3	43	Up to 1
Sailors	Cutlass / Pistol	8	3	3	3	36	Up to 3

Special Rules (only two per unit)	Point Change
• Any marine unit may be made "Brave" and rally from shaken on 4+ if outside 12" of the enemy	+5
• Any unit may be made "Elite" and rally from disorder on 6	+2
• Any unit may be made "Elite" and rally from disorder on 5+	+4
• Any unit may be made "Tough Fighters" and re-roll a failed hand-to-hand attack	+1
• Any unit may be made "Stubborn" and re-roll a failed morale save	+5
• *"Ahoy! Who are you?"* Units may not receive brigade orders, they must be ordered individually.	0
• All units are immune to the "Rebel Yell!"	0

Marine and sailor units may be incorporated into an existing infantry brigade and use that brigade's commander, or they may be formed into their own brigade under a commander from the main lists. If the latter option is used then that general must be on foot. If the commander is landed from the sea with them in a nautical scenario then, obviously, the general commanding them must also be on foot. If they are in their own brigade then that brigade may not have any attached artillery.

UNITED STATES COLOURED TROOPS

This rule obviously, as the name implies, only applies to regiments of United States coloured troops raised by the Union.

As the war progressed many anti-slavery activists and abolitionists realized that if former slaves could be enlisted into the military then it would mark a massive turning point in their struggle. No government could reasonably deny a man citizenship of a nation that he had helped to preserve. To this end many lobbied the United States government to permit Negroes to join the Union army. Initially this was resisted, and it should not be forgotten that prejudices did not stop or begin at the Mason-Dixon line, but extended from the slave auction houses of the South to the draft rioters in the North and even to the sedate parlours of New England! Many simply believed that Negroes could not be turned into effective soldiers – how wrong they were!

Following Lincoln's emancipation proclamation there was a clamor to raise regiments from former or newly freed slaves as well as free men. Many northern towns and cities boasted large populations of these men, who either wanted to escape every day humdrum lives where they were treated as second class citizens, or simply to serve. Some saw it as their duty and their right.

Initially only one cavalry regiment and three infantry regiments were raised by *individual* states (Massachusetts and Connecticut). After this all regiments were raised by the Union Government and designated as United States Colored Troops. By war's end the Union had enlisted 180,000 men into coloured formations: infantry, cavalry and artillery. Some never saw action. Others were involved in some of the war's most desperate actions – most notably the siege of Charleston, South Carolina and the siege of Petersburg – and by 1864 entire brigades and divisions of USCT could be found in Union Armies. In total six cavalry and 100 infantry regiments were raised as well as smaller infantry units and numerous artillery regiments, though these latter units tended to be located in isolated forts.

Generally speaking these troops were held in slight regard and suspicion by their white counterparts and commanding generals. Some regiments performed exemplary deeds; others were just ordinary troops who performed satisfactorily. Hence, to reflect this suspicion held by senior officers, as well as the lower ranks, we like to make our "USCT" units an unknown quantity on the field, but we acknowledge that many had a score to settle and a better reason than most for donning a blue suit, getting eagles on their buttons and the letters "US" on their belt buckles.

To this end we use the "untested" special rule (see page 93 of the main *Black Powder* rules) to represent USCT regiments from mid-1863 up to the end of the War. They may test to determine their stamina, but with a modifier of up to +2 to their die score. Thus a USCT regiment that rolls a 2 receives a +2 modifier, giving a result of 4. This equates to a stamina of 3 – a normal unit. No stamina higher than 4 is allowed for a standard size unit. This rule means that USCT regiments might be viewed with distrust by the Union player. However, on the whole they will perform well – perhaps above expectation.

Any USCT regiments may be drawn from the following:

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Cost	Special
Infantry	Muzzle-loading Rifle	6	3	4	Untested	39	Up to 8
Cavalry	Breech-loading Carbine	6	3	4	Untested	45	Up to 2

Special Rules (up to two per regiment)	Point Change
• Any unit may be made "Brave" and rally from shaken on 4+ if outside 12" of the enemy	+5
• Any unit may be made "Elite" and rally from disorder on 6	+2
• Any unit may be untested but with a +1 modifier to the roll	+4
• Any unit may be untested but with a +2 modifier to the roll	+8
• Any cavalry regiment may use multiple weapons when mounted (sabre and revolver) in hand-to-hand. Increase the hand-to-hand value to 7	+2

The maximum of eight regiments of USCT infantry may seem excessive, but this reflects the 4th Division IX Corps and the 3rd Division XIII Corps. In each case the regiments were formed into two brigades of four regiments each. Astute players may notice that, if sufficiently paid for, in a late war Union army their USCT have the potential to be their best regiments in terms of stamina. But remember, it's only the *potential*. You could pay for the untested stamina modifier, roll low and just get an expensive normal regiment!

"It is not too much to say that if this Massachusetts Fifty-fourth had faltered when its trial came then two hundred thousand troops for whom it was a pioneer would never have put into the field … But it did not falter. It made Fort Wagner such a name for the colored race as Bunker Hill has been for ninety years to the white Yankees."

– The New York Tribune



"As he died to make men holy, let us die to make men free!" A regiment of USCT infantry march off to war

"I have the question put to me often: 'Is not a negro as good as a white man to stop a bullet?' Yes, and a sand-bag is better."

Sherman



USCT cavalry set off. "I'm sorry, was that your plantation we just burned?"

Confederate

JACKSON'S COMMANDS

The Stonewall Brigade in 1861-1862

This formation, under the enigmatic Thomas "Stonewall" Jackson, made its name at First Manassas (First Bull Run to the Union) where it stood as its name implies. The brigade halted the Union advance in its tracks and led the counterattack. Formed of the 2nd, 4th, 5th, 27th and 33rd Virginia infantry regiments this list reflects the brigade in 1861, at First Manassas, through to May 1863. The brigade that made such a name for itself on the slopes of the Henry House Hill back in '61 had become a little tarnished by 1863. Two years of hard campaigning had made the brigade's reputation, but at an inevitable price. Many veterans had fallen and with no end to the war in sight the brigade had lost its edge. To reflect this, the Stonewall Brigade in 1863 is classed simply as one of the excellent brigades available to the Confederate player. As such, as with the Elite Brigades, it is treated in the same way as Pickett's brigades, but only until April 1863. From May 1863 the brigade lost its lustre after the death of its founder and namesake Stonewall Jackson. From this date the brigade is subsumed into the larger mass of the Confederate list.

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Cost	Special
Infantry	Smoothbore Musket	6	3	3	4	44	Up to 3
Infantry	Rifled Musket	6	3	3	4	47	Up to 2
Artillery	6 pdr Smoothbore	1	3-2-1	4	2	23	Up to 1

Special Rules (up to two per regiment)	Point Change
• Any unit may be made "Brave" and rally from shaken on 4+ if outside 12" of the enemy	+5
• Any unit may be made "Elite" and rally from disorder on 6	+2
• Any unit may be made "Elite" and rally from disorder on 5+	+4
• Any infantry unit may be made "Tough Fighters" and re-roll a failed hand-to-hand attack or be given the "Rebel Yell" special rule; a unit may NOT have both.	+1 or +3
• Any infantry unit may be made "Stubborn" and re-roll a failed morale save	+5

The brigade can be led by Thomas J Jackson in 1861. We rate Jackson as a Brigade commander and give him a command rating of 9 in this role in '61. We also treat him as being highly decisive with the benefits outlined on p95 of the main rules.

Jackson's Foot Cavalry in the Shenandoah Valley

Following his success at Bull Run and due to his uncompromising reputation Jackson rose to command what became a corps in the Army of Northern Virginia. Lee trusted him completely and detached Jackson to the Shenandoah Valley – the bread basket of the Confederacy. Jackson fought a series of battles in quick succession by rapid marches, befuddling his already dispirited opponents. He drove his men hard and they gained the epithet of "Jackson's Foot Cavalry" due to their rapid movements, sometimes covering thirty miles a day! This command included the renowned "Stonewall Brigade" but was augmented by the addition of several other brigades. If a player is fielding Jackson's command he can select units to form a single brigade from the following list, and may field up to three such brigades:

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Cost	Special
Infantry	Smoothbore Musket	6	3	3	4	44	Up to 3
Infantry	Rifled Musket	6	3	3	4	47	Up to 2

Special Rules (up to five regiments may have up to two special rules, the remainder may have up to one special rule)	Point Change
• Up to ½ of the units may be made "Brave" and rally from shaken on 4+ if outside 12" of the enemy	+5
• Up to ½ of the units may be made "Elite" and rally from disorder on 6	+2
• Up to ⅓ of the units may be made "Elite" and rally from disorder on 5+	+4
• Any infantry unit may be given the "Rebel Yell!" special rule	+3
OR up to ½ of the infantry units may be made "Tough Fighters" and re-roll a failed hand-to-hand attack	+1
• Up to ½ of the infantry units may be made "Stubborn" and re-roll a failed morale save	+5

A force composed of Jackson's Foot Cavalry may be commanded by Jackson himself. By this stage of the war Jackson must rank as one of the most able and respected commanders on either side. Due his skill and determination we give him a command rating of 9 in this role in '62. We also treat him as being highly decisive, with the benefits outlined on p95 of the main rules.

August 15th 1863 – Japanese batteries at Kagoshima fire on Royal Navy warships. The British respond by bombarding the town

THE TEXAS BRIGADE OF THE ANV

1862-1863

Upon Texas joining the Confederacy it was inevitable that these tough-minded, independent troops would find their way to the main theatre of operations. This formation was possibly the toughest formation in either army throughout the Civil War, there will be none tougher or better. These optional rules reflect this.

The Texas Brigade was already renowned due to exploits in 1862. When the brigade entered Pennsylvania as part of Longstreet's I Corps of the Army of Northern Virginia there was no finer fighting formation on either side, with the possible exception of the Iron Brigade. Command had changed with Hood taking the division and the brigade passing to Robertson. The brigade was heavily committed during the fighting at Gettysburg on July 2nd and acquitted itself well, as would be expected, being largely responsible for throwing Sickles III Corps out of Devil's Den. The brigade always comprised three Texas infantry regiments, the 1st, 4th and 5th. Other units from Georgia, South Carolina and Arkansas served with the brigade and it usually comprised five regiments in 1862, though only four from 1863.

The brigade cannot have more than four regiments from December 1862; before this it may comprise up to five.

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Cost	Special
Infantry	Smoothbore Musket	6	3	3	4	48	Rebel Yell!, Uppity, Up to 2
Infantry	Rifled Musket	6	3	3	4	51	Rebel Yell!, Uppity, Up to 3

Special Rules (up to two extra per regiment)	Point Change
• Any unit may be made "Brave" and rally from shaken on 4+ if outside 12" of the enemy	+5
• Any unit may be made "Elite" and rally from disorder on 6	+2
• Any unit may be made "Elite" and rally from disorder on 5+	+4
• Any infantry unit may be made "Stubborn" and re-roll a failed morale save	+5
• Up to ½ may be made "Tough Fighters" and re-roll a failed hand-to-hand attack	+1

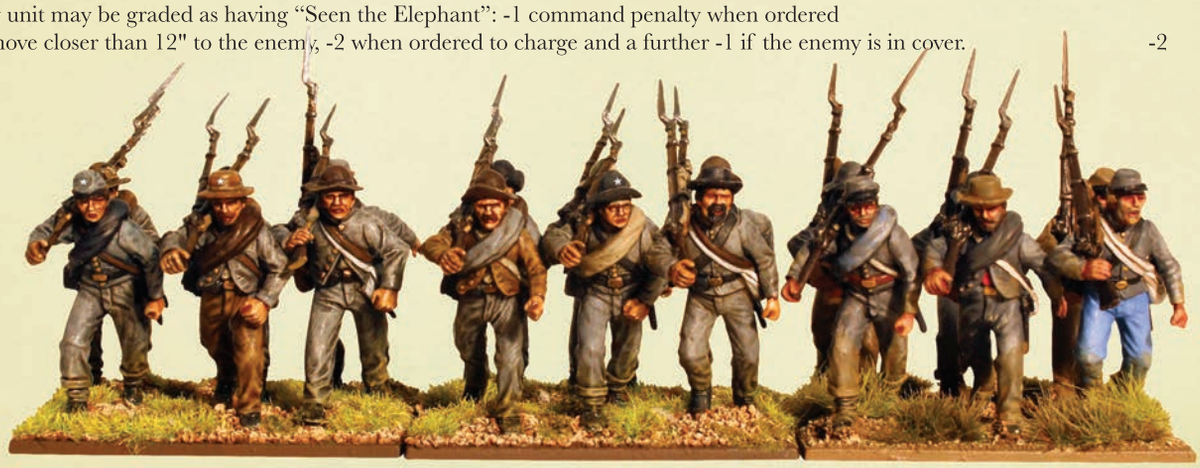
There are no tougher Confederates than this brigade. If you can't make a difference with these, then you should never have seceded from the Union!

1864 and Beyond

The Texas Brigade still performed sterling service throughout the bitter battles of '64 in the Wilderness. Commanded by Gregg now, their presence is reflected by the following troop types; still above average, but past their best.

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Cost	Special
Infantry	Rifled Musket	6	3	3	4	51	Rebel Yell!, Uppity, Up to 4

Special Rules (up to one extra per regiment)	Point Change
• Any unit may be made "Brave" and rally from shaken on 4+ if outside 12" of the enemy	+5
• Any unit may have the "Rebel Yell!" special rule	+5
• Any unit may be made "Elite" and rally from disorder on 5+	+4
• Any unit may be made "Stubborn" and re-roll a failed morale save	+5
• Up to ½ the infantry units may be made "Tough Fighters" and re-roll a failed hand-to-hand attack	+1
• Any unit may be graded as having "Seen the Elephant": -1 command penalty when ordered to move closer than 12" to the enemy, -2 when ordered to charge and a further -1 if the enemy is in cover.	-2



LONGSTREET'S CORPS IN 1863

By the high summer of 1863 the Army of Northern Virginia had become a remarkable tool under the direction of Lee and Jackson. As the army entered Pennsylvania and headed for its fateful encounter with the Army of the Potomac at Gettysburg it comprised some of the Confederacy's finest formations. These were largely concentrated in Longstreet's I Corps which played such a crucial role on July 2nd and 3rd, leading ultimately to Pickett's Charge.

Barksdale's Mississippians in 1863

In addition to the Texans there was Barksdale's Brigade of regiments from Mississippi: the 13th, 17th, 18th and 21st Mississippi infantry. These were as tough as the Texans, though perhaps understandably, it is often the Texas Brigade that steals the limelight! On the second day at Gettysburg Barksdale's hard fighting brigade assaulted the Peach Orchard position and were instrumental in defeating the Union III Corps. It was during this action that Barksdale was repeatedly, and mortally, wounded.

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Cost	Special
Infantry	Rifled Musket	6	3	3	4	51	Rebel Yell!, Uppity, Up to 4

Special Rules (up to two extra per regiment)	Point Change
• Any unit may be made "Brave" and rally from shaken on 4+ if outside 12" of the enemy	+5
• Any unit may be made "Elite" and rally from disorder on 6	+2
• Any infantry unit may be made "Stubborn" and re-roll a failed morale save	+5

Pickett's Division in 1863

Destined to achieve immortality through their assault on the Union centre on the third day of Gettysburg, the troops of Pickett's Division represented some of the best in the Army of Northern Virginia. The division was the smallest in the ANV at Gettysburg, with only three brigades of five regiments each (Pickett had left two brigades in Richmond) and was unique in that all the regiments present were from one state – Virginia! For completeness these were:

- Brig. Gen. R B Garnett: 8th, 18th, 19th, 28th and 56th
- Brig. Gen. J L Kemper: 1st, 3rd, 7th, 11th and 24th
- Brig. Gen. L A Armistead: 9th, 14th, 38th, 53rd and 57th

Each of Pickett's three brigades are drawn from the following:

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Cost	Special
Infantry	Rifled Musket	6	3	4	3	39	Up to 5

Special Rules (max of two per regiment)	Point Change
• Any unit may be made "Brave" and rally from shaken on 4+ if outside 12" of the enemy	+5
• Any unit may be made "Elite" and rally from disorder on 5+	+4
• Any unit may be given the "Rebel Yell!" special rule	+3
OR any units may be made "Tough Fighters" and re-roll a failed hand-to-hand attack	+1
• Any unit may be made "Stubborn" and re-roll a failed morale save	+5

Pickett's Division may look ordinary with morale 4 and stamina 3, but with the special rules these regiments can shrug off casualties, rally from shaken or disorder and press on to prove that they are tough fighters. The Rebel Yell special rule is included as an optional choice! Pickett ordered his men not to give the famous cry, but to save their strength for the fight! Field Pickett's Division and step off towards that ridge…

The Elite Infantry Brigades of the Army of Northern Virginia

These brigades were those of Benning and Kershaw (both composed of South Carolinians), Woffard (from Georgia) and Law (from Alabama). These troops were also a cut above the rest. Each brigade mustered between four and six regiments. The brigades are drawn from:

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Cost	Special
Infantry	Rifled Musket	6	3	4	3	39	Up to 6

Special Rules (max of two per regiment)	Point Change
• Up to ½ may be made "Brave" and rally from shaken on 4+ if outside 12" of the enemy	+5
• Any unit may be made "Elite" and rally from disorder on 6	+2
• Up to ½ may be given the "Rebel Yell!" special rule	+3
OR any units may be made "Tough Fighters" and re-roll a failed hand-to-hand attack	+1
• Any unit may be made "Stubborn" and re-roll a failed morale save	+5

JENKINS'S MOUNTED INFANTRY

The brigade of Brigadier General Albert Jenkins was brought into Stuart's cavalry division for the Gettysburg campaign. Whilst the remainder of Stuart's troopers were armed with carbines, Jenkins's Brigade was armed with muzzle loading rifles, thus giving them a range advantage over more conventionally armed cavalry. This list represents Jenkins's Brigade at Gettysburg.

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Cost	Special
Cavalry	Rifled Musket	6	3	4	3	45	Up to 4
Horse Artillery	12 pdr howitzer	1	3-2-1	4	2	37	Up to 1

Special Rules (up to one per regiment)

	Point Change
• Up to ½ may be given the Rebel Yell! special rule	+3
OR up to ½ may be Tough Fighters and re-roll 1 missed combat attack	+2
• Up to ½ may be "Brave" and rally from shaken on 4+ if beyond 12" of the enemy	+3

Jenkins's Brigade may comprise no more than four cavalry units and one horse artillery battery.



THE CONFEDERATE CAVALRY: W H F LEE, FITZ LEE AND HAMPTON

During 1862 the Confederate cavalry cemented its reputation as the master of its Union counterparts by the exploits of the charismatic "JEB" Stuart and his brigade commanders. By 1863 several of these brigades were without doubt the elite cavalry of the Civil War. It was only through attrition, improvements in weapons and doctrine and the death of Stuart that these men were mastered by the Union troopers.

This list is designed to allow a player to form these brigades in either 1862 or 1863. By 1864 all would have been armed with rifled muskets and are subsumed into the main lists for that year. Each brigade may have no more than six regiments.

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Cost	Special
Cavalry	Smoothbore Carbine	6	3	3	4	47	Up to 2
Cavalry	Rifled Carbine	6	3	3	4	50	Up to 4 in 1862
Cavalry	Rifled Carbine	6	3	3	4	50	Up to 6 in 1863

Special Rules (up to two per regiment)

	Point Change
• Any unit may be given the Rebel Yell! special rule	+3
OR up to ½ may be Tough Fighters and re-roll one missed combat attack	+2
• Up to ¾ of the cavalry may be "Brave" and rally from shaken on 4+ if beyond 12" of the enemy	+3
• Any may use multiple weapons when mounted (sabre and revolvers) in hand-to-hand. Increase the hand-to-hand value to 7 or 8	+2 per increase
• Any unit may be made "Elite" and rally from disorder on 6	+2
• Any unit may be made "Elite" and rally from disorder on 5+	+4
• Any infantry unit may be made "Stubborn" and re-roll a failed morale save	+5

GUERRILLAS, RANGERS, PARTISANS AND 'BUSHWHACKERS'

The nature of the American terrain meant that in some portions of the country large field armies could not be adequately supported or supplied. This was usually due to woods, lack of suitable transport links, or simply their remoteness from the most important strategic locations. But, in a war that produced such deep divisions, even these isolated regions could still be touched by the conflict. For these reasons, often only small forces could ever operate effectively. The forces operated often outside of the regular military operations or command structure and could be a law unto themselves in terms of when and where they fought.

The small nature of these formations meant that often only a few hundred men might take to the field. These formations were often ad hoc in nature and their strength might fluctuate wildly from month to month as men took their leave to return home for harvests, or simply to see the family and friends.

This very irregular warfare could become very private in nature. Factions and families that had been bitter political or simply social rivals before secession might take the opportunity to settle old grievances. As such, this aspect of the war could become very personal with men from the same region, town or even family on opposite sides and fighting in close proximity to each other. Due to the small nature and isolation of these actions they might be said to have contributed little to the overall conduct of operations, but it would be remiss of us not to mention them! It would be wrong to assume that this aspect of the war did not produce interesting actions and units that we might re-create on the tabletop.

In terms of the main field armies it might be necessary for a commander to leave troops guarding strategic points: supply depots, bridges, railway lines etc… in order to avoid a surprise attack by what the regular army might consider to be simply a band of ruffians or outlaws. This is perhaps the most interesting aspect historically, for it was in these irregular units that many men found their "calling" and at the war's end many could not bring themselves to become part of a country that they could not call their own. In certain cases too much damage had been done by some individuals for them to ever be allowed into polite society again.

If a player is determined to field a unit of irregulars then we suggest the following as a starting point. We normally limit these troops to a single unit in our field armies and we automatically treat them as marauders. If players wish to conduct larger operations then the list, designed for both Confederate and Union, can be used. Players are reminded that the Lawrence Raid (or Massacre, depending on your viewpoint) probably involved no more than 400 Confederates – and pitifully few Union troops. Similarly, the most famous Confederate irregular in the East, John S Mosby's largest action involved about 400 men on both sides!

In these instances perhaps a whole new scale might be employed. Our "regiments" might now represent companies within the regiment; the entire army then only representing a regiment, or perhaps a brigade. The dispersed nature of these forces so far from the main supply centres means that they do not include artillery, and infantry are too slow to keep up with the hit-and-run nature of so much of this aspect of the war.

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Cost	Union	Confederate
Cavalry	Shotgun/Pistols	6	3	4	2	32	None	
Cavalry	Smoothbore Carbine	6	3	4	2	35		
Cavalry	Rifled Carbine	6	3	4	2	38		Up to ½
Cavalry	Rifled Carbine	6	3	3	4	50	Up to ½	Up to ⅓

Special Rules (up to one per regiment)

	Point Change
• Any unit may be given the "Rebel Yell!" special rule (Confederate only)	+3
OR any unit may be "Tough Fighters" and re-roll 1 missed combat attack	+2
• Any regiment may use multiple weapons when mounted (sabre and revolvers) in hand-to-hand. Increase the hand-to-hand value to 7	+2
• Up to ½ of the units fielded may increase their stamina by 1	+4





"Get those Wagons moving. The Yankees'll be here soon!"

"During all this fire, my men were exposed to the solid shot and shell of the enemy but suffered comparatively little, probably less than a dozen men killed and wounded."

Brig. Gen. Cadmus Wilcox, Anderson's Division, A P Hill's Corps



Union infantry in close formation march on.

Forts

In order to protect vital or vulnerable locations such as cities, harbours, river bends etc both sides erected significant fortifications. By this we're referring to the very strong positions, often enclosed all around, but not always, as opposed to lighter field works built in a short time. Some of these had existed before the war and were strengthened against attack – most notably Fort Sumter and the other batteries defending Charleston including Battery Wagner, Fort Donelson on the Cumberland River and Fort Fisher at the mouth of the Cape Fear River. All of these would have looked quite familiar to a Vauban or Coehorn from an earlier age. At the height of the war Washington DC was defended by over a hundred such forts of varying sizes, and it was common for an army's base or supply depot to be fortified by many such forts or batteries, perhaps linked by earthen ramparts as well. In technical terms we shall refer to forts or batteries, but the military engineers amongst you might prefer the use of terms such as bastion, lunette, demi-lunette or redoubt. All of these have their own meaning and designs and were used during the war.

These "forts" were all significant positions, not simply earthworks thrown up in a few hours to give some slight protection – these "lighter" works are already covered in the core rules. Our forts often mounted the largest ordnance available. From the outside they would be extremely imposing. The land near the fort would have been cleared of trees, even in wooded areas, in order to ensure an uninterrupted field of fire out to at least rifle range. Anyone approaching these places would usually be confronted by at the very least a ditch, but perhaps also an outer line of slightly raised ground where the defenders might also shelter – in effect a layered defence. The ditch itself might be very deep depending on how the fort had been built, in low lying areas it might be difficult to dig down since works soon filled with water, but otherwise an attacker might be confronted by a significant drop, perhaps as much as twenty feet. The ditch might be "wet", due to either natural or planned flooding and filled with stakes – not so much to impale – but rather to break up an attacker's formation.

On the far side of the ditch the fort would rise, now seemingly much taller with the added depth of the ditch. If made of earth or sand, then the "wall" would slope and rise away. A fit man might be able to scramble up it, but if it was a long standing pre-war work then the walls might be made of brick and nearly vertical, adding to an attacker's woes. Brick allowed for more elaborate building and the ditches were often swept by fire from galleries with embrasures built low in the walls and occupied by infantry or artillery, such multi-level forts were built using brick, Fort Sumter having three floors of gun platforms. The use of soil, or sand in coastal regions, as a building material usually precluded these elaborate galleried affairs. Needless to say, if an assault was contemplated upon such a place, ladders would hopefully be available, particularly if the ditch was deep and the walls high or vertical.

On the top of the walls the defender would place artillery to control the terrain around the fort, whether it was land or sea or river. The guns would be mounted on rotating carriages designed to allow the guns to rotate as well as absorb recoil. The interior would also comprise dedicated firing steps for infantry allowing them to step out of sight to reload. Additional protection could be provided for crews with sand bags and gabions (earth filled wicker baskets) – these materials would be used liberally around the fort, particular to repair damage caused by incoming artillery fire. Further back "bomb proof" shelters might be provided for the garrison and somewhere there would be a sheltered magazine – often located underground.

The exterior face of the defences might also comprise an abatis of cut down trees designed to hinder any approach by slowing an attacker. These were usually located at effective



The "Heavies" man a fort. Just try it – if you dare!



A Union division does try it! A formidable challenge for any troops.

musket or canister range. In extensive works and defences the "fort" might actually comprise a number of separate smaller works, all designed to cover each other, thus making any attempt to storm all the more hazardous.

Preparing to storm such places was time consuming – perhaps days of fire might be required to produce any effective or practicable breech, or damage the garrison sufficiently to tempt an attacker. Storming such places was costly in terms of lives. These were the toughest places to attack, both in reality and in our games.

OPTIONAL RULES FOR FORTS

Forts are clearly impressive and unusual places, but that is not to say that they cannot be part of our games. Throughout the war forts played a vital role, particularly in the Western theatre were rivers were so important to transportation and incursion into the Confederacy. The defences of Vicksburg, Charleston and of course Petersburg would have included forts, while Sumter was of pre-war brick construction.

The first thing to do is to decide on how formidable you want the fort to be. Is it simply a square of more than normal height earthen banks with a firing step, or is it a truly massive place with abatis, outer firing positions, ditch, wall, ramparts and gun platforms? The effect of each of these main elements will be explained below.

Once the type has been settled upon then the number of troops it can hold needs to be decided. As a guide Fort Wagner was an earth and sand fort (not a sand castle!) measuring about 100 yards by 250 yards with a stake filled ditch and walls about 30 feet high. One of many forts and batteries defending Charleston, Wagner mounted a total of fourteen guns of eight different calibres and types ranging from 12 pounder howitzers to a 10" Columbiad. These weapons translate into *Black Powder* as roughly a single battery of howitzers and two batteries of smoothbore siege artillery. What made Wagner all the more formidable is that it could only be approached from one direction along a beach that narrowed to a bottle neck not much more than fifty yards wide. Wagner also held a garrison of over a thousand men including the gun crews, about two standard infantry units might suffice in this instance.

For the artillery we assume that they are on well prepared wooden platforms and able to fire over the wall or parapet of the fort. The heaviest guns were mounted on rotating platforms and it is well worth considering the arcs over which the guns can be brought to bear. Normally a gun battery is able to fire into its frontal arc as explained on page 40 of the core rules. This suffices for our fort batteries as well, but they should be able to cover a different arc by rotating in situ on their platforms. We also make allowance for the garrison being able to move rapidly within the fort from one threatened point to another by always allowing units *inside* a fort to move on initiative. This is very useful since it means that a battery could change facing as an initiative action and then still fire on enemy units in its new arc. We also allow defending infantry to move on initiative within the confines of the fort and make the additional assumption that the unit is not in any formation, hence we tend not to trouble ourselves with the units facing suffice to say that the *"51st North Carolinians are manning the western wall"*. If a player does require a defending unit to *leave* the fort it cannot do this on initiative (unless the enemy is within initiative distance), it must be ordered out.



Small Arms Fire Against Troops in Forts

When firing on troops in forts we accept that it is possible for the defenders to be practically out of sight. As such only troops actually manning the walls can be targeted by small arms fire, i.e. non-artillery type units. If a unit is not defending the wall it is immune to small arms fire and cannot even be targeted.

Troops on the walls and in sight will gain the benefit of the "not a clear target" rule on page 44 of the main rules, so all shooting by small arms will suffer a -1 penalty. We take this to be cumulative. Thus an artillery unit will only be hit on a 6, since it is also treated as a skirmish target.

Troops in the fort will also benefit from the normal +2 morale save modifier for fortifications as on page 47 of the main rules.

Artillery Fire Against Troops in Forts

Artillery fire is a different matter. Here we treat them as a not clear target as before. This gives the shooter a -1 to hit modifier which reflects well that the target might be partially concealed by the massive walls of the fort. Again, the modifiers are cumulative. However, plunging fire from mortars and howitzers as well as those shells that overshoot the walls or explode overhead, can reach the fort's interior.

Normal artillery fire allows the fort to impart the +2 morale save modifier for fortifications as on page 47 of the main rules. However, if the casualty has been caused by a *siege* gun, or *any* mortar or howitzer then the morale save modifier is reduced to +1 to reflect the shells exploding overhead and within the fort.

Assaulting a Fort

The notion of causing a practicable breech in the walls of a fort and storming the place appeals to many. In reality this would be a very time consuming affair, often taking days at the very least and requiring the largest available siege artillery. Hence, we normally take the simple step of declaring that the breech has already been made and that it is so-many figures wide, located "here" in the wall. When doing this it's important to stress the size of the breech and how many figures might get through it. This might be one of the rare times that the troops form in an assault column.

If no breech exists then an assault by escalade is required. The attacking infantry (mounted troops cannot assault forts) must approach the fort, cross any abatis, cross any ditch and then climb the wall, all the while probably under fire. No easy task.

The abatis is the first obstacle. This is a curious device: cut down trees, stripped of foliage and branches sharpened and placed pointing towards the enemy. It presented a definite obstacle to troops. We reflect this by treating it as a linear obstacle as on page 35, hence troops crossing it must give up 6" of movement to do so. But abatis cannot be crossed by mounted troops or artillery. Dismounted cavalry who do cross it may not remount unless they re-cross back to the side where they left their horses! An abatis does have one benefit for an attacker; troops who are under fire may use it as cover. By the war's end, an abatis was sometimes dispensed with, its cover benefit was deemed to outweigh its hindrance value. To reflect this, troops behind abatis are granted a +1 cover modifier when under fire from any but siege artillery and siege mortars.

In game terms we do not trouble ourselves with the different types of ditch or the separation between ditch and wall – it is simply a defended obstacle. The one concession to the difficulty of crossing a ditch and then scrambling up a steep bank or ladder propped against a wall is that we might make the attacking unit give up 6" of movement, just as though crossing an obstacle if the fort is formidable enough.

Where infantry units form part of the garrison, as was often the case, it may be that we wish our infantry to deploy on either side of our battery. We still allow the infantry and artillery to fire as normal and perform closing fire. Confusion may arise should an enemy manage to close and hand-to-hand combat arise. Seemingly both the garrison's artillery and the infantry may have been contacted. Under these circumstances we simply allow the defending infantry to fight regardless of the detail of their positioning as per page 60 of the rules, but we treat the artillery battery as a supporting unit. In instances where the garrison is composed solely of artillery then we have to concede that the battery is in melee if it is contacted.

If the attackers have been able to endure the approach, survived any closing fire and got into hand-to-hand combat then they fight as normal. The defenders still gain the benefit of a hand-to-hand bonus for defending the fort and we now treat the fort as we would any other "building", except that the defending unit may allocate up to 3 dice per face of the fort in hand-to-hand combat rather than the usual 2. We normally opt for a +3 combat bonus as a minimum and as explained on page 68 of the main rules, and as with the main rules this is reduced for small or tiny units. Where the ditch is thought to be very formidable, the walls steep, the climb treacherous or simply the ladders too short, we might stretch the bonus to +4. In the case of a massive stone structure we might even allow a +5 to reflect the flanking fire poured in from low level embrasures placed to cover the ditch. Such a fort would be of the most significant type encountered by our

armies and under these conditions the game might be simply to capture the fort.

The most important thing to remember is that the exact nature of the fort needs to be understood by all players *before* the game. We make the not too generous assumption that scouts, piquets and even spies, have reconnoitered the place before the assault and that the attackers have a reasonable idea of what lies ahead of them. Players are reminded to refer to the optional rules and the need to order troops into hand-to-hand combat, as well as the attributes of troops who have "seen the elephant". If a fort must be assaulted it is recommended that troops who have not "seen the elephant", or are ideally "uppity" are given this type of task.

It is hoped that players will now realize the difficulty, perhaps even futility, of trying to take a fort by storm. Sadly, our predecessors who tried it usually came off the worse for it. All too often forts were simply deemed untenable and abandoned – not stormed. In the case of Wagner its capture came about due to the place becoming extremely unhygienic with buried bodies being uncovered by tide and artillery fire – *it was the dead of previous failed assaults who finally took the place.*

Ulysses 'Unconditional Surrender' Grant

After capturing Fort Henry on the Tennessee River on February 6th, 1862, Brig. Gen. Ulysses S. Grant advanced his army 12 miles overland to Fort Donelson on the Cumberland River. Here, on February 12th and 13th, he conducted several small probing attacks to test the forts defences. On February 14th, Union river gunboats under Flag Officer Andrew H. Foote attempted to reduce the fort with gunfire, but were forced to withdraw after sustaining heavy damage from Fort Donelson's own guns.

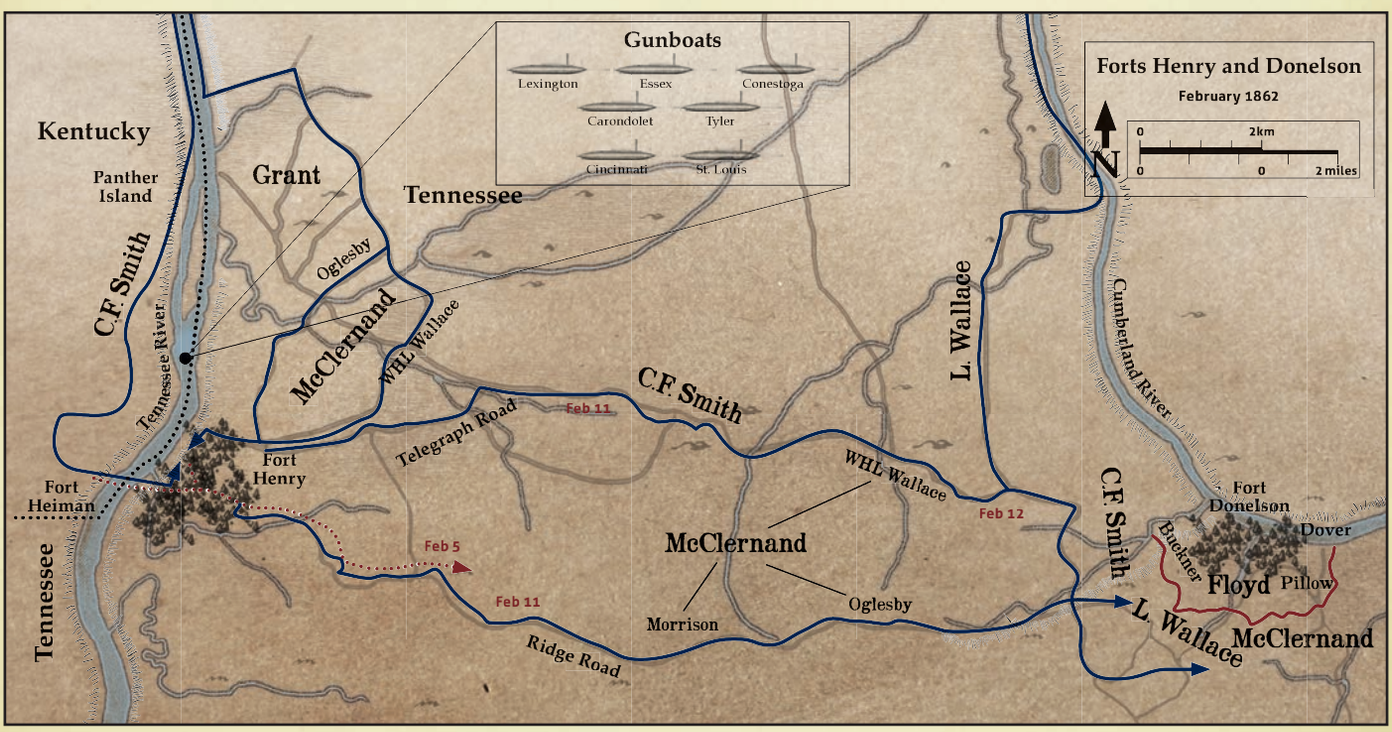
On February 15th, with the fort surrounded, the Confederates, commanded by Brig. Gen. John B. Floyd, launched a surprise attack against Grant's army in an attempt to open an escape route to Nashville, Tennessee. Grant, who was away from the battlefield at the start of the attack, arrived to rally his men and counterattack. Despite achieving partial success and opening the way for a retreat, Floyd lost his nerve and ordered his men back to the fort. The following morning, Floyd and his second-in-command, Brig. Gen. Gideon J. Pillow, relinquished command to Brig. Gen. Simon Bolivar Buckner, who was confronted by a stark choice:

"No terms except an unconditional and immediate surrender can be accepted. I propose to move immediately upon your works."

Deeming the situation to be hopeless, Buckner agreed to accept Grant's simple terms and gave up the fort along with its 12,000 man garrison.

This was a major victory for Grant and a catastrophe for the South. It ensured that Kentucky would stay in the Union and opened up Tennessee for a Northern advance along the Tennessee and Cumberland rivers. Grant received a promotion to Major General for his victory and attained stature in the Western Theatre, earning the nom de guerre 'Unconditional Surrender.'

Despite this Union success, not all of the fort's defenders elected to surrender. The cavalry component of the garrison slipped across the Cumberland under their commander – Brig. Gen. Nathan Bedford Forrest.



THE ULTIMATE IN COMBINED ARMS. GRANT'S LAND AND RIVER CAMPAIGN TO TAKE HENRY AND DONELSON.

Marine and Riverine Aspects

During the Civil War the rivers of the United States proved to be a vital consideration for both sides when formulating plans. Whereas rivers often proved to be obstacles, they could also provide an invasion route if enough transports and gunboats could be made available. The Mississippi proved to be perhaps one of the South's greatest weaknesses since it divided the Confederacy and once the Union controlled it following the fall of Vicksburg they had more or less free navigation along its entire length into the heart of the Confederacy. Likewise, having control of the open seas allowed the Union to implement an effective blockade. Troops could also be landed on the Confederate coastline and supported by the Navy.

Recognising the importance of the big rivers in the Civil War we think it's important to include some rules for those who may wish to capture a Fort Donelson, or even storm a Battery Wagner or Fort Fisher if more nautically inclined. We also realise, as I'm sure you do, that *Black Powder* is not intended for naval wargames per se, but it is fairly simple for one side to field a small flotilla in support of their army.

It is best to make the simple (and reasonable) assumption that the land action has begun following some naval campaign and, as such, we only allow one side to field ships and gunboats. This might take the form of a small riverine flotilla assisting in the capture of a Confederate fort, a naval squadron supporting landings on the Confederate coast, or even a Confederate force endeavoring to support a beleaguered fort.

ORGANISATION, ORDERS AND MOVEMENT

We form our motley flotilla of gunboats and ironclads into a single "brigade" for game purposes, though more accurately we'll call it a "squadron" or "flotilla". No land lubbers are permitted to be included in this command - this is solely the province of the Navy! There is no commanding general (or even an admiral) and this is only a single command for flotilla morale purposes. We allow our gunboats, ships etc a move of up to 8", but they have to be *ordered* to move and no brigade orders are permitted. Hence each vessel must have its own command rating. Typically this is the usual value of 8. In exceptional cases we might permit some variation to this, but only a 7 or a 9, and only one vessel. It's just simpler that way! Vessels have no initiative, unlike normal units. The effect of this is that it becomes very awkward for the land forces to co-operate closely with any supporting gunboats. If it happens it's more by luck than judgment! It may seem odd to some that a vessel does not move – this may be for several reasons and we can imagine that it has had to negotiate a sand bank, has had boiler problems or the captain has been temporarily distracted by matters of maritime urgency – whatever it is – it just doesn't move. Obviously, our vessels have no hand-to-hand attacks!

With a movement of 8" the vessels can move up to this distance into their frontal 45˚ (from straight ahead) arc. If vessels collide we normally treat them both as disordered for



Doomed? A Union supply vessel is about to fall victim to a Rebel ram!



A busy Confederate harbour scene. Ships prepare to sail as the Union closes in?

that turn as they try to disentangle the mess and the normal rules for disorder are applied: no movement and the +1 shooting penalty. Once the disorder is removed place the vessels alongside each other or 2" apart and carry on. Similarly, if they should run aground on a shore treat them as disordered and then employ some form of refloating rule – perhaps afloat on a score of 5 or more on a single die - something simple is preferred lest "the tail wag the dog".

GUNNERY

Whilst the guns employed by the armies in the field might be typically 12 pdr smoothbores, or 3" rifles, the guns employed on our gunboats, monitors and frigates can only be described as monsters by comparison – though some lighter guns might still be carried. A Union single turreted monitor normally mounted two 11" smoothbore guns. A riverine gunboat would mount perhaps 8" and 32 pounder smoothbores. Due to their size and calibre, we class all water borne artillery as "siege" artillery. We allow our vessels to fire to their "flanks" only, i.e. their "broadsides". The only exception to this is the turreted monitors which may fire all around and mortar barges or rafts which fire to their front. Players may disagree with this since several vessels did have guns firing fore and aft. Ours is a simplification that makes no real difference since we do not use the rules for "ship-on-ship" action!

Shooting from vessels could be difficult due to the nature of the sea or river conditions. During protracted operations the vessels might be moored in situ, particularly mortar barges. The problem of ballistic trajectories onto an inevitably higher point (the water is lower than the land!) means that we do not allow our ship's guns to fire at close range – though the models may appear to be at close range. Hence, they never get to fire canister and never get the bonus for close range shooting. The nature of their land based targets may also limit their maximum range since a high river bank region may render much beyond the immediate bank largely out of sight, whilst a beach gently rising to low land might mean our vessels can see quite some way, unless other terrain intervenes. We are careful to define the range from the river bank or shore up to which the vessels can see targets. As explained, this might be effectively unlimited in flat coastal regions or as short as 12" where river banks are high and steep.

Our vessels also have one nice advantage over their land locked brethren – their sailing and movement is really a separate matter from the operation of their guns – that's the business of the guns' crews whilst the ship progresses on its way. So vessels are allowed to move up to their maximum of three moves and still fire.

Shooting at our vessels can also be very problematic, largely due to their bulk and ability to sustain damage, but often because they were simply so well protected with anything from Confederate cotton bales to the layered 8" of steel encasing a monitor's turret. We treat our vessels as a normal target in the open and so they are hit on a 4+, but only artillery fire can have an effect – depending on size. Rifles, carbines, muskets and the like are ignored. The armour of the vessel is reflected in the *morale* save. The better the armour the more likely the vessel is to save. The number of guns is reflected in its shooting value, while its *stamina* is an indicator of crew size.

Type	Shooting	Morale	Stamina	Affected by Artillery Type	Notes
Monitor – single turret	1-1	2+	2	Siege only	The USS *Monitor* was of this type.
Monitor – twin turret	2-1	2+	3	Siege only	Like the USS *Onondaga* or *Kickapoo*.
Large ironclad ram	2-1	2+	3	Siege only	The pride of the Confederate Navy, like the CSS *Virginia*.
Small ironclad ram	2-1	2+	2	Siege only	A smaller Confederate vessel like the CSS *Arkansas*.
Ironclad gunboat	2-1	3+	3	Not light	The US Navy floating turtles used on the Mississippi and similar.
Frigate	3-1	4+	4	Not light	A mighty vessel of the sea with masts! USS *Cumberland* and similar.
Armoured gunboat	2-1	4+	3	Not light	This includes the 'tinclad' types and heavy wooden vessels.
Cotton-clad gunboat	2-1	5+	3	Any	Often used by the Confederates.
Unarmoured gunboat	2-1	6+	3	Any	Used by both sides throughout the war.
Mortar barge or raft	2-1	5+	2	Not light	Equipped with a heavy siege mortar and moored in situ, cannot move and fires to its front.

THE VESSELS

The table, above, lists the types of vessel we commonly use and their main features. As stated before all the firing from vessels is treated as if by siege artillery, though they are not capable of close range (canister) fire – regardless of how close the models might get to the target. The list is not (nor can it be) exhaustive and it may be that we have omitted your favourite vessel, but armed with this information it should be possible to determine what the characteristics of other vessels should be. It might be that a particular vessel was of a certain type, but was actually very small. In such a case we would simply reduce the stamina to reflect the smaller crew perhaps.

The Flotilla

Generally speaking the Union had by far the strongest naval forces. This was due to the fact that it retained the United States Navy from the outset as well as a much stronger industrial base with which to build and convert ships as the war progressed. The Confederates on the other hand had to make do with what they could capture or convert, most famously converting the hull of the USS *Merrimack* into the iron clad ram CSS *Virginia*.

The number of vessels we allow our armies to be supported by is usually limited to a maximum of five for the Union and three for the Confederates. This is further limited by type and theatre as shown in the table, below.

Hence, in 1863 a Union flotilla operating on a river could comprise five armoured gunboats; or one ironclad gunboat, two armoured gunboats, a single turreted monitor and a twin turreted monitor etc – a maximum of five in each case.

The most important thing to remember about a flotilla is that the vessels can make places untenable for an enemy simply by concentrating their firepower. However, they are, perhaps obviously incapable of taking ground. We've found that you cannot use vessels to take a fort for example, but often they provide the only means of getting supporting artillery close enough to the fort to support an attack. But all they can do is batter the fort's defenders. At the end of the day you'll still need infantry on land to assault the place.



Union

Type	Number
Monitor	Up to 1 from 1862, up to 2 from 1863. From 1863 1 may be twin turreted.
Frigate	Only in a coastal flotilla.
Armoured gunboat	Up to 4
Ironclad gunboat	Up to 2
Unarmoured gunboat	Up to 1
Mortar barge or raft	Up to 3

Confederate

Type	Number
Ironclad ram	Up to 1 from 1862. Large or small from 1863
Armoured gunboat	Up to 1
Ironclad gunboat	Up to 1
Cotton clad gunboat	Up to 2
Unarmoured gunboat	Up to 1



The Dawn of a new age: Confederate iron clad rams.

The Altar of Freedom

In 1864 a Mrs Lydia Bixby of Boston, Massachusetts, received a letter, it read:

Executive Mansion,
Washington,
Nov. 21, 1864

Dear Madam,

I have been shown in the files of the War Department a statement of the Adjutant General of Massachusetts that you are the mother of five sons who have died gloriously on the field of battle. I feel how weak and fruitless must be any word of mine which should attempt to beguile you from the grief of a loss so overwhelming. But I cannot refrain from tendering you the consolation that may be found in the thanks of the Republic they died to save. I pray that our Heavenly Father may assuage the anguish of your bereavement, and leave you only the cherished memory of the loved and lost, and the solemn pride that must be yours to have laid so costly a sacrifice upon the altar of freedom.

Yours, very sincerely and respectfully,

A Lincoln

But reporters never let the truth get in the way of a good story. In fact President Lincoln had been slightly misinformed by the War Department. It seems that whilst Mrs Bixby's loss was indeed severe, it was not quite as bad as first feared. In fact, of her five sons, it has been shown that two were indeed killed in action, one joined the army under age and was thus discharged, one was captured and paroled and the last may have been captured, held prisoner and then joined the Confederate ranks! Still, it's a good letter!

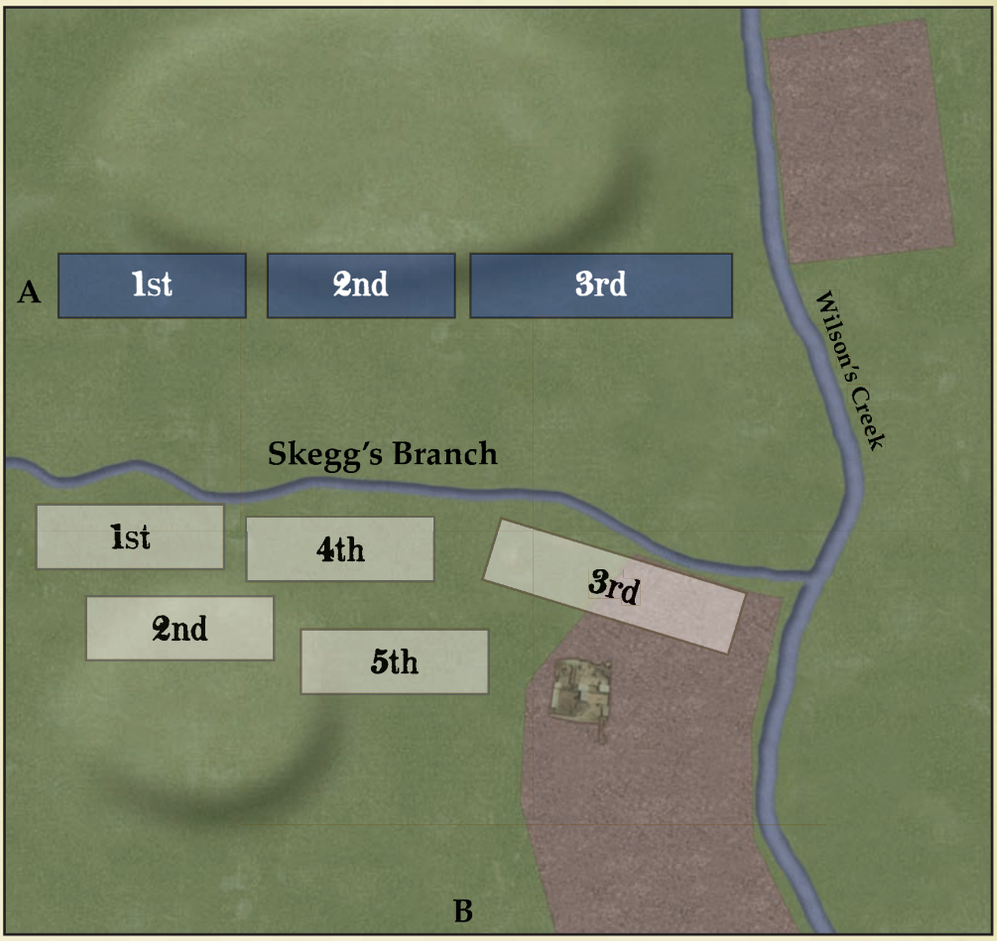




The Battle of Wilson's Creek – 1861

The following pages contain ten scenarios – some historical, others typical of actions fought during the war. Where space permits, we've included an account of the action. The first of our scenarios is set in 1861 – the Battle of Wilson's Creek.

As the United States disintegrated in 1861 the allegiance of Missouri, a border state, lay in doubt. The Union forces under General Nathaniel Lyon moved to take control of the state. Through clever manoeuvring, by the end of July he'd nearly forced the Confederates under Major General Stirling Price out of the state. Then Price was reinforced and Brigadier Ben McCulloch assumed command. McCulloch took his army back into Missouri and Lyon determined to attack him. On the 9th August the Union army was camped a short distance from the Confederate camp at Wilson's Creek. The Union plan was simple: a dawn attack on the Confederates from the front, but also by a detached force to their rear – a hammer and anvil.





Let battle be joined - across a small creek our protagonists engage in a firefight. But who will cross first?



Sensing his moment the Union general prepares to order his men across

TERRAIN

The area around Wilson's Creek was largely wooded, but only lightly so, being composed of scattered thickets and scrub. To reflect this, visibility in these areas was limited to 24". It was felt that this would provide some cover against small arms fire; hence hits were to be achieved on a die roll of 5 or 6, rather than the usual 4+.

That said, this type of cover was felt to be of no practical value against artillery fire. Hence, the artillery would achieve hits as normal. Since the woods were so open and visibility relatively far we didn't use any special command rules for fighting in the woods.

The "field" areas were treated as normal open terrain, though the farm building in the southern most field was just for show – deemed too small to accommodate a regiment. Wilson's Creek was a reasonably significant stretch of water and so troops would be required to halt upon reaching it; then require a further move order to cross it next turn and lose half a move when doing so.

Skegg's Branch was less impressive and we simply allowed troops to cross it for a half move penalty.

DEPLOYMENT

Wilson's Creek is a very curious battle, perhaps unique in the Civil War in that both sides detached brigades to fall upon the enemy's flank or rear.

We opted for a variation on the historical action and allowed for better timing between the Union forces – hence the Union player could choose what turn his force arrived to attack the Confederate rear. The Union on-table army was deployed on the northern third of the board with the Confederates in the central third.

The Union player realised that he was going to be outnumbered, but also realised that he had an edge with the potential arrival of a brigade in the Confederate rear. With this in mind the die was cast and Lyon opted for an all-out attack across his entire front echeloned to the left with his largest brigade (3rd) leading and refusing his right. This was to be the "anvil". Lyon elected to go with the historical option and use his 4th Brigade to march on McCulloch's rear: the "hammer". Thus any rebel units would be caught between them – and crushed! A simple plan ... if it could work. Hence, on table from right to left, the Union deployed 1st, 2nd and then 3rd Brigades.

Remarkably perhaps, the Confederate players didn't query the open board area to their rear but eventually elected to post a brigade there as a reserve since they had such an apparent numerical advantage – part of a sound 'wait and see' policy perhaps. The Confederates, unaware of the Union troops arriving in their rear, but knowing that their own cavalry would be arriving later on the Union right flank thought that numbers, and time, were apparently on their side. A protracted battle of attrition would surely see the Confederates win out simply by weight of numbers, if they could bring them all to bear effectively. The Confederates deployed from their right to left 3rd, 4th and 1st Brigades, and 2nd Brigade was posted just behind 1st. Thus the two largest brigades were facing each other. 5th Brigade was in reserve in the rear.

For the arrival of off table troops we opted to place the brigade on the table edge and then immediately order it into action as required.

Similarly, the Confederates were permitted to use their cavalry brigade as a flanking force to fall upon the Union right flank "around" game turn 4. As with the Union march brigade these would be placed on the table edge at point A on turn 4 and then would be immediately available for action – orders permitting.

THE CONFEDERATE ARMY

The actual Confederate army was a combined force from Price's command (the Missouri State Guard) and reinforcements under McCulloch, although Price had relinquished command. On paper it can look very confusing with Brigades called Divisions, and then comprising only a single regiment. Hence, what follows is our effort to try and make sense of it all. The main Confederate army deployed in the central third of the table and comprised:

BRIGADIER GENERAL BEN McCULLOCH (COMMAND RATING 8)

1ST BRIGADE (COMMAND RATING 8)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	8	4	4	4	Large
Infantry	Rifled Musket	5	3	4	3	–
Infantry	Rifled Musket	5	3	4	2	–

2ND BRIGADE (COMMAND RATING 8)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	6	3	4	3	–
Infantry	Rifled Musket	6	3	4	3	–
Infantry	Rifled Musket	6	3	4	3	–
Artillery	6 pdr Smoothbore	1	3-2-1	4	2	4 guns

3RD BRIGADE (COMMAND RATING 8)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Smoothbore Musket	5	3	4	2	–
Infantry	Smoothbore Musket	5	3	4	2	–
Infantry	Smoothbore Musket	5	3	4	2	–
Infantry	Smoothbore Musket	5	3	4	2	–
Infantry	Smoothbore Musket	5	3	4	2	–
Infantry	Smoothbore Musket	5	3	4	2	–
Artillery	6 pdr Smoothbore	1	3-2-1	4	2	4 guns

4th BRIGADE (COMMAND RATING 8)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Smoothbore Musket	5	3	4	2	–
Infantry	Smoothbore Musket	5	3	4	2	–
Infantry	Smoothbore Musket	5	3	4	2	–
Artillery	6 pdr Smoothbore	1	3-2-1	4	2	4 guns

5th BRIGADE (COMMAND RATING 8)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Smoothbore Musket	5	3	4	2	–
Infantry	Smoothbore Musket	5	3	4	2	–
Infantry	Smoothbore Musket	5	3	4	2	–

CAVALRY BRIGADE (COMMAND RATING 8)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Cavalry	Rifled Musket	7	3	4	3	–
Cavalry	Shotgun / Revolver	7	3	4	2	–

The Confederate player was given the choice of having the cavalry brigade on table or arriving on an unknown game turn – the umpire knew that it would be game turn 4 at point A on the map! Thinking that he had ample infantry to drive the Union forces off, the devious McCulloch, opted for the flank attack.

THE UNION ARMY

The Union forces under Lyon, The Army of the West, comprised:

BRIGADIER GENERAL LYON (COMMAND RATING 8)

1ST BRIGADE (COMMAND RATING 8)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	5	3	4	2	
Infantry	Rifled Musket	5	3	4	2	
Artillery	6 pdr Smoothbore	1	5-3-1	4	2	6 guns

2ND BRIGADE (COMMAND RATING 8)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	5	3	4	2	
Infantry	Rifled Musket	5	3	4	2	
Artillery	6 pdr Smoothbore	1	3-2-1	4	2	4 guns

3RD BRIGADE (COMMAND RATING 8)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	5	3	4	2	
Infantry	Rifled Musket	5	3	4	2	
Infantry	Rifled Musket	5	3	4	2	
Infantry	Rifled Musket	5	3	4	2	
Infantry	Rifled Musket	5	3	4	2	
Infantry	Rifled Musket	5	3	4	2	

4th BRIGADE (COMMAND RATING 8)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	5	3	4	2	
Infantry	Rifled Musket	5	3	4	2	
Infantry	Rifled Musket	5	3	4	2	
Infantry	Rifled Musket	5	3	4	2	
Cavalry	Rifled Carbine Revolver	2	1	4	1	Tiny
Artillery	12 pdr Howitzer	1	5-3-1	4	2	6 guns

The Union player had the option of using one of his brigades to fall on the Confederate rear 'early' in the battle – the umpire knew that it would be game turn 2.





THIS WILL BE SHORT BUT DESPERATE. CONFEDERATES CATCH A UNION BRIGADE AS IT DEPLOYS FROM CLOSE TERRAIN.

HOW IT PLAYED

Since the Union on the day fought such an aggressive action, and Lyon in our game seemed to be quite 'uppity' as well, the umpire decided that the game would start with the Union turn.

Game Turn 1

So, the brigade commanders were briefed in the early hours as the armies marched into the battle lines. After a hearty breakfast, for those who could face it, Lyon signaled the start of the action and 3rd Brigade on the left stepped briskly off into the undergrowth towards Skegg's Branch with three successful move orders! The brigade was soon approaching the Branch and could see the Rebels formed up beyond the far bank. 2nd Brigade moved off to cover their flank with only two orders as required by the plan, and finally 1st Brigade on the right marched forward with only one order, still as required by Lyon's plan. The Union line was thus refusing its right and echeloned forward on its left.

The Confederate response was swift – and deadly. All their brigades were ordered up to Skegg's Branch with only one movement order and as they came up to the bank of the water the order to fire echoed along the line. In a single turn of fire (permitted since only one movement order was given, as opposed to the Union three in places). The worst damage was done to 2nd Brigade in the Union centre where the infantry fire, combined with the fire of the Confederate 6 pdr battery caused five casualties, three over their stamina of 2. A morale check was taken and they failed by more than four. Normally would would have meant their removal from play, but in *Glory Hallelujah!* this left them "whipped" and they staggered back away from the Branch – we didn't treat the very light woods as sufficient to count as cover. If we had then they could have remained in place – though much the worse for wear! A similar fate befell one of 3rd Brigade's regiments, again the close range fire of Confederate artillery helping to sway the fight.

Game Turn 2

Game turn 1 left the Union line looking a bit ragged in places but undaunted and, hoping for 4th Brigade's arrival, Lyon stuck to the plan. The Union line opened fire! The effect was stunning. Whilst no Confederate regiments were forced back, of the eight in their first line four and an artillery battery were disordered by the crashing volleys. On the extreme right 1st Brigade failed their command roll and simply refused to close up to Skegg's Branch and kept on firing at long range – not too severe a failure since they were meant to be simply covering the Branch really – not trying to cross it. At this point there seemed to be some consternation amidst the Confederate high command. The Union 4th Brigade had arrived immediately in their rear! Marching in battle order the brigade arrived, though unable to "see" anything of the action or any enemy for that matter due to the undergrowth. Sigel read his orders again: to be the hammer against 3rd Brigade's anvil. The lack of a clear enemy was presumably too much for him to comprehend and he promptly failed his command roll – perhaps trying to "listen" for where the fight was thickest?

The Confederate response was equally puzzling. McCulloch ordered his 5th Brigade, posted in rear for perhaps just such an eventuality, to turn about ready to repel this new threat. (We assumed that some scouting takes place beyond the confines of the space actually taken up by the regiments).

The notion of an enemy to his rear must have been too unbelievable. The brigade commander also failed his command roll and stayed put, both commands as active as molasses in winter time! But across the main line of fire the Confederates were bringing their numbers to bear. Their fire was especially punishing and a second regiment from 2nd Brigade was "whipped".With two out its three regiments in this parlous state the brigade was deemed broken! They fell out of the line, leaving a small but noticeable gap. Could McCulloch exploit it?

Game Turn 3

Lyon's plan was not quite working. The "anvil" had stalled – not surprisingly, and the "hammer" was not moving at all! A command roll allowed Sigel to crawl forward one move. The Union brigade commanders tried desperately to bring fresh regiments into the line to replace those whipped or disordered. With a view to making single moves and then firing, three separate regiments moved through those stalled to their front. On each occasion the passage of lines "For God's sake, come on!" test was failed or barely passed! The regiments in question either halting just behind those to their front, or in one case just in front of it – better than nothing, at least they'd be able to fire on their tormenters, albeit to little effect when the dice landed, though the 4th Confederate brigade was broken by having two whipped regiments! Lyon looked on this as a mixed blessing, although the brigade had been pushed away from the Branch, all this had done was clear the way for 2nd Brigade to come into the line completely fresh and un-bloodied against an already buckling Union line. A series of brisk orders and the Confederate 3rd Brigade extended its line to the right, thus extending the Confederate line beyond the Union left...

McCulloch looked nervously to his rear and ordered 5th Brigade again to turn about. With one order 5th Brigade changed facing and complied! The hammer now had a brigade between it and its intended target!

Lyon began to sense that this was not in his plan; McCulloch began to see his was forward.

Game Turn 4

Lyon tried to get another fresh regiment into the line from 3rd Brigade; again the passage of lines failed him – no one pushed through to the front. The price of using the worst brigade for an important job – even though it was his largest. Firing across the Union line was beginning to slacken as regiments fell out or were pushed back by the Confederate fire. The Union fire had little effect – too many regiments were disordered or whipped, reducing their effectiveness. A desperate Union charge from 3rd Brigade came to naught as the men simply halted behind the regiment to their front, not daring to press on across Skegg's Branch. The only positive action came from 4th Brigade who moved cautiously forward despite clear orders to charge anything to their front. They finally put the Confederate 5th Brigade under fire and caused some disorder and presumably confusion, but nothing more.

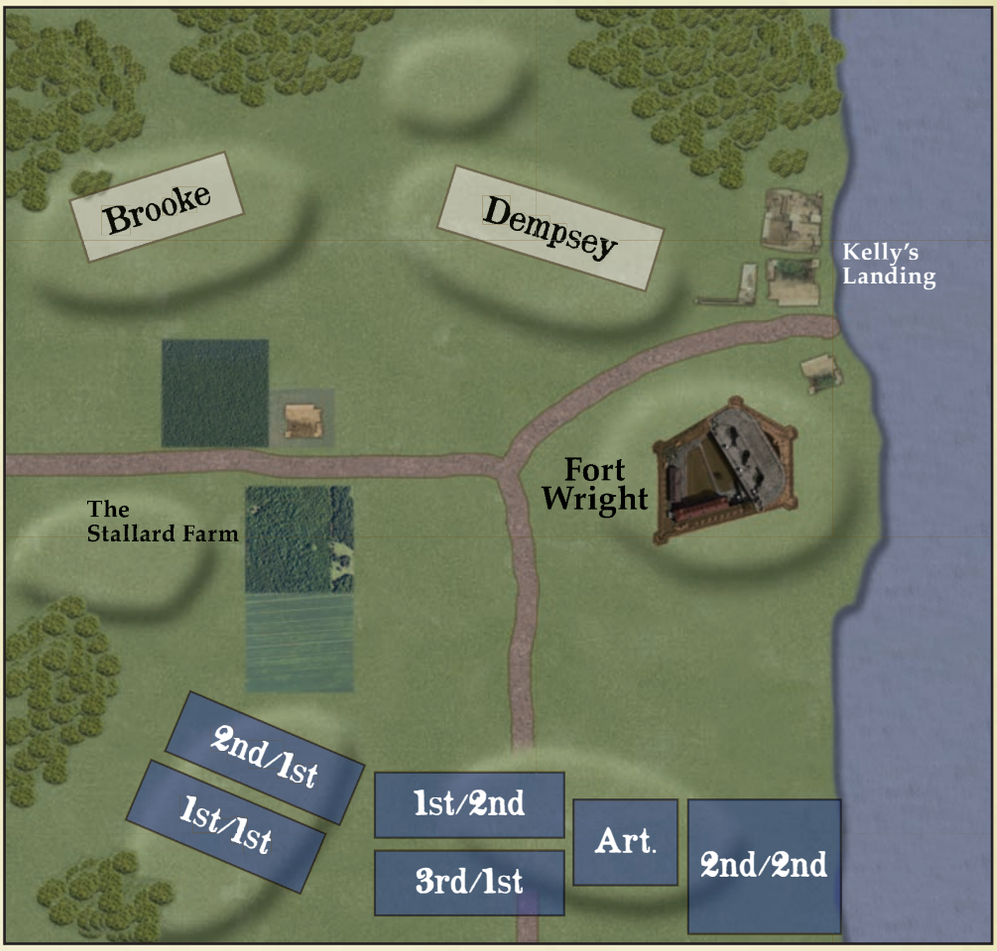
McCulloch, having extended his line to the right, the end-most regiment of his 3rd Brigade now charged out of the undergrowth and fell onto the flank of the Union left most regiment. The fight was not protracted or desperate, but the Union regiment was barely able to hang on as they were pushed back a move to their rear. Confederate fire across the rest of the line finally left the mighty Union 3rd Brigade broken! To add to Lyon's consternation a Confederate cavalry brigade appeared to his right rear!

Thus two of the four Union brigades were broken, Lyon's "anvil" amongst them; the "hammer" was stalled and isolated and now Confederate cavalry threatened his rear. With only one sound brigade to hold his front and potentially four Confederate brigades to deal with Lyon conceded defeat to McCulloch.



The Assault on Fort Wright – 1862

So much of the Western campaigns revolved around rivers that we decided to play a fictitious scenario based upon an assault to capture a fort overlooking a key river in the Western Confederacy. Rather than devise a complex siege type scenario we opted for the simple head on approach. The "suck it and see" so often attempted when generals were confronted by an unknown enemy behind works.



TERRAIN

The key feature of the table was Fort Wright: an earthen fort defended by a small garrison of local militia types and two batteries of smoothbore siege guns. The fort was situated on a hill to overlook any Union advance towards the Confederate supply point at Kelly's Landing. The remainder of the terrain represented a semi-rural location with a farm and orchard, open fields and fences. Orchard and fences were deemed to be light cover, and so offered a -1 to hit modifier against small arms fire only. They afforded no cover against artillery. The remainder of the board comprised rolling hills and a few thicker woods, these offered -1 against all fire as well as a reduced visibility of only 6".

Both players saw the table as described, but the Confederate player also had two lines of earthworks, dug after any Union scouting, that he could place! Once the Union general had been apprised of his forces and formulated his deployment and plan to take Fort Wright he was informed that Confederate reinforcements had recently built further lines of earthworks on hills just beyond the fort.

Fort Wright was deemed to be a pretty significant feature and attracted all of the modifiers described in the section on forts, including a +3 hand-to-hand combat bonus. The slighter works on the hills were treated as giving only a +2 modifier and were simply linear structures, hence the three dice per face rule was not needed.



The Northumberland River was completely impassable to all – except the United States Navy!

DEPLOYMENT

The Union general opted for a strong left hook, being wary of Fort Wright's guns. His plan was simple: batter Fort Wright using his river gunboats, pin the garrison with a frontal feint using artillery support as well, then rush round the fort's landward flank to encircle it – all the time looking for an opportunity to assault.

Amongst his troops was one brigade comprising troops who were past their best. Having seen action too often they had "seen the elephant", thus facing a -4 command penalty if ordered to assault the works. This meant that they would be almost useless in storming the fort, but they could be used to shelter troops with less experience, troops who might charge Fort Wright. Hence, the Union deployment was as shown in the map.

The Confederates realised immediately that they had drawn the short straw in terms of the quality of their army as units were rushed to try and stem the Union advance along the banks of the Northumberland. The Confederate general deemed Fort Wright practically unassailable and so placed his worst brigade (earmarked as the garrison) within the fort along with his two batteries of siege guns that had to be deployed there. Luckily this was also his smallest and so it fitted nicely! Also wary of a move around the fort's landward side he used his extra works to bolster his line and also create a killing ground in the centre of the table. Dempsey's Brigade, perhaps the best Confederate brigade, was placed behind the works closest to the fort, while Brooke's Brigade was posted in the works on the further hill.

Each player placed one brigade at a time, alternating between each other. The final result was as shown in the map.

June 1st 1864 – The Union army makes an attack at Cold Harbor, Virginia – it fails



Fort Wright and its defenders await to coming storm.

"A single shot will sink a ship, while a hundred rounds cannot silence a fort."

John Ericsson, designer of the USS *Monitor*, commenting on the bombardment of Charleston, South Carolina



The storm! The Union infantry press on despite the fire...

THE CONFEDERATE ARMY

The Confederate army was selected from their Western theatre 1862 list and reflected the small garrison of Fort Wright and two further brigades rushed to the area to help defend the fort and Kelly's Landing.

COMMANDING GENERAL (COMMAND RATING 8)

THE GARRISON OF FORT WRIGHT (COMMAND RATING 6)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Smoothbore Musket	5	3	4	2	–
Infantry	Smoothbore Musket	5	3	4	2	–
Artillery	Siege smoothbores	1	3-2-1	4	2	Must be in the fort
Artillery	Siege smoothbores	1	3-2-1	4	2	Must be in the fort

BROOKE'S BRIGADE (GENERAL COMMAND RATING 8)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Smoothbore Musket	6	3	4	3	(Compulsory in the lists)
Infantry	Smoothbore Musket	6	3	4	3	–
Infantry	Smoothbore Musket	5	3	4	3	–
Artillery	6 pdr Smoothbore	1	3-2-1	4	2	–

DEMPSEY'S BRIGADE (COMMAND RATING 7)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	6	3	4	3	–
Infantry	Rifled Musket	6	3	4	3	–
Infantry	Rifled Musket	5	3	4	2	–
Infantry	Rifled Musket	5	3	4	2	–
Artillery	6 pdr Smoothbore	1	3-2-1	4	2	–

THE UNION ARMY

The Union army was selected from the Union Western theatre 1862 list. In total it comprised five infantry brigades. These were formed into a small corps of two divisions. Hence we used the optional rules for divisional commanders. In addition to the "army" units, the Union player had assistance from the United States Navy in the form of two river gunboats.

CORPS (ARMY) COMMANDER (COMMAND RATING 9)

1ST DIVISION GENERAL (COMMAND RATING 8)

1ST BRIGADE (COMMAND RATING 8)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	6	3	4	2	–
Infantry	Rifled Musket	6	3	4	2	–
Infantry	Smoothbore Musket	6	3	4	2	–
Infantry	Smoothbore Musket	6	3	4	2	–

2ND BRIGADE (COMMAND RATING 8)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	6	3	4	2	–
Infantry	Rifled Musket	6	3	4	2	–
Infantry	Smoothbore Musket	5	3	4	2	–
Infantry	Smoothbore Musket	5	3	4	2	–

3RD BRIGADE (COMMAND RATING 6)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	5	3	4	2	–
Infantry	Rifled Musket	5	3	4	2	–
Infantry	Rifled Musket	5	3	4	2	–

2ND DIVISION GENERAL (COMMAND RATING 8)

1ST BRIGADE (COMMAND RATING 7)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	6	3	4	2	Seen the Elephant
Infantry	Rifled Musket	6	3	4	2	Seen the Elephant
Infantry	Smoothbore Musket	6	3	4	2	Seen the Elephant
Infantry	Smoothbore Musket	6	3	4	2	Seen the Elephant

2ND BRIGADE (COMMAND RATING 8)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	5	3	4	2	–
Infantry	Smoothbore Musket	6	3	4	2	–
Infantry	Smoothbore Musket	5	3	4	2	–
Infantry	Smoothbore Musket	5	3	4	2	–
Infantry	Smoothbore Musket	5	3	4	2	–

CORPS ARTILLERY BRIGADE (COMMAND RATING 8)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Artillery	6 pdr Smoothbore	1	3-2-1	4	2	–
Artillery	12 pdr Smoothbore	1	3-2-1	4	2	–
Artillery	12 pdr Howitzer	1	3-2-1	4	2	–
Artillery	Rifles	1	3-2-1	4	2	–

UNITED STATES NAVY NORTHUMBERLAND RIVER SQUADRON

Type	Shooting	Morale	Stamina	Affected by Artillery Type	Notes
Armoured Gunboat	2-1	4+	3	Not light	Heavy wooden vessel, Command rating 8
Armoured Gunboat	2-1	4+	3	Not light	Heavy wooden vessel, Command rating 8



HOW IT PLAYED

Game Turn 1

We deemed this to be a Union offensive and so they started turn 1. Firstly the Union artillery was ordered forward to unlimber within range of the fort. This would require a full three orders, which they were just lucky enough to do. Next the infantry moved off. 2nd Division advanced towards Fort Wright. 2nd Brigade covered two moves along the river bank whilst 1st Brigade managed a full three moves – though they'd "seen the elephant" this order didn't see them start within 12" of the enemy, so the -1 command modifier didn't apply. 1st Division headed for Stallard's Farm and with two moves the brigades were all sweeping through the orchard and around farmer Stallard's crops.

Once all the army units had moved then it was the turn of the Navy. As per the optional rules on gunboats each one had to be ordered separately with a command rating of 8, in this case, and each boat chugged towards Fort Wright with a single move.

The Confederate response was swift. The batteries of Fort Wright boomed into life, firing at the approaching troops of 2nd Division on the river bank and also the leading gunboat. Both targets were easily within range of the smoothbore siege guns and each received an unsaved hit.

Game Turn 2

Undeterred by the heavy guns in the fort the Union artillery unlimbered, all except the 6 pdr battery that was out of range; being a single move they put the fort under fire – for no effect at all beyond disordering one of the siege batteries. The infantry were not manning the walls at this time and so could only be targeted by artillery, but the Union deemed the big guns to be more of a theat.

The infantry assault moved on. 2nd Division's battle continued: along the river bank 2nd Brigade moved closer to the fort – getting off two move orders. This put them just in musket range. 1st Brigade closed up on 2nd Brigade's left, again putting them within range to charge the fort – but these men had "seen the elephant", had the Union general forgotten? Then came the 1st Division: 3rd Brigade moved up close behind the battle-wise regiments of 2nd Division. The other two brigades settled down amongst Stallard's fields, both having thought better of moving closer to the defended hills and failed their command rolls.

The Navy's gunboats moved to their closest range and declared themselves happy to remain there so long as they had a gun in action – though their fire did nothing at all to the fort.

The Confederate response was to realize that the hills might be too tough a proposition for the troops earmarked for their taking – especially with the Union artillery too far away to support them. But Fort Wright might be at hazard. Dempsey moved two of his regiments from the works to cover the gap between the hill and Fort Wright, similarly Brooke moved a regiment across towards Dempsey's position. This was a definite attempt to shield Fort Wright.

The Confederate fire now included the muskets of the fort's garrison. With two regiments disordered and casualties the 2nd Brigade might not be in a position to test the works next turn. The fort's artillery opted to fire on the gunboats – now at close range – and each gunboat took a hit, though the damage control parties succeeded in saving both of them.



Game Turn 3

The Union general now realised that things might not be so easy – despite having numbers significantly on his side. Around Stallard's Farm 1st and 2nd Brigades of 1st Division deployed into a longer line in order to advance on the hills and put them under fire. In front of the fort the best that could be done was to shoot – to try and soften the place before pressing an assault. The still limbered 6 pdr battery moved up and unlimbered, but couldn't fire having used all three of its possible moves, but all the other Union units in range opened up. The garrison, having fired their muskets at the approaching Union regiments last turn were manning the walls and so came under musket fire, likewise the artillery at long range, and the gunboats opened fire. Two gunboats, three batteries of artillery and five infantry regiments – a veritable whirlwind of lead and iron!

The result was catastrophic! All the defending units took unsaved hits and all except one of the fort's batteries were disordered. Both infantry regiments forming the garrison had to test morale and promptly failed becoming "whipped" – a further degrading of their already poor rating. However, since they were within the cover of the fort they could remain in position. The only way to take Fort Wright would be with the bayonet, though the garrison was now a broken brigade.

The Confederate response was ineffective to say the least. The fire from the fort accomplished nothing except a few unsaved hits across the Union infantry. Dempsey's Brigade moved forward and put the 1st Brigade of 2nd Division under some fire – but nothing to really hurt them. Brooke tried to move closer to the fort – but his colonels must have asked for clarification of their orders – no one moved due to a failed command roll.

Game Turn 4

Announcing that he'd come here to "take that damnable place" the Union general began his assault now that he felt the fort was sufficiently prepared. On initiative 2nd Brigade, 2nd Division, charged the fort. 1st Brigade, 2nd Division, was ordered to the assault as well. But, having "seen the elephant" they attracted a -4 modifier to their command roll. Perhaps not



CONFRONTED BY THE FORMIDABLE DEFENCES THE UNION FALTERS...

surprisingly they saw the futility of the order and the brigade order failed – they simply sat there rather than push on. In desperation 3rd Brigade, 1st Division, were ordered to pass through the faltering troops, and charge the fort – a passage of lines was about to be executed.

To cries of "For God's sake – Come on!" the dice were rolled. The brigade was composed entirely of regiments with a morale of 4, hence on a 4 or higher all would be well; but on a 3 they would halt just in front of the stalled infantry, on a score of 2 they'd halt just behind them. The result was stunning. Without breaking their stride all three fresh regiments received their orders, passed through the stalled "veterans" and charged home! With two brigades "in" and attacking Fort Wright, along with the poor state of the garrison, confidence was high in the Union ranks.

Elsewhere the balance of 1st Division moved up onto the hills and into position to try and cover the flank of the brigades attacking the fort. The Union fire against the fort abated due to the looming melee and elsewhere the Union fire against Brooke and Dempsey merely caused disorder in a few units. All eye's looked to the flash of steel at the walls of Fort Wright.

The Confederate closing fire caused heavy losses, particularly the canister fire which each disordered the two closing regiments. As per the optional rules for forts the Confederates elected to fight with their infantry: hence two standard Confederate units faced two standard Union regiments – the remainder of the Union regiments counting as supports; the artillery would play no part as the gunners sheltered from the flashing bayonets. Being "whipped" meant that the defenders fought with only four hand-to-hand dice – one less than their starting value of five. Being disordered further reduced their effectiveness but they gained a combat bonus of +3 for defending the fort. As the Union regiments struggled up the sloping walls the full impact of this began to dawn on them.

The ensuing melee was a disaster for the Union. One regiment disintegrated in the melee and was removed from play, the supports promptly tested their morale and another fell apart – leaving the formerly fresh 3rd Brigade, 1st Division, broken for no gain. The other Union regiment was thrown back, thoroughly shaken by their efforts. Coupled with previous losses on the approach to the fort this meant that 2nd Brigade of 2nd Division was also broken – all in a single turn. Fort Wright's garrison had won!

Game Turn 5

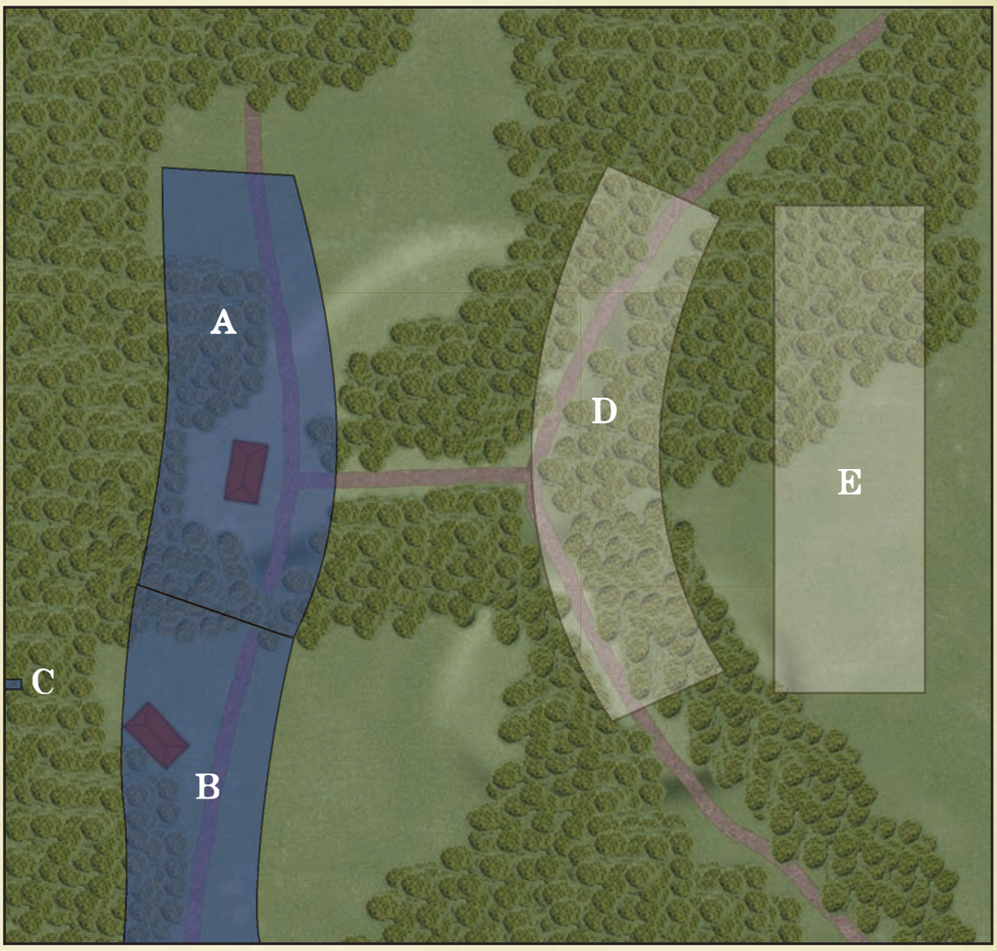
With two Union brigades broken by their efforts to take the fort and little to show for it the Union pressed on against Brooke's brigade – perhaps this would be easier? In front of the fort efforts were made to sort out the mess as the two broken brigades fell back. The fort came under fire again from the artillery and the gunboats, almost out of spite since little more damage could be done except to cause disorder. As if to emphasize the Union predicament their fire had no effect.

The Union brigade facing Brooke now came under a series of crashing volleys from the two regiments and artillery remaining, entrenched, on the hill. The result was typical of the Union malaise. Two regiments were disordered and shaken; with one already shaken the brigade was certainly broken. With half of his infantry brigades now useless for the attack the Union general cried off. Despite numbers, and the support of the Navy, Fort Wright remained in Confederate hands.

It was hard to see what could have been done differently. Perhaps not attack the fort at all? A strong left hook by the Union against Brooke and then Dempsey whilst battering the fort from the river might have been a better plan, and potentially left all the Confederate brigades broken without ever assaulting the fort at all. Concentrating on the fort drew in all the Union artillery and three of their five infantry brigades as well as the gunboats. Our Union general was gently reminded of Sherman approaching Atlanta – sometimes patience and going around is better than trying to go through? Unheeding he announced that a fresh corps would arrive tomorrow to begin a proper investment of Fort Wright prior to a second assault!

Iuka – 1862

In September 1862 the Confederate Army of the West, under Major General Stirling Price, occupied the town of Iuka, Mississippi. The Union commander, Grant, perceived that Price had over extended himself and despatched a force to crush Price's smaller force. The Union troops advanced in two mutually un-supporting columns. Price saw his chance to pounce and, alerted by superior reconnaissance, sent two brigades to meet Rosecrans's column just to the south of Iuka.



TERRAIN

All of the woods are light and the fields are open spaces.

DEPLOYMENT

The two armies deploy as per the map. The Union must place one brigade (it was Sanborn's in the battle) at the head of their advance in area A and one brigade should deploy in area B (Sullivan's in the battle). The remaining Union brigade arrives on game turn 3 within 12" of point C in any formation.

Hebert's brigade should deploy in area D and Martin's in area E.

This was a Confederate attack against Rosecrans's approaching army, so we allow the Confederates to move first. The battle should last no more than 7 game turns.

SPECIAL RULES

The Union can claim a victory if they defeat the Confederate army and hold the road junction in the Confederate deployment area with an un-shaken regiment at the end of the



CONFEDERATE ARMY OF THE WEST

C-IN-C, MAJ. GEN. STIRLING PRICE (COMMAND RATING 8)

HEBERT'S BRIGADE (COMMAND RATING 8)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Smoothbore Musket	4	2	4	2	Small
Infantry	Smoothbore Musket	4	2	4	2	Small
Infantry	Rifled Musket	6	3	3	3	
Infantry	Rifled Musket	6	3	3	3	
Infantry	Rifled Musket	6	3	3	3	
Infantry	Rifled Musket	6	3	4	3	
Artillery	6-pdr Smoothbore	1	3-2-1	4	2	
Artillery	12-pdr Howitzer	1	3-2-1	4	2	

MARTIN'S BRIGADE (COMMAND RATING 8)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	8	4	4	4	Large

UNION ARMY OF THE MISSISSIPPI

C-IN-C, MAJ. GEN. ROSECRANS (COMMAND RATING 8)

MOWER'S BRIGADE (COMMAND RATING 8)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	8	4	4	4	Large
Infantry	Rifled Musket	8	4	4	4	Large
Infantry	Smoothbore Musket	8	4	4	4	Large
Infantry	Rifled Musket	8	4	3	4	Large
Infantry	Rifled Musket	4	2	4	2	Small
Artillery	6-pdr Smoothbore	1	3-2-1	4	2	6 Guns

SANBORN'S BRIGADE (COMMAND RATING 8)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	8	4	4	4	Large
Infantry	Rifled Musket	8	4	4	4	Large
Infantry	Rifled Musket	8	4	4	4	Large
Infantry	Rifled Musket	8	4	4	4	Large
Infantry	Rifled Musket	6	3	3	3	
Artillery	12-pdr Howitzer	1	3-2-1	4	2	4 Guns

SULLIVAN'S BRIGADE (COMMAND RATING 8)

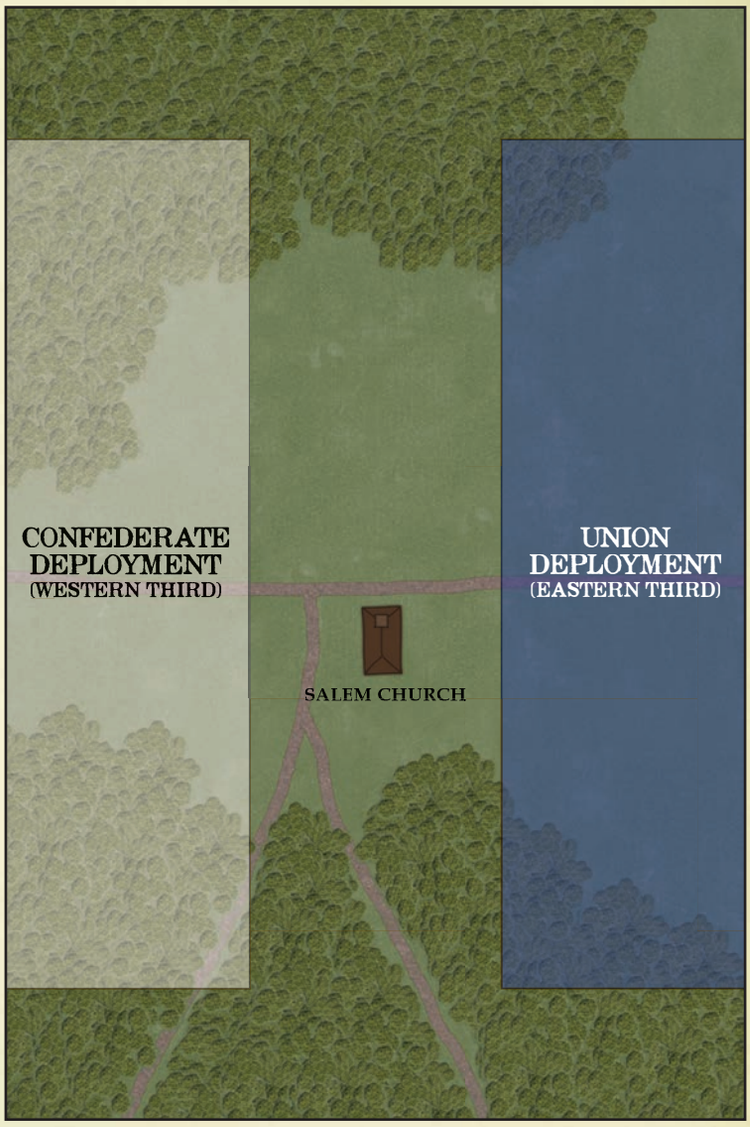
Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	6	3	4	2	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Artillery	6-pdr Smoothbore	1	5-3-1	4	2	6 Guns

Salem Church – 1863

In the spring of 1863 the Army of the Potomac opened its offensive against Richmond with a huge turning movement to unhinge Lee's defences overlooking Fredericksburg. The manoeuvre worked and Hooker took the Army of the Potomac across the Rappahannock River and into the tangle of woods known as "The Wilderness". At a point marked on the maps as Chancellorsville Hooker came to a halt and promptly lost his nerve!

Lee responded by leaving only a covering force near Fredericksburg and turned to face Hooker. The result was one of the most startling victories of the war as the Army of Northern Virginia broke Hooker's army. But Hooker had left the VI Corps under John Sedgwick to pin the Confederate forces. Realising that the bulk of the Confederates had been drawn off Sedgwick's men carried the high ground above the town on May 3rd, and then pressed on the join the rest of the Army to the west. The Confederates withdrew before the Union advance and, once reinforced, turned at Salem Church with the aim of destroying VI Corps.

This action is a straight, proper stand up fight with the aim of doing as much damage as possible to each other! We'd suggest playing this game over a set number of turns and then simply tot up the number of broken brigades. Whichever side has the most is the loser!



TERRAIN

The board is relatively open in the central region with only Salem Church off the road. The woods are all heavy with their attendant optional rules.

DEPLOYMENT

For this scenario we allow a certain amount of flexibility to the two armies and simply define their deployment zones as the eastern and western thirds of the table. These should be at least 24" apart if the playing area permits and no unit should be deployed within 12" of the northern and southern table edges.

The Union player should deploy first with any 3 of his brigades on the eastern third of the table. The remainder of his force will arrive on game turn one in any formation at point A on the map or within a respectable distance of it – say 24".

The Confederates deploy their entire force, after the first 3 Union brigades have been placed, on the western third of the table – hence the central third of the table is empty of troops.

The Confederates should be the first to move, since they are on the offensive and the game should last 7 game turns.

SPECIAL RULES

The Confederate brigades of Wofford, Semmes and Kershaw had done some heavy marching to get to the action and so the infantry – not any attached artillery – are deemed to be exhausted. This simply means that they may never receive more than one movement order. These regiments may receive, and use, two orders if one of them is simply a change of formation order. In addition, these regiments have already had their hand-to-hand fighting dice reduced by one.

As it stands these are two very plain armies and players may which to use the period specific special rules as outlined on pages 86 and 87 in the army lists for added flavour. The only restriction is that none of the exhausted Confederate regiments may use the 'Rebel Yell!'



THE CONFEDERATE ARMY

MCLAWS'S DIVISION (COMMAND RATING 8)

WOFFORD'S BRIGADE (COMMAND RATING 8)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	5	3	4	3	Exhausted
Infantry	Rifled Musket	5	3	4	3	Exhausted
Infantry	Rifled Musket	5	3	4	3	Exhausted
Infantry	Rifled Musket	5	3	4	3	Exhausted
Infantry	Rifled Musket	5	3	4	3	Exhausted

SEMMES' BRIGADE (COMMAND RATING 8)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	5	3	4	3	Exhausted
Infantry	Rifled Musket	5	3	4	3	Exhausted
Infantry	Rifled Musket	5	3	4	3	Exhausted
Infantry	Rifled Musket	7	4	4	4	Large, Exhausted

KERSHAW'S BRIGADE (COMMAND RATING 8)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	3	2	4	2	Small, Exhausted
Infantry	Rifled Musket	7	4	4	4	Large, Exhausted
Infantry	Rifled Musket	7	4	4	4	Large, Exhausted
Infantry	Rifled Musket	7	4	4	4	Large, Exhausted
Infantry	Rifled Musket	7	4	4	4	Large, Exhausted

MCLAWS'S ARTILLERY

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Artillery	3" Rifles	1	3-2-1	4	2	
Artillery	12-pdr Smoothbores	1	3-2-1	4	2	

ANDERSON'S DIVISION (COMMAND RATING 8)

WILCOX'S BRIGADE (COMMAND RATING 8)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	

MAHONE'S BRIGADE (COMMAND RATING 8)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	8	4	4	4	Large

ANDERSON'S ARTILLERY (COMMAND RATING 8)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Artillery	12-pdr Smoothbores	1	3-2-1	4	2	
Artillery	12-pdr Smoothbores	1	3-2-1	4	2	

The Confederate artillery batteries should be attached to brigades at the level of no more than 1 battery per brigade, as desired, but the brigades must be of their own division.

THE UNION ARMY – VI CORPS ARMY OF THE POTOMAC

C-IN-C: MAJ. GEN. JOHN SEDGWICK (COMMAND RATING 8)

1ST DIVISION, GENERAL BROOKS (COMMAND RATING 8)

1ST BRIGADE (COMMAND RATING 8)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	8	4	4	4	Large

2ND BRIGADE (COMMAND RATING 8)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	8	4	4	4	Large

3RD BRIGADE (COMMAND RATING 8)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	8	4	4	4	Large
Infantry	Rifled Musket	8	4	4	4	Large

1ST DIVISION ARTILLERY

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Artillery	3" Rifles	1	4-3-1	4	2	6 Guns
Artillery	3" Rifles	1	4-3-1	4	2	6 Guns
Artillery	12-pdr Smoothbore	1	3-2-1	4	2	4 Guns



THE MIGHTY 'IRON BRIGADE' IN ACTION AGAINST AGAINST ARCHER'S BRIGADE AS MORE UNION INFANTRY MOVE UP.



I Corps comes into the fight on July 1st and relieve Buford's beleaguered troopers.

3rd Division, General Newton (command rating 8)

1st Brigade (command rating 8)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	8	4	4	4	Large
Infantry	Rifled Musket	8	4	4	4	Large

2nd Brigade (command rating 8)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	8	4	4	4	Large

3rd Brigade (command rating 8)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	8	4	4	4	Large
Infantry	Rifled Musket	8	4	4	4	Large
Infantry	Rifled Musket	8	4	4	4	Large

3rd Division Artillery

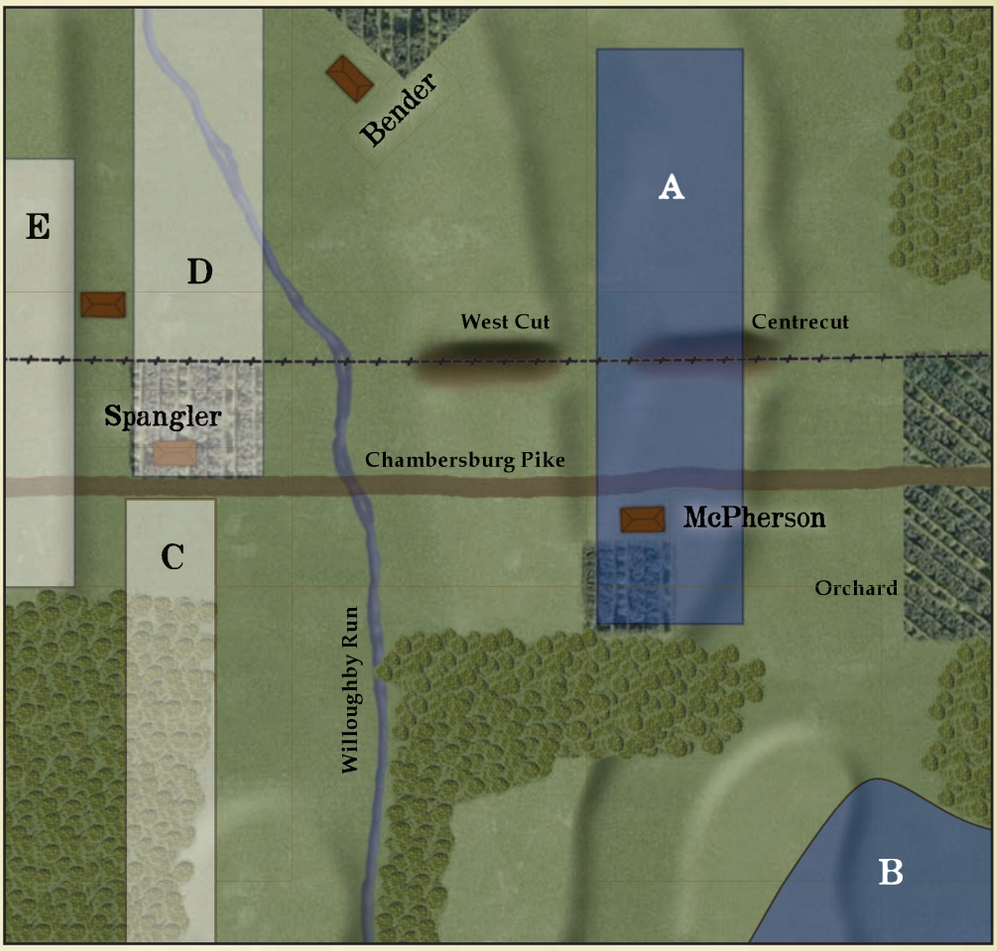
Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Artillery	3" Rifles	1	4-3-1	4	2	6 Guns
Artillery	12-pdr Smoothbore	1	5-3-1	4	2	6 Guns

The Union artillery batteries should be attached to brigades at the level of no more than 1 battery per brigade, as desired, but the brigades must be of their own division.

Gettysburg I - The Destruction of

Following the victory of Chancellorsville Lee invaded the North with the plan of defeating the Army of the Potomac and possibly threatening Washington DC. The result was the climactic battle of Gettysburg. Beginning on July 1st 1863 to the west of the town with the famous encounter between Heth's Division and Buford's Union cavalry troopers the Confederates concentrated – uncertain of the Union intentions and locations. Both sides fed in troops as they arrived. The first Union infantry to arrive were I Corps. This scenario is small and recreates the actions of 1st Division, I Corps, in those opening, vital hours as they tried to stem the advance of Heth's Division.

Buford's troopers, having been hard pressed all morning, have withdrawn to the south as I Corps arrives on the field. The Confederate brigades of Archer and Davis are poised to continue their advance.





"Hold them!" – Union infantry open fire on the approaching Rebs.

1st Division, I Corps — Scenario 5



UNION TROOPS BREAK CAMP AND START MOVING OFF – TRYING TO KEEP PACE WITH LEE'S ADVANCE INTO PENNSYLVANIA.

TERRAIN

The table represents the key features on the western outskirts of Gettysburg and includes the key features of the Herr and McPherson Ridges and Willoughby Run. The tree element of the table is confined to orchards and light woods as indicated and these attract the attendant optional rules outlined in the optional rules section.

The railroad is simply an unfinished track with no rails laid, but the railroad cuts are very important. Any unit in the cuts cannot shoot out of these deep and steep sided gullies. Also, any unit engaged in hand-to-hand combat with more than half the strength in a cut, and their assailants above them and fighting across the cut, are deemed to be destroyed. Any unit with less than half their number in the cut suffer will lose 2 hand-to-hand dice. Troops in the cuts cannot be supported in melee, but troops within 6" still count as supporting for break test purposes. Troops in the cuts can only be shot at at close range due to the cover provided.

DEPLOYMENT

The Confederate brigades of Archer and David should be deployed just to the east of Herr Ridge in the areas shown on the map facing the Union brigades of I Corps: Archer deploys in area C, Davis in area D. Confederate reinforcements arrive along their table edge: Pettigrew to the south of the Chambersburg Pike, Brockenborough to the north of the Pike. These troops arrive on game turn 2 and can be in any formation. The Confederate artillery batteries operated in the long range support role initially and failed to lend any real close support to Heth's infantry and so they begin the game unlimbered and ready to fire in area E on Herr Ridge. The batteries are organised into their own battalion.

The 2nd Brigade of I Corps' 1st Division deploys in area A. The Iron Brigade, just arriving, deploys in area B – hopefully in march columns in order to be rushed into action as quickly as possible.

The Confederates should be the first to move, since they are on the offensive and the game should last no more than 7 game turns.

SPECIAL RULES

The brigades of Archer and Davis have already been in action against the Union cavalry of Buford's Division and have probably already suffered casualties. To reflect this we suggest that players roll a die for each infantry regiment in these two brigades and apply the following results: on a score of 1 or 2 the regiment has avoided any serious fire and has no casualties, on a score of 3 or more it has suffered 1 casualty.

Archer's Brigade can have a single sniper attached to any of his regiments.

Wadsworth, who commanded the Union division, appreciated the danger posed by the Confederates moving to outflank his 2nd Brigade. To reduce the threat he detached one of his Iron Brigade regiments to support his northern flank. To reflect this role (performed by the 6th Wisconsin on the day) one regiment of the Iron Brigade may be attached to the 2nd Brigade if the Union player wishes, though it must still be deployed with the balance of the Brigade in area B.

Both armies are able to use the special rules for their troops as outlined in the lists on pages 86 and 87 – though we suggest that only half of their infantry regiments are permitted one special rule each – for added colour. When allocating these the brigades of Brockenborough and Archer were a cut above the rest. In addition the Iron Brigade may use their special rules as set out on page 102.

Due to the small nature of the Union force, no Confederate victory can be claimed until both Union brigades are broken and driven from the field. If half the Confederate brigades are broken before this occurs it is a Union victory.

THE CONFEDERATE ARMY

C-IN-C MAJ GEN HENRY HETH (COMMAND RATING 8)

ARCHER'S BRIGADE (COMMAND RATING 8)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	4	2	3	2	Small
Infantry	Rifled Musket	4	2	3	2	Small
Infantry	Rifled Musket	1	1	4	1	Tiny

DAVIS'S BRIGADE (COMMAND RATING 8) – DAVIS IS ALSO HEADSTRONG (SEE PAGE 95 OF THE MAIN RULES).

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	8	4	4	4	Large
Infantry	Rifled Musket	8	4	4	4	Large
Infantry	Rifled Musket	8	4	4	4	Large
Infantry	Rifled Musket	8	4	4	4	Large
Infantry	Rifled Musket	8	4	4	4	Large

PETTIGREW'S BRIGADE (COMMAND RATING 9) – PETTIGREW IS ALSO AGGRESSIVE.

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	8	4	4	4	Large
Infantry	Rifled Musket	8	4	4	4	Large
Infantry	Rifled Musket	8	4	4	4	Large
Infantry	Rifled Musket	8	4	4	4	Large
Infantry	Rifled Musket	8	4	4	4	Large

BROCKENBOROUGH'S BRIGADE (COMMAND RATING 8)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	4	2	3	2	Small
Infantry	Rifled Musket	4	2	3	2	Small

GARNETT'S ARTILLERY BATTALION (COMMAND RATING 8)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Artillery	3" Rifle	1	3-2-1	4	2	
Artillery	3" Rifle	1	3-2-1	4	2	
Artillery	12-pdr Smoothbore	1	3-2-1	4	2	
Artillery	12-pdr Smoothbore	1	3-2-1	4	2	



THE UNION ARMY

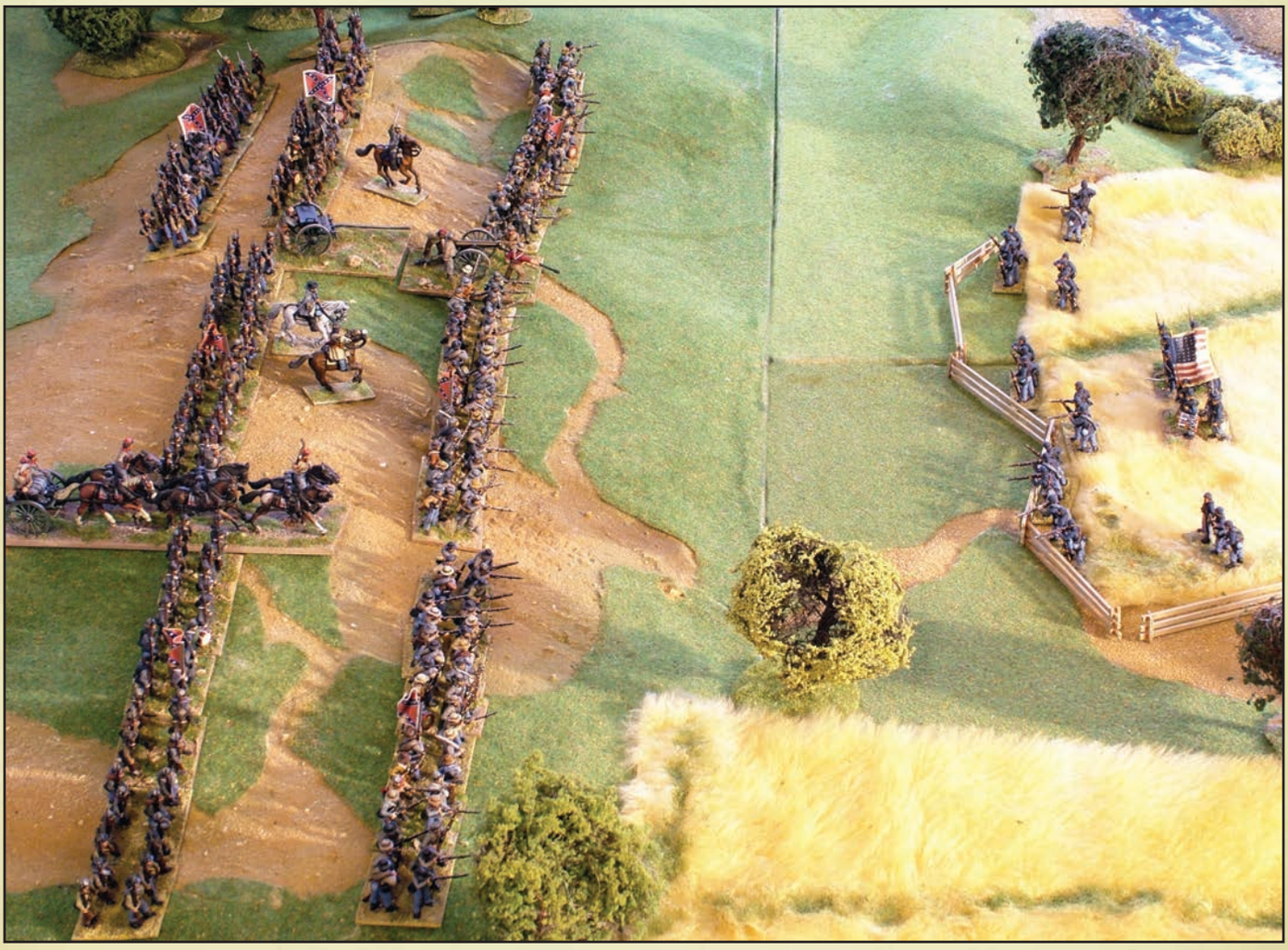
I CORPS, MAJ. GEN. REYNOLDS AS C-IN-C (COMMAND RATING 9)

1ST 'IRON' BRIGADE (COMMAND RATING 8)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	6	3	3	4	
Infantry	Rifled Musket	6	3	3	4	
Infantry	Rifled Musket	6	3	3	4	
Infantry	Rifled Musket	6	3	3	4	
Infantry	Rifled Musket	8	4	3	5	Large
Artillery	12-pdr Smoothbore	1	5-3-1	4	2	6 Guns

2ND BRIGADE (COMMAND RATING 8)

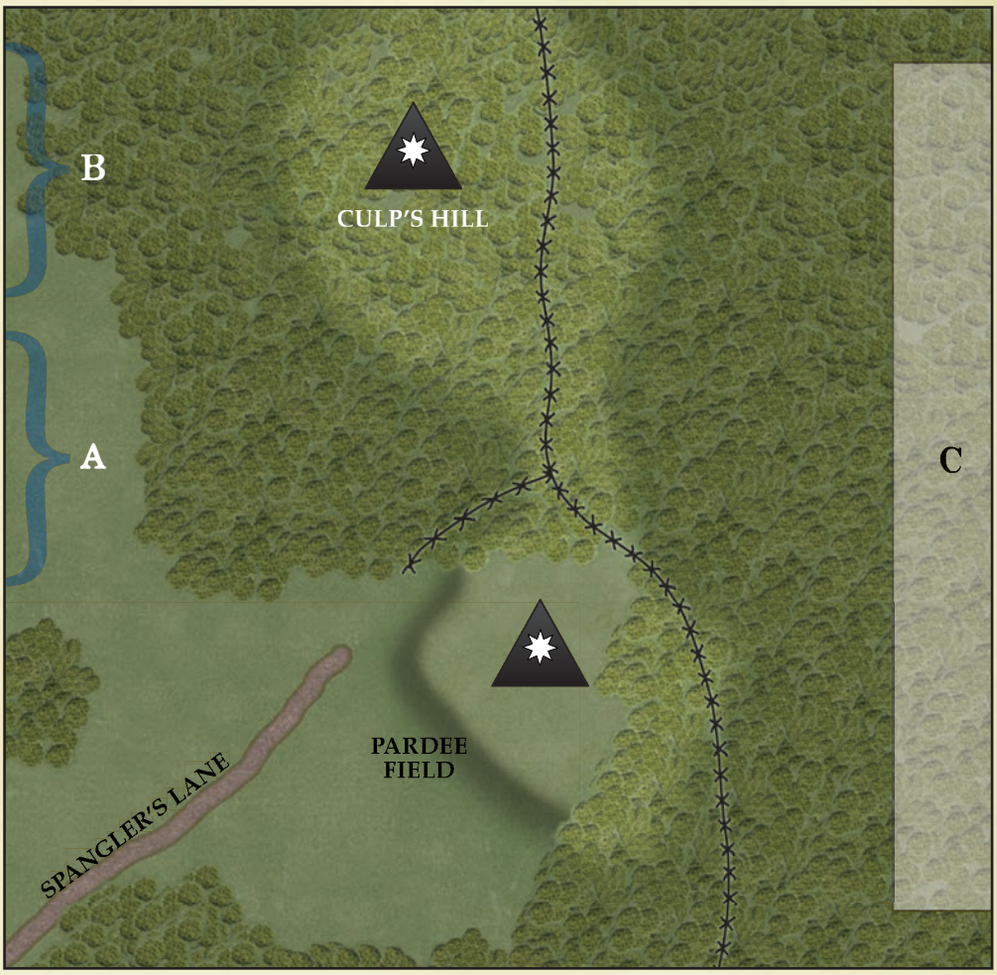
Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	4	2	4	2	Small
Artillery	3" Rifle	1	4-3-1	4	2	6 Guns



"DRIVE 'EM OFF – THEY'RE JUST SKIRMISHERS!"

Gettysburg II – To Hold a Hill

As the Union Army fell back through the town on the evening of the 1st July it began to regroup on the naturally defensive positions to the south of town. The line eventually formed the famous "fish hook" starting at the Round Tops to the south, following Cemetery Ridge and Cemetery Hill and ending on the extreme right of the line at Culps Hill. On the 2nd July the Confederates made a determined effort to turn both flanks of the Union army. This scenario recreates the oft-overlooked fight for Culps Hill.



TERRAIN

Culps Hill is liberally scattered with light woods as the map shows. These woods attract the modifiers outlined in the optional rules section. In addition to the naturally strong position Brig. Gen. Greene had his men erect a barricade, nearly 1000 yards in length, made from logs, rocks and earth – in places this was supposedly high enough to completely conceal a soldier.

The open areas are precisely that – open. The Culps Hill feature actually comprised two high points. These are indicated on the map and all the surrounding terrain rises towards these two points – though this might be difficult to represent on the table top – but their presence should be indicated since these are the objectives!

DEPLOYMENT

The Union defence of the Culps Hill area fell to the XII Corps. This was the smallest Corps in the Army of the Potomac and was ably suited to functioning in such a small area and in the close terrain. The actual defence fell largely upon Brig. Gen. Greene's Brigade of New Yorkers, though he was reinforced during the action we aim to recreate.

Greene's Brigade can deploy anywhere in the area to the west of the barricade and can be lining it along its entire length (see below). In addition Greene may be reinforced by troops arriving from off table. The reality is that Greene only called for reinforcements when he felt hard pressed. So we only permit the Union reinforcements onto the table when the Confederates have reached the barricade. At this point Greene would have realised his predicament and called for help.

The first to arrive are the men of the XI Corps – "The Flying Dutchmen". These arrive at point A on the first turn after which the Confederates have reached the barricade, or within 12" of that point, in any formation. On the next Union turn the ad hoc brigade from I Corps can arrive at point B.

Note that this means that if the Confederates fail to even reach the barricade – unlikely, but not impossible – then Greene will not summon help and no reinforcements will arrive.

The three Confederate brigades deploy in the area C after Greene has deployed with the objective of taking the two high points of Culps Hill. Capturing these points generally means having a formed non-whipped regiment on the point (or beyond it) at the end of the game – typically 8 game turns.

SPECIAL RULES

All woods are light. The barricade offers a -2 shooting modifier and a +2 hand-to-hand combat modifier, or a -1 shooting modifier and no combat bonus if a unit is on the wrong side of it! Note that the barricade faces east and the small length faces roughly south.

In this scenario the board size is crucial. Players should note that the line of the barricade running north to south along its entire length was filled by Greene's brigade deployed with all his units in line. This should be the situation at the start of the game – no glaring gaps for the Rebs to sneak through!

The Confederate attack began at about 7:30 pm, and it was soon getting dark with the fading sun as well as smoke shrouding the battlefield. To reflect the hesitancy of all commanders in the reducing light all command ratings are reduced by 1 on game turn 4, and by 2 on game turn 6.



Heth's infantry move towards Gettysburg as the sound of fighting intensifies

"The Confederates began to reform their lines… The men of the 57th Massachusetts could hear the southern officers ordering "Move forward! Sustain an unbroken line! Fire low!" But at the instant that the next command of "Forward!" was given, Col. Chandler stood up tall, taking the Confederates by surprise and shouted, "Attention 57th! Fix Bayonets! Forward at the double-quick! Charge!"

From *Mother May You Never See The Sights I Have Seen*, by Warren Wilkinson.



The guns rush up to support the infantry

THE CONFEDERATE ARMY

Note: Up to half of the Confederate regiments may use one of the special rules available as on page 87.

C-IN-C MAJ. GEN. JOHNSON (COMMAND RATING 8)

JONES'S BRIGADE (COMMAND RATING 8)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	

WILLIAMS'S BRIGADE (COMMAND RATING 8)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	4	2	4	2	Small
Infantry	Rifled Musket	4	2	4	2	Small
Infantry	Rifled Musket	4	2	4	2	Small
Infantry	Rifled Musket	4	2	4	2	Small
Infantry	Rifled Musket	4	2	4	2	Small

STEUART'S BRIGADE (COMMAND RATING 8)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	8	4	4	4	Large
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	4	2	4	2	Small



OFFERING LONG RANGE SUPPORT – THE ARTILLERY BEGINS TO FIRE AS THE INFANTRY MOVES FORWARD

"The morning of July 3rd was quiet until about eight o'clock, when the enemy suddenly opened fire upon our position exploding three limbers of Battery A, 4th US Artillery, but otherwise causing little loss."

Capt. J Hazard Chief of Artillery, II Corps, Army of the Potomac.

THE UNION ARMY

C-IN-C, MAJ. GEN. SLOCOM (COMMAND RATING 8)

GREENE'S BRIGADE (COMMAND RATING 9)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	8	4	4	4	Large
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	4	2	4	2	Small
Infantry	Rifled Musket	4	2	4	2	Small

Each of Greene's Regiments may have one special rule from those listed on page 86.

REINFORCEMENTS FROM XI CORPS

BRIGADE GENERAL (COMMAND RATING 8)

Arriving at A or within 12" of point A in any formation once called for when Greene is hard pressed.

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	6	3	4	2	
Infantry	Rifled Musket	6	3	4	2	
Infantry	Rifled Musket	4	2	4	2	Small
Infantry	Rifled Musket	4	2	4	2	Small

These are the survivors of the XI Corps' fight and rout the previous day. Any of these regiments may use the Flying Dutchmen optional rules as explained on page 104, though the Union player might not think it a good idea!

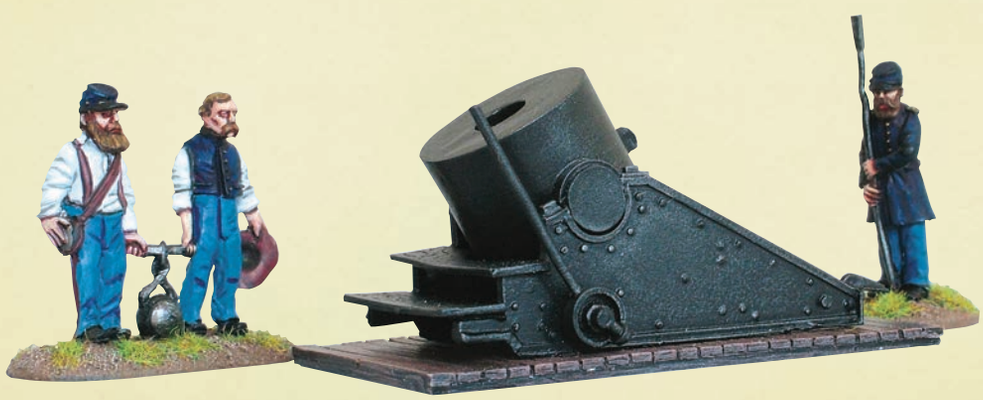
AD HOC REINFORCEMENTS FROM I CORPS

BRIGADE GENERAL (COMMAND RATING 8)

Arriving at B or with 12" of point B in any formation.

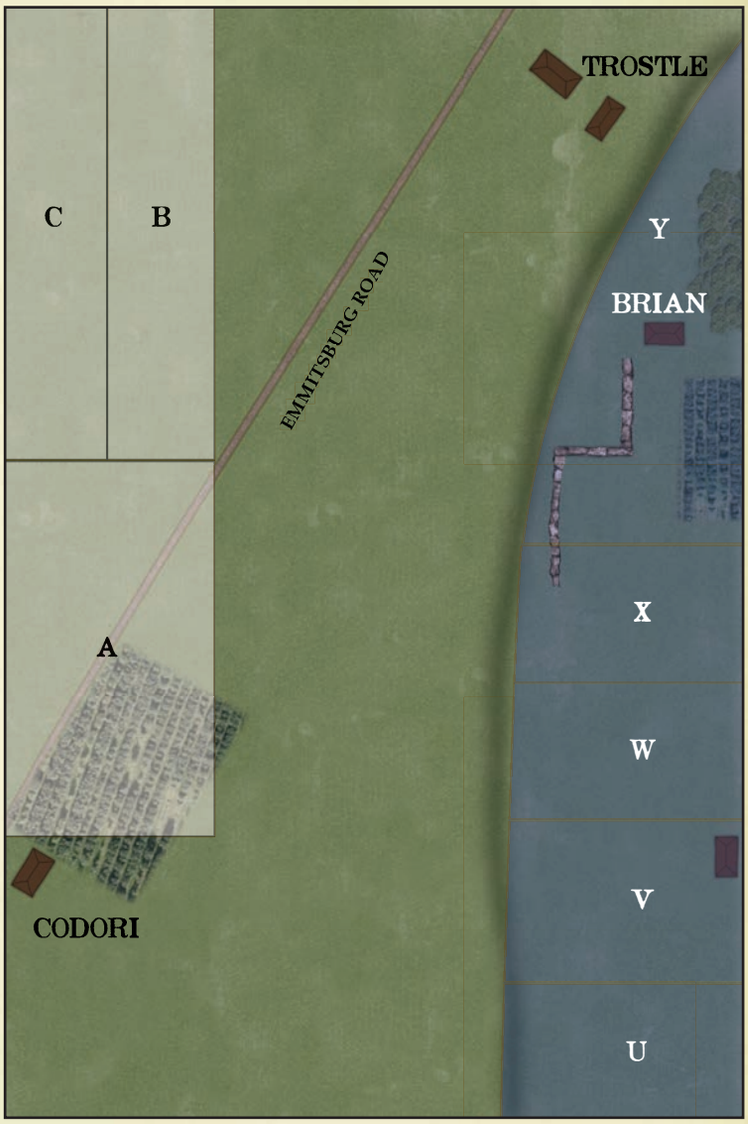
Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	1	1	3	2	Tiny
Infantry	Rifled Musket	4	2	4	2	Small
Infantry	Rifled Musket	4	2	4	2	Small

The tiny regiment is from the shattered remnants of the Iron Brigade and is permitted just one of their special rules from page 102.



Gettysburg – It can't be long now?

It is the afternoon of July 3rd 1863 – this scenario needs no further introduction. The Confederate assault has already stepped off – we thus avoid the potentially dull artillery phase. The infantry have endured the counter-fire from the Union batteries as well as any fire during their first approach. The Confederate infantry are approaching the Emmitsburg Road, which is where we join the action. It's all to play for…



DEPLOYMENT

Though referred to as Pickett's Charge the troops involved came from three divisions; those of Pickett, Heth (Pettigrew commanding) and Pender (Trimble commanding). We shall refer to all Confederate divisions and brigades by the name of the commanding generals at the time of the assault. The Confederate divisions occupy three basic deployment areas, indicated on the map as A, B and C, and we assign these to Pickett, Pettigrew and Pender's Divisions respectively. Other Confederate brigades were involved, but these are the main formations that we are interested in.

The Union forces defending Cemetery Ridge are from several Corps, primarily II.

One thing to keep in mind is that should the Confederates prevail and achieve their objective – Sedgwick's VI Corps is waiting off board to save the day for the Union and drive them back!

TERRAIN

The terrain is self-explanatory. Seminary Ridge is off the map to the west and to the the east lies Cemetery Ridge – and the waiting Union army. All woods are open and the stone wall is not too significant an affair – it only offers a -1 to hit modifier for small arms fire against troops behind it. The wall offers no cover against artillery fire.

SPECIAL RULES

All of the Confederate brigades of Pettigrew and Pender have already been in action over the past two days and have suffered casualties. These have already been taken into account in their strengths. However, as the men were waiting to move off Union artillery fire may have struck down a few. To avoid the turgid process of firing at static infantry at extreme range we suggest the following step. Roll one die for each Confederate regiment including those in Pickett's Division. On a score of 6 the regiment may have been affected by the Union artillery fire. If it has, roll a further die and on a score of 4+ the regiment has suffered 1 casualty prior to the assault starting. No regiment should be disordered or shaken by this pre-game fire and tiny regiments are immune – they're going to have a tough enough time as it is!

Longstreet and Lee remained in the vicinity of Seminary Ridge to observe the assault and in the storm that followed none of the Confederate divisional commanders were able to exercise much control, or make much of a difference. Pickett rode back and forth behind his brigades shouting encouragement – but did not lead any troops forward. To reflect their reliance on their brigade commanders we suggest that the Confederates have no C-in-C in this scenario. In order to reduce the risk of being hit any of the Confederate generals may lead their brigades on foot though Pickett must retain one mounted – Brig. Gen. Richard B Garnett who had an injured leg and fever and so had difficulty walking.

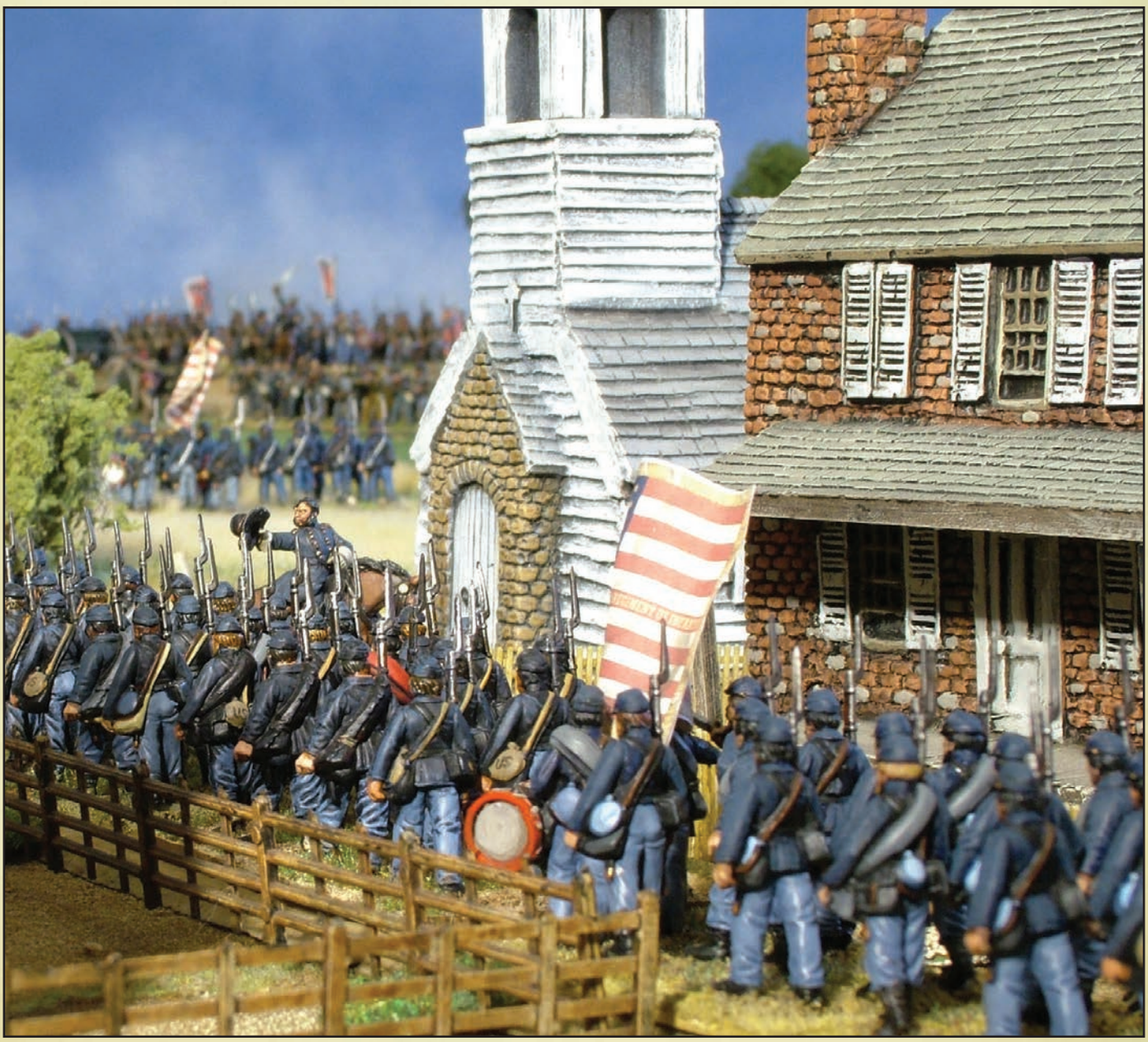
We treat the Union defenders in a similar way – infantry and artillery units – but now the casualty is only caused on a second roll of 5+ and only on those units deployed in areas V to Y. This reflects the better cover offered by the ridge as well as the lack of effectiveness of the Confederate artillery preparation. We also take the step of allowing tiny regiments to be immune to this fire. As with the Confederate units, no one should be disordered or shaken by this fire.

We have not played this scenario – we daren't – nor do we consider ourselves worthy of the deeds performed on that hot summer's afternoon. However, if Johnny and Billy feel themselves able we suggest that this scenario be played out to a full conclusion with no time limit – we apply the simple victory condition that if any Confederate regiment manages to cross the wall then the game is a draw – since they will have performed as well as the actual troops on the day... Good Luck!

"The enemy was coming over the wall, were inside the wall, then we commenced our fire… we charged right to the wall, and right there I captured the colors of a rebel standard and drove him to the rear; that was right at the wall; I took them from him."

Capt. Robert McBride

71st Pennsylvania, 2nd Brigade, 2nd Division, II Corps.



"C'mon Boys! Move up and give them steel!"

THE CONFEDERATE ARMY

PICKETT'S DIVISION – DEPLOY IN AREA A

1ST BRIGADE (COMMAND RATING 8)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	

2ND BRIGADE (COMMAND RATING 8)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	

3RD BRIGADE (COMMAND RATING 8)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	

Pickett's regiments, all 15 of them, may each use up to two of the special rules given on p 110. Note that in accordance with Pickett's orders, they may not have 'Rebel Yell!'



HAS THE ARTILLERY DONE ITS WORK? NO MATTER, IT'S TIME…

PETTIGREW'S DIVISION – DEPLOY IN AREA B

FRY'S (WAS ARCHER'S) BRIGADE (COMMAND RATING 8)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	4	2	4	2	Small
Infantry	Rifled Musket	4	2	4	2	Small
Infantry	Rifled Musket	4	2	3	2	Small
Infantry	Rifled Musket	4	2	3	2	Small
Infantry	Rifled Musket	1	1	4	1	Tiny

DAVIS'S BRIGADE (COMMAND RATING 8) – DAVIS IS ALSO HEADSTRONG (SEE PAGE 95 OF THE MAIN RULES)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	1	1	4	1	Tiny

MARSHALL'S (WAS PETTIGREW'S) BRIGADE (COMMAND RATING 8)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	

TRIMBLE'S (WAS PENDER'S) DIVISION – DEPLOY IN AREA C

LANE'S BRIGADE (COMMAND RATING 8)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	

SCALES'S BRIGADE (COMMAND RATING 8)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	4	2	4	2	Small
Infantry	Rifled Musket	4	2	4	2	Small

All of the regiments of Pettigrew's and Trimble's Divisions may use up to 1 special rule each from page 87 of the army lists. This list represents the eight brigades that participated directly in 'Pickett's Charge'.

"…after the second day's fight we went out on the battlefield and gathered up all the guns and loaded them…and as the enemy advanced we gave it to them."



Corporal R Whittick 69th Pennsylvania, 2nd Brigade, 2nd Division, II Corps.

THE UNION ARMY

The Union succeeded in massing no less than six divisions from I, II and III Corps to face the Confederate assault. In addition to portions of the individual corps' artillery brigades were batteries of the Army of the Potomac's artillery reserve. This is a large force.

For the sake of simplicity we ignore the divisional commanders and take the army C-in-C to be Maj. Gen. Hancock, of II Corps, and give him a command rating of 9. Hancock is also decisive on the day and we use the rules on page 95 of *Black Powder*. Hancock was the man on the spot at crucial moments and refused to leave the field when wounded. All brigade commanders have a command rating of 8.

The units – though numerous – are often well below strength. This is based upon estimates from their casualty returns for Gettysburg and the level of fighting they were involved in before Pickett's Charge. Players may deem it simpler to field combined regiments. If this option is chosen then we suggest that no large units are fielded, but rather three tiny units be combined into a standard unit etc.

I CORPS

The Army's I Corps was a combat experienced formation. To reflect this we allow all of the regiments to have one of the permitted special rules given on page 86.

2ND DIVISION

Arrive at point Z or within 12" of it in any formation from game turn 1 at the C-in-C's discretion.

These are the brigades of Baxter and Coulter (was Paul):

TWO BRIGADES OF 5 AND 6 REGIMENTS (TOTALLING 11)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	4	2	4	2	Small
Infantry	Rifled Musket	4	2	4	2	Small
Infantry	Rifled Musket	4	2	4	2	Small
Infantry	Rifled Musket	4	2	4	2	Small
Infantry	Rifled Musket	4	2	4	2	Small
Infantry	Rifled Musket	4	2	4	2	Small
Infantry	Rifled Musket	4	2	4	2	Small
Infantry	Rifled Musket	4	2	4	2	Small
Infantry	Rifled Musket	4	2	4	2	Small
Infantry	Rifled Musket	4	2	4	2	Small
Infantry	Rifled Musket	4	2	4	2	Small

3RD DIVISION

Deploy in area W.

The troops are the brigades of Stannard, Rowley and Dana (was Stone).

BRIGADE

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	4	2	4	2	Small
Infantry	Rifled Musket	4	2	4	2	Small
Infantry	Rifled Musket	4	2	4	2	Small

TWO BRIGADES OF 3 AND 4 REGIMENTS (TOTALLING 7)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	

January 31st 1865 - U.S. House passes 13th Amendment abolishing slavery

II CORPS

The Army of the Potomac's II Corps was one of the most experienced in the Army. The reflect this we allow up to ½ of the regiments to have one of the permitted special rules given on page 86.

1ST DIVISION

Deploy in area U.

These are the brigades of Baxter and Coulter (was Paul):

McKEEN'S (WAS CROSS'S) BRIGADE

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	4	2	4	2	Small
Infantry	Rifled Musket	4	2	4	2	Small
Infantry	Smoothbore Musket	4	2	4	2	Small

KELLY'S 'IRISH' BRIGADE

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Smoothbore Musket	4	2	4	2	Small, 'Pour it on!'
Infantry	Smoothbore Musket	4	2	4	2	Small, 'Pour it on!'

This is the famed Irish Brigade – the two regiments may use the special rules as explained on page 103.

BROOKE'S BRIGADE

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	1	1	4	1	Tiny
Infantry	Rifled Musket	1	1	4	1	Tiny
Infantry	Rifled Musket	4	2	4	2	Small
Infantry	Rifled Musket	4	2	4	2	Small
Infantry	Smoothbore Musket	4	2	4	2	Small

FRASER'S (WAS ZOOK'S) BRIGADE

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	1	1	4	1	Tiny
Infantry	Rifled Musket	1	1	4	1	Tiny
Infantry	Rifled Musket	1	1	4	1	Tiny
Infantry	Rifled Musket	6	3	4	3	

"I was struck down by a fragment of shell about one hundred yards from the clump of trees near the farthest point reached by our brigade. The last I saw of General Garnett he was astride his large black horse in the forefront of the charge and near the stone wall. General Garnett was waving his hat and cheering the men on to renewed efforts against the enemy. During the next fifteen minutes the contending forces were engaged in a life-and-death struggle our men desperately using the butts of their rifles."

Private James Clay.18th Virgina, Garnett's Brigade, Pickett's Division



2ND DIVISION

Deploy in area X.

HARROW'S BRIGADE

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Breech Loading Rifles	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Smoothbore Musket	6	3	4	3	

WEBB'S BRIGADE

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	4	2	4	2	Small
Infantry	Rifled Musket	4	2	4	2	Small
Infantry	Rifled Musket	4	2	4	2	Small
Infantry	Rifled Musket	6	3	4	3	

HALL'S BRIGADE

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	4	2	4	2	Small
Infantry	Rifled Musket	4	2	4	2	Small
Infantry	Rifled Musket	4	2	4	2	Small
Infantry	Rifled Musket	4	2	4	2	Small
Infantry	Smoothbore Musket	6	3	4	3	

3RD DIVISION

Deploy in area Y.

SMITH'S BRIGADE

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Breech Loading Rifles	4	2	4	2	Small
Infantry	Rifled Musket	4	2	4	2	Small
Infantry	Rifled Musket	4	2	4	2	Small
Infantry	Rifled Musket	6	3	4	3	

SHERRILL'S (WAS WILLARD'S) BRIGADE

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	

"Corporal Bradley of Co. D, who was quite a savage sort of fellow, wielded his piece, striking right and left and was killed…by having his skull crushed by a musket in the hands of a rebel."

Private A McDermott, 69th Pennsylvania, 2nd Brigade, 2nd Division, II Corps



III CORPS

2ND DIVISION

Deploy in area V.

BREWSTER'S BRIGADE

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	4	2	4	2	Small
Infantry	Rifled Musket	4	2	4	2	Small
Infantry	Rifled Musket	4	2	4	2	Small
Infantry	Rifled Musket	4	2	4	2	Small
Infantry	Rifled Musket	4	2	4	2	Small
Infantry	Rifled Musket	4	2	4	2	Small

CARR'S BRIGADE

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	4	2	4	2	Small
Infantry	Rifled Musket	4	2	4	2	Small
Infantry	Rifled Musket	4	2	4	2	Small
Infantry	Rifled Musket	4	2	4	2	Small
Infantry	Rifled Musket	4	2	4	2	Small
Infantry	Rifled Musket	4	2	4	2	Small

BURLING'S BRIGADE

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	4	2	4	2	Small
Infantry	Rifled Musket	4	2	4	2	Small
Infantry	Rifled Musket	4	2	4	2	Small
Infantry	Rifled Musket	4	2	4	2	Small
Infantry	Rifled Musket	4	2	4	2	Small
Infantry	Rifled Musket	4	2	4	2	Small

UNION ARTILLERY

The dispositions of the Union artillery is confusing to say the least for those who dare to study Pickett's Charge in too much detail. Some battery names are confused and accounts are occasionally contradictory. However, we believe that the following totals for the batteries from I and II Corps and the artillery reserve are reasonably accurate. When it comes to allocating batteries and their location we suggest that each of the Union deployment areas (Y to Z) must contain at least one battery and these, as well as the remaining two batteries, must be allocated to the Union brigades – hence 2nd Division, I Corps, has no artillery attached since it starts the game off table.

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Artillery	3" Rifles	1	4-3-1	4	2	6 Guns
Artillery	3" Rifles	1	4-3-1	4	2	6 Guns
Artillery	12-pdr Smoothbores	1	5-3-1	4	2	6 Guns
Artillery	12-pdr Smoothbores	1	5-3-1	4	3	6 Guns
Artillery	12-pdr Smoothbores	1	5-3-1	4	2	6 Guns
Artillery	3" Rifles	1	3-3-1	4	2	4 Guns
Artillery	12-pdr Smoothbores	1	3-2-1	4	2	4 Guns

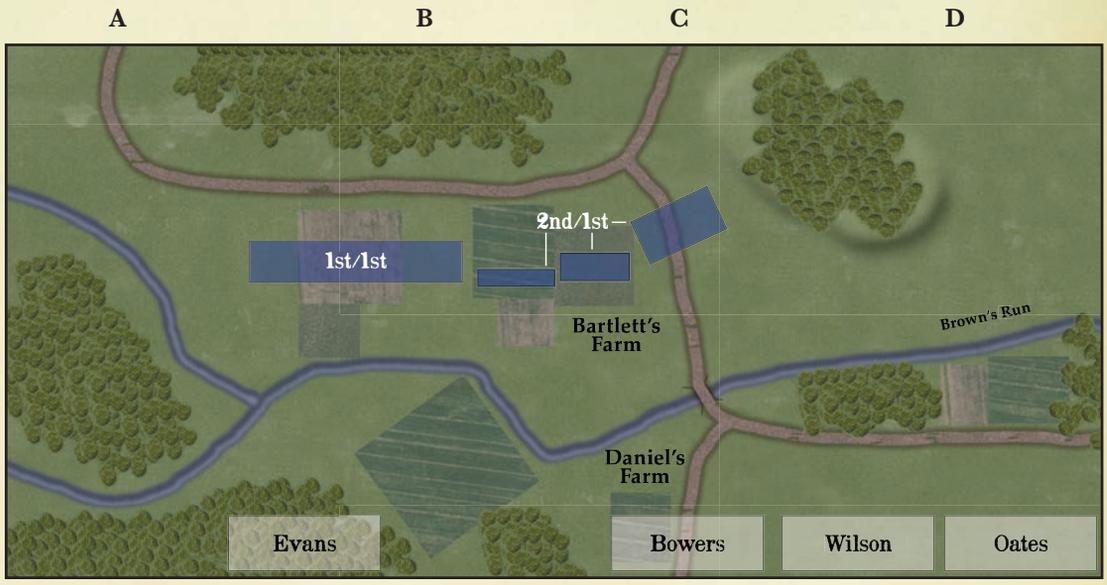
"The enemy's infantry were advancing very rapidly. I at once opened fire upon them with case shot, and fired about 120 rounds with good effect…"

Lt. A Parsons, Battery A, New Jersey Light Artillery



Bartlett's Farm – 1863

The battles in the Western theatre saw the two opposing armies much more closely matched in terms of quality compared to the Eastern theatre. This game represented a battle from this theatre between two closely matched armies in terms of morale, but using the small remaining Confederate advantages – namely the use of the optional rule "Rebel Yell!" The Union had a slight edge in terms of equipment.



The scenario was akin to the battle of Chickamauga in September of '63. A Union force, knowing that the Confederate army was near, had taken post near a crossing of Brown's Run. The Confederates, realizing that this comprised a single small division had decided to crush it while it was exposed and isolated, before any troops could march to its aid.

TERRAIN

The terrain represented a typical rural southern location – perhaps in Tennessee. A central farm, the Bartlett's, where they grew crops in several fields was in the centre of the table. To the south of the farm was Brown's Run. This water obstacle wasn't too significant and infantry crossing it only suffered a 6" movement penalty, artillery had to halt at its bank and end their turn there, though they could then cross with the 6" penalty on their next turn. The Daniels' Farm was beyond a timber bridge over the Run. Both buildings, Bartlett's and Daniels' were deemed to be reasonably well built and so provided a +2 combat modifier for hand-to-hand fighting and a cover modifier against musket fire of -1. Presumably of wooden construction they would not provide any shelter against artillery fire. The table was also generously covered in heavy woods, offering cover against musket and artillery fire. The fields scattered across the table were clear of crops, but the fences would offer cover against any fire that crossed it, except artillery fire that is. We made it clear that a unit up against a fence could fire over it!

DEPLOYMENT

The Confederates examined the table and chose their deployment based upon their general instruction to drive the Union army off the table. Once the Confederates had chosen where their brigades would be the Union placed their 1st Division on table. The Union opted to go for a central position and placed their 2nd Brigade around Bartlett's Farm and 1st Brigade just beyond the farm in the fields – a sign of a 'let's see what happens' mindset . The Confederates then placed their brigades 12" in from the table edge in accordance with their planned dispositions. A strong Confederate right indicated where the main attack would fall. The question was simply could the Union hang on?



March 25th 1865 - Fort Stedman, Virginia is attacked. It is the last offensive move by the Army of Northern Virginia



Union infantry deployed and waiting...

Out West one Union regiment was the 8th Wisconsin. They served throughout the war and had a mascot – a male bald eagle named 'Old Abe'. The bird was carried in action tethered to a perch. Supposedly the bird would be 'spooked' by gunfire and would spend its time in action flying up and down the line of the 8th shrieking! The 8th were also known as 'The Eagle Regiment'.



The generals confer nervously: "The Rebs can't be far off."

THE CONFEDERATE ARMY

The Confederate army comprised a division of four infantry brigades, plus artillery, drawn from their 1863 list. To stress the Confederate determination to close with those damn Yankees this army went for the "Rebel Yell" option for all of the infantry. This was a very "aggressive" looking Confederate army.

GENERAL SCOTT (COMMAND RATING 8)

EVAN'S BRIGADE (COMMAND RATING 8)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	6	3	4	3	Rebel Yell
Infantry	Smoothbore Musket	6	3	4	3	Rebel Yell
Infantry	Smoothbore Musket	6	3	4	3	Rebel Yell
Artillery	6 pdr Smoothbore	1	3-2-1	4	2	–

BOWERS' BRIGADE (COMMAND RATING 9)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	6	3	4	3	Rebel Yell
Infantry	Rifled Musket	6	3	4	3	Rebel Yell
Infantry	Smoothbore musket	6	3	4	3	Rebel Yell
Infantry	Smoothbore Musket	6	3	4	3	Rebel Yell
Artillery	12 pdr Smoothbore	1	3-2-1	4	2	–

WILSON'S BRIGADE (COMMAND RATING 8)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	6	3	4	3	Rebel Yell
Infantry	Rifled Musket	6	3	4	3	Rebel Yell
Infantry	Rifled Musket	6	3	4	3	Rebel Yell
Infantry	Rifled Musket	6	3	4	3	Rebel Yell
Artillery	6 pdr Smoothbore	1	3-2-1	4	2	–

OATES'S BRIGADE (COMMAND RATING 9)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	6	3	4	3	Rebel Yell
Infantry	Rifled Musket	6	3	4	3	Rebel Yell
Infantry	Rifled Musket	6	3	4	3	Rebel Yell
Infantry	Smoothbore Musket	6	3	4	3	Rebel Yell
Infantry	Smoothbore Musket	6	3	4	3	Rebel Yell
Artillery	12 pdr Smoothbore	1	3-2-1	4	2	–



April 1st 1865 - Battle of Five Forks, Virginia. George Pickett is unlucky – again!

THE UNION ARMY

The Union corps began the game with two brigades, forming their 1st Division, deployed on table. As the game progressed the balance of the Corps, its 2nd Division, was to march to their aid from its encampments off table. The issue was that the Union general had no idea where 2nd Division would arrive from or how quickly. It was decided that each brigade would require a 4+ on a d6 to arrive and its point of arrival was randomized between the four points on the map, A to D; the exact location was rolled for on a d6 the four points being indicated by a 1, 2 and 3, 4 and 5 and finally a 6 respectively. Hence, most of the help would arrive in the centre.

The aim was to reflect the improvements over the previous year's army and all agreed that this was certainly the case. Gone were the deadwood generals of 1862, all having gained experience under Grant and Sherman. Gone were the inexperienced regiments. This was a very different army to 1862.

1ST DIVISION GENERAL (COMMAND RATING 8)

1ST BRIGADE (COMMAND RATING 8)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Smoothbore musket	6	3	4	3	
Infantry	Smoothbore Musket	6	3	4	3	
Infantry	Smoothbore Musket	6	3	4	3	
Artillery	12 pdr smoothbore	1	3-2-1	4	2	

2ND BRIGADE (COMMAND RATING 8)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Breech-loading Rifle	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Artillery	6 pdr Smoothbore	1	3-2-1	4	2	

2ND DIVISION GENERAL (COMMAND RATING 8) - *Off table reinforcements arriving at random*

1ST BRIGADE (COMMAND RATING 8)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	6	3	4	2	
Infantry	Rifled Musket	6	3	4	2	
Infantry	Smoothbore musket	6	3	4	2	
Infantry	Smoothbore Musket	6	3	4	2	
Artillery	3" Rifle	1	3-2-1	4	2	

2ND BRIGADE (COMMAND RATING 8)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Artillery	12 pdr Smoothbore	1	3-2-1	4	2	

3RD BRIGADE (COMMAND RATING 8)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Smoothbore Musket	6	3	4	3	
Infantry	Smoothbore Musket	6	3	4	3	



HOW IT PLAYED

Game Turn 1

The Confederates assumed the offensive and took the first moves. All of their brigades advanced, but only one order each, except Oates who pushed on to Brown's Run with two orders.

In an effort to buy time 1st Brigade was immediately ordered forward to block off Evan's Brigade. The result was a blunder! Refusing to believe such an insane order the brigade preferred caution to valour and fell back to the woods in their rear. 2nd Brigade stayed in place and prepared to face the storm. The Union looked hopefully to their rear and saw the head of a column in the distance. Arriving from point D, 3rd Brigade 2nd Division marched on. This was a relief to the Union who now felt a bit more confident looking across to Wilson's and Oates's Brigades.

Game Turn 2

The Confederates pressed on: while Evans and Bowers were stymied by a confusing set of orders (failed command rolls), Wilson and Oates took their brigades across Brown's Run in fine style with three movement orders each. Both commanders must have been feeling very confident since only the newly arrived 3rd Brigade, 2nd Division stood before them. The Union troops around Bartlett's Farm seem too isolated to intervene.

1st Division held its positions around Bartlett's Farm, but the relatively isolated and newly arrived 3rd Brigade, 2nd Division headed into the woods to try and extend their line and link up with 1st Division. The 1st Brigade that had blundered back into the woods was immediately ordered forward – again. This time they understood the urgency of the situation and rushed forwards: three movement orders left them overlooking Brown's Run and ready to face anyone who might try to cross it.

Game Turn 3

General Oates ordered his regiments to charge the 1st Brigade as they tried to reach the shelter of the woods. Since charges have to be ordered and cannot be part of a brigade move, this process is a little problematic, especially with the optional -2 modifier for charging in the first place, but with a command rating of 9 the odds were still in his favour. His two leading regiments went home and suffered only a single casualty and a disorder from the closing fire. Confident that Oates had things in hand Wilson and Bowers pressed on to Bartlett's Farm with a single move order and put the Union troops under fire.

Evans moved up to Brown's Run and put the Union troops on the far bank under fire as well. In the ensuing melee the Confederates put their "Rebel Yell!" to good use. Both melees were drawn, but then with the "Yell" Oates was able to re-roll one miss in each hand-to-hand combat, and then the Union player had to re-roll one of his saves. It tipped the balance! One Union regiment held its morale, but had to withdraw one move. This pushed it off table and it was deemed lost. The other Union regiment was simply destroyed on the spot – though its supports held firm. The two sweeping advances left the Confederates poised to repeat their work next turn, unless the Union could get away. This left, in the space of one turn of combat, the newly arrived 3rd Brigade broken. Luckily the two surviving regiments had made it to the woods and so were treated as in cover and could hold where they were – little comfort with Oates pressing them!

The Union now performed a very smart manoeuvre, as 1st Brigade 1st Division fell back slightly from Brown's Run, but still delivered a crashing volley that disordered much of Evans small brigade. Around the Bartlett Farm 2nd Brigade refused its flank in the face of Bowers and Wilson…. And then the hoped for relief: from point A the balance of 2nd Division – two fresh brigades – came marching down the road. The lead brigade managed three movement orders, placing it nicely in a position to support the Bartlett Farm position; the other headed across the fields to help hold off Evans.

Game Turn 4

Bowers and Wilson opened a steady fire on 2nd Brigade, 1st Division, around the Bartlett place. With so much fire the results began to tell and this left two of the Union regiments shaken. Taking their morale tests saw them become whipped and they fell back away from the fight.

Evans began to cross Brown's Run, some way behind his compatriots; and on the Confederate right Oates continued pressing the Union. Oates ordered further charges into the two remaining regiments of the 3rd Brigade. As before his regiments made it in, but this time were disordered by closing fire. It made no difference, rattled by the rebel yell, things went badly for the Union, though this time they were simply pushed back further into the woods. It was now apparent that Oates might be getting distracted. He declared that his aim now was to pin what remained of that brigade and move on to support Wilson.

Realising that little could be done around point D, the Union began to re-assemble their line in a rough arc, with the Bartlett

Farm at its apex – the most vulnerable point. Luckily the farm was held by the regiment with breech-loaders – the ones best able to hold the place.

Game Turn 5

Now the Confederates saw their chance. Wilson ordered a charge against the troops in Bartlett's fields while Bowers went for the Bartlett's house itself. Remarkably perhaps, both regiments went in, though against the house the closing fire from the breech-loaders left three unsaved hits on the Confederate regiment and a disorder! The other Union regiment caused a casualty but nothing more. The hand-to-hand fighting left the house firmly in Union hands despite a lot of whoopin' and hollerin' from the Confederates. The fight in the field however, went firmly in the Confederates favour and the Union regiment had to fall back, shaken. This now left 2nd Brigade well and truly broken.

Evans tried to charge into the Union infantry tormenting him with fire, but a failed command roll put an end to that idea.

Game Turn 6

The Confederates now began to press their advantage, with two Union brigades broken. Oates marched to support Wilson, whilst Bowers and Wilson both put the Union infantry to their front under fire. Evans moved up a single move – coming into close range – and began a steady fire into the Union lines of the reinforcing 2nd Division.

On the Union side the 2nd Brigade, being broken, hastily limbered their battery to get it clear of the menacing Confederate infantry. Since the house was counted as cover, the one regiment therein could remain in place. What was now becoming apparent was that though the Union line around the Bartlett Farm had buckled under the assault of three Confederate brigades it was still very much present. The broken brigade and the whipped regiments that had fallen back were now simply sheltering in the woods, along with some of their artillery, to the north of the Bartlett Farm. Here they lined the woods, mauled but in some strength. Since the heavy woods counted as cover the only way to move them on would be by more assaults. Bowers and Wilson did not relish this prospect.

In the Union turn Evans took massive punishment as the 2nd Division's artillery came into play. With two shaken infantry regiments his brigade became broken and he readied himself to limp back across Brown's Run.

Both armies now took stock of their positions. The Union army had been bent under the Confederate blows but was still able to do damage back – as Evans had discovered. Similarly, the Confederates felt that they could sit back and isolate the Bartlett Farm with Bowers' Brigade and press on to attack the Union line on the edge of the northern woods with Wilson reinforced by Oates. But how much damage would they take doing it? The prospect of a defeat if he pressed on loomed large in General Scott's mind. The Union general felt that he'd taken a licking, but could hang on, though he regarded the Bartlett Farm as vital to his battered position. In the end both agreed to draw off their troops, resupply those regiments in need, treat the wounded… and renew the fight in the morning once both had been reinforced!



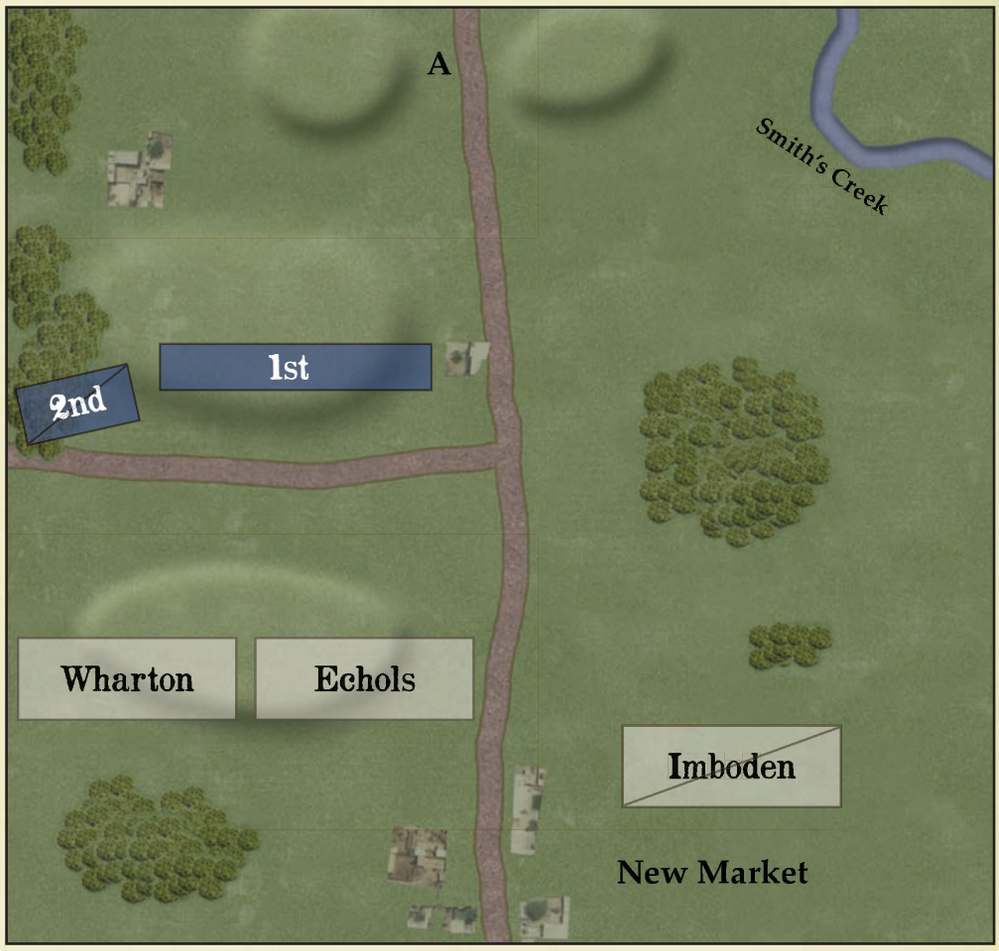
THE ASSAULT GOES IN!

New Market – 1864

In the spring of 1864 Major General Franz Sigel entered the Shenandoah Valley with the aim of tying down the local Confederate forces and possibly drawing them into battle. Sigel conducted a slow and methodical advance until his Army of the Department of West Virginia was strung out along the roads heading south to the town of New Market.

The local Confederate commander was Major General John C Breckenridge; he had been able to delay the Union advance by skilful manoeuvring and the actions of his cavalry commander, Brigadier General John D Imboden, but he'd also been aided by Sigel's own cautious advance.

On the morning of the 15th May the Confederates were gathering around New Market. Seeing the tardy nature of the Union battle line and advance Breckenridge opted to attack at once.



TERRAIN

New Market is a small town and our game represented the period from the initial Confederate advance. Hence, the northern outskirts of New Market are on the very southern edge of our table. All of the woods were heavy in nature. Therefore, they provided a -1 cover modifier against all fire, including artillery and troops can only see into and through heavy woods up to a distance of 6" and units within 1" of the edge of the wood can shoot out across open terrain to their full range and still claim cover.

Other game features of this terrain are described in the optional rules. We treated Smith's Creek as impassable for reasons described later.



DEPLOYMENT

The Confederates could only deploy up to the line of hills just outside New Market – effectively the first third of the table. Imboden's cavalry brigade was actually dispatched to fall upon the Union flank. Hence, it appeared on the Union left rear on the far bank of Smith's Creek – from where it did nothing apart from fire at the Union line. This has called into question the depth of Smith's Creek. Perhaps it wasn't fordable; so we treated it as impassable in our game as already mentioned.

More importantly, we gave Breckenridge the option (without knowing the state of Smith's Creek) to have the flank march, or keep Imboden with the main force. Our Breckenridge, wisely, chose the latter option. Hence, there were three Confederate brigades on table. The Confederates deployed their brigades from left to right: Wharton, Echols and then Imboden.

The Union could not deploy forward of the central hill and woods. Sigel realized that this was a "hang on as long as you can" situation and so deployed Moor's 1st Brigade facing the Confederates on the hill to his front. Wyncoop's pitifully small cavalry brigade was dismounted and placed in the woods on the Union right. Hence, the deployment ended up looking fairly historical, bar Imboden's presence, and is as shown in our map.



The Confederate army deploys to attack the Union line.



The Confederate view.

THE CONFEDERATE ARMY

Major General John C Breckenridge performed well on the day and so we rated him as an above average commander with a command rating of 9. Organising the infantry component of the army was fairly straightforward, but as with so many small theatre armies there are single units left unattached. For the sake of simplicity we opted to add these into the brigades that they fought alongside during the battle. Amongst all of the Confederate units present at New Market one stands out. The cadets of the Virginia Military Institute: emotion and spirited painting of their deeds would dictate that we rate these boys as above average. However, on the day we opted to count them as a bit of an unknown quantity and treated them as "uppity" under the optional rules – hence they gain a +1 bonus when being ordered to charge, but also as untested. Hence, their stamina was randomised as per page 93 of the main rules. This way Breckinridge knew they were keen, but not quite how keen.

Breckinridge also had two unattached artillery batteries. Our Breckinridge opted to attach both of these to Wharton's Brigade.

MAJOR GENERAL JOHN C BRECKINRIDGE (COMMAND RATING 9)

WHARTON'S BRIGADE (COMMAND RATING 8)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	8	4	4	4	Large
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	4	2	4	2	Small
Artillery	12 pdr Smoothbore	1	3-2-1	4	2	4 guns
Artillery	12 pdr Howitzer	1	5-3-1	4	2	6 guns

ECHOL'S BRIGADE (COMMAND RATING 8)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	4	2	4	2	Small, VMI Cadets

IMBODEN'S BRIGADE (COMMAND RATING 9)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Cavalry	Rifled Musket	8	4	4	4	Large
Cavalry	Rifled Carbine	2*	1	4	1	Tiny, Tough Fighters
Artillery	3" Rifle	1	3-2-1	4	2	4 guns, Horse Battery

**One of Imboden's tiny units was a formation of "Partizan Rangers" armed with shotguns. These were deemed too small to gain a unit of their own. Hence, they have been rolled into other units, but gain an extra hand-to-hand dice to reflect their use of shotguns.*



April 14th 1865 – Col. R Anderson, who lowered the stars and stripes in 1861, raises the same flag over Fort Sumter, South Carolina

THE UNION ARMY

The Union army was trying to concentrate once it was realised that Breckenridge was heading north. Hence, much of the Union army begins the game off table. In our refight Sigel knew that troops were coming on table from the north, but not when exactly. Usually he was told the turn before that troops could be seen to the north. When Union reinforcements arrived they were always in march column and arrived on the road at point A on the map.

Union On Table

Major General Franz Sigel (command rating 8)

1st Brigade – Moor (command rating 8)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	8	4	4	4	Large
Infantry	Rifled Musket	8	4	4	4	Large
Infantry	Rifled Musket	3	2	5	2	Small
Artillery	3" Rifles	1	3-2-1	4	2	4 guns
Artillery	3" Rifles	1	4-3-1	4	2	6 guns

2nd Cavalry Brigade – Wyncoop (command rating 8)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Cavalry	Breech-loading Carbine	1	1	5	1	Tiny
Cavalry	Breech-loading Carbine	1	1	5	1	Tiny

Arriving on Game Turn 1

1st Cavalry Brigade – Tibbet (command rating 8)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Cavalry	Breech-loading Carbine	4	2	5	2	Small
Cavalry	Breech-loading Carbine	6	3	4	3	–
Cavalry	Breech-loading Carbine	1	1	4	1	Tiny
Cavalry	Breech-loading Carbine	1	1	5	1	Tiny
Cavalry	Breech-loading Carbine	1	1	5	1	Tiny
Artillery	12 pdr Smoothbore	1	5-3-1	4	2	6 guns

Arriving on Game Turn 2

2nd Brigade – Thoburn (command rating 8)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	8	4	4	4	Large
Infantry	Rifled Musket	6	3	4	3	–
Infantry	Rifled Musket	5	3	4	2	–
Artillery	3" Rifle	1	4-3-1	4	2	6 guns
Artillery	3" Rifle	1	4-3-1	4	2	6 guns

Arriving on Game Turn 5

Major General Sullivan (command rating 8)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	8	4	4	4	Large
Infantry	Rifled Musket	8	4	4	4	Large

These last two regiments are the balance of Moor's Brigade and arrive with Sullivan. Although technically a divisional commander we treated him as a brigade commander leading these two regiments for the purposes of our refight.

HOW IT PLAYED

Game Turn 1

Breckenridge ordered a general advance, but this met with some reluctance from the regiments and the result was only two moves for Wharton's Brigade and one for Echols. True to form Imboden's Brigade thrust forward with the definite intention of sweeping around the woods and attacking the Union left. Sigel, seeing the general Confederate advance realised that he had to hold them up, so – rather out of character – ordered his infantry off the hill to attack the Rebs!

This was well rewarded with some Confederate regiments falling into disorder as the Union volleys crashed home. Much of the Union fire (from two regiments and the two batteries on the hill) was directed, rather maliciously, at the VMI cadets! With four unsaved hits they had to test for their "untested" status; the rules dictated that Breckenridge roll a d6 with a -1 modifier for them being a small unit. The result indicated a stamina of 4! The "boys" of the VMI really were looking like the heroes legend has made them. Breckenridge then rolled their break test, result: halt – yet more luck! Though they had certainly taken a beating.

At this point the Union cavalry brigade arrived from the north and deployed to the east in an effort to counter Imboden's moves.

Game Turn 2

The Confederates tried to renew a more cautious advance and put the Union 1st Brigade under fire to little real effect – the large federal units were able to shrug off the casualties. In the woods on the Union right a charge caused Wyncoop's skirmishing dismounted cavalry to evade. Imboden pressed on around the woods to the east, provoking a matching response from Tibbet's Union cavalry brigade who dismounted and boasted about their breech-loading carbines – Imboden was unimpressed! At this point Thoburn's 2nd Brigade also began to arrive in smart fashion from the north and promptly deployed into a double line ready for an advance to aid the 1st Brigade. Things looked much more favourable for the Union army and Sigel felt he was going to hold on to his hill.

Game Turn 3

Firing became general across the entire front as 2nd Brigade took post to the left rear of 1st Brigade. Imboden pressed on, though a little more cautiously as he saw blue clad troopers



THE UNION LINE HOLDS ITS OWN AS THE CONFEDERATES RUSH ON. SOMEWHERE AMONGST THE MASS ARE THE "BOYS" OF THE VMI!

ahead. Tibbet's Brigade emerged to the east of the woods with dismounted skirmishers ahead and mounted supports ready to aid or exploit to their rear with the horse artillery battery in their midst. Being horse artillery and using the cavalry optional rules the entire force was able to dismount / unlimber for free without receiving an order. What was Imboden to do?

Game Turn 4

Now the fire of Echols's and part of Wharton's Brigade began to tell. Suddenly Moor's 1st Brigade began to waver as half its units became shaken or disordered. It was too much fire. As they pulled back from their forward position their parting shots forced Echols's Brigade into a similar state. In the centre both sides had exhausted each other. At this point Imboden came into his own: perhaps rashly he ordered his Virginia cavalry (his large unit) into a headlong charge at a portion of the Union skirmish line. One Union cavalry regiment was isolated, their fire weak – even with breech-loaders and the Virginians crashed into them – Sigel electing to stand in an effort to buy time for the rest of the brigade. It was for naught. The northern troopers were destroyed on the spot and a sweeping advance took the Virginians into two tiny units mounted as support. As before, the Union troopers could not stand up to the assault and both units were destroyed… and thus Tibbet's 1st Cavalry Brigade was broken!

Game Turn 5

Now a desperate Sigel tried to reorganise his line. 1st Brigade pulled back off the hill north, whilst 2nd Brigade held on to cover them. Wyncoop's cavalry began to move back to cover 1st Brigade. Alas for the poor cavalry brigade. They edged back away from Imboden's troopers with a few parting shots, including from the horse artillery. As if waiting in the wings Wharton's Brigade advanced obliquely across the hill, chasing the remains of 1st Brigade and threatening the flank of the now exposed 2nd Brigade.

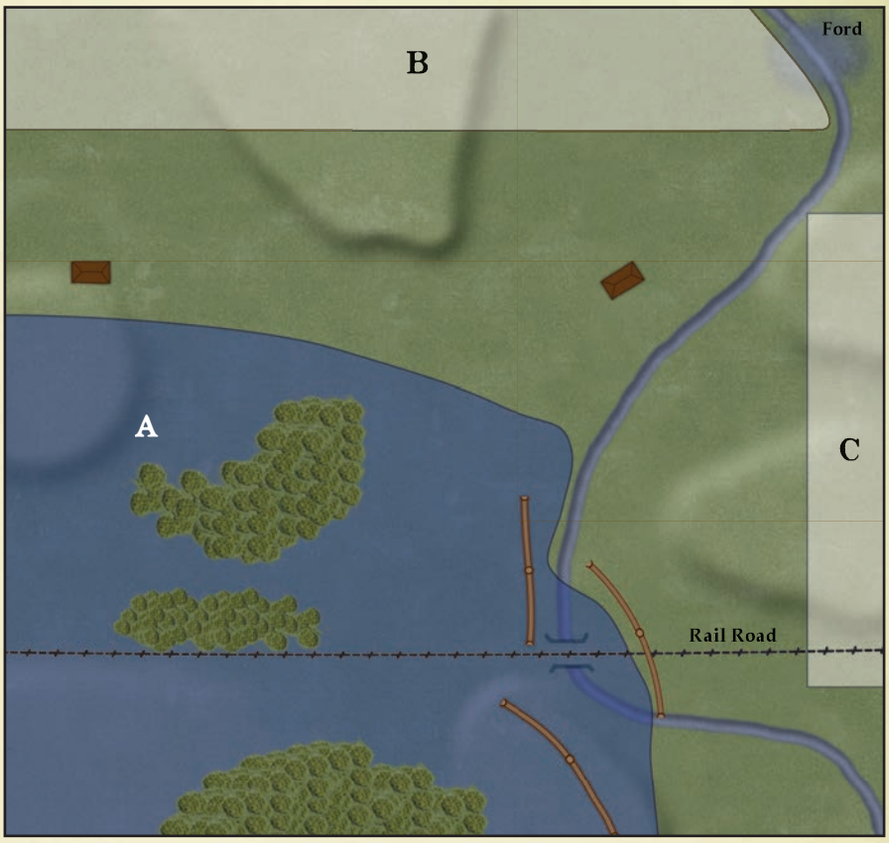
At this point it was agreed that, though battered, the Confederates had won a victory – not quite as thoroughly as in the real battle, so some credit was accepted by Sigel. It was agreed by all that Sigel's initial attack off the hill had bought him time and done some serious damage to the Confederates – most notably to the VMI cadets. But all further praise was heaped upon Imboden. His brigade, with just one unit up, had broken an entire Union cavalry brigade in a single turn – far better than in the real battle in which Imboden's troopers hardly fired a shot!



Monocacy – 9th July, 1864

Jubal Early took his Corps northwards with the aim of threatening Washington DC as the siege lines around Petersburg were formed. Grant reacted and sent troops northwards to reinforce the local defences commanded at Monocacy by Maj. Gen. Lew Wallace. Unsure of exactly which route Early would take Wallace chose to defend the crossing of the Monocacy River south of the town of Frederick.

Early's scouts soon found Wallace's troops and he was able to cross the Monocacy via a ford with a view to outflanking Wallace's line. The time it took for Early to get into position gave Wallace time to redeploy and he faced off against Early's superior forces. Early then launched a general attack which forced Wallace's men slowly from the field.



TERRAIN

All woods are light and the Monocacy will slow troops crossing it to half normal movement except at the ford where the river has no effect. The defences thrown up by Wallace's men were not significant and count as a wall for cover purposes.

DEPLOYMENT

The Union army deploys first anywhere in area A.

The Confederates then deploy in B and C. On the day the brigades of Lewis, Johnson and Lilley were in area C and we suggest that this is repeated. Alternatively, impose a ruling of perhaps 2 to 3 brigades must be in area C. The Confederate artillery never crossed the Monocacy and so must all be in area C. It should be attached to the brigades in area C at a level of no more than 1 battery per brigade.

The Confederates should be the first to move, since they are on the offensive and the game should last no more than 7 game turns.

SPECIAL RULES

Both armies were not the "elites" and the regiments represented had already endured years of warfare. As such, we would only permit special rules to be applied at the level of one per unit, and then only to a third of the army's units and simply for added colour. The exception might be for "seen the elephant", which players may wish to give to any regiment, and also one of McCausland's cavalry regiments which may have any two special rules from those listed on page 89.

If Maj. Gen. Lew Wallace is struck down roll a further die. On a score of 6 he is killed outright; thus he never prosecutes the Lincoln assassination conspirators and he never writes his novel *Ben Hur*. Charlton Heston passes into obscurity and countless millions are left with no decent films to watch on Easter Sunday afternoon.

The Confederates in the real battle drove Wallace's men from the field after a tough fight. To claim a victory the Confederates must have broken half of the Union brigades by game turn 5.

"You people of the South don't know what you are doing. You are rushing into war with one of the most powerful and determined people on Earth…You are bound to fail. Only in your spirit and determination are you prepared for war. In all else you are totally unprepared, with a bad cause to start with. At first you will make headway, but as your limited resources begin to fail…your cause will begin to wane…in the end that you will surely fail."

Sherman



April 26th 1865 - John Wilkes Booth is shot and captured. He dies a short time later.



The infantry of the Army of Northern Virginia - some of the finest Confederate troops.

"…there were outbursts of artillery on both sides…We suffered considerable losses before we moved. The enemy's artillery, front and flank, fired upon us. and many of the regiment were struck."

Capt. John H Smith, 11th Virginia Infantry, Kemper's Brigade Pickett's Division



Circus clowns, sorry Zouaves, form a colourful part of the army.

THE CONFEDERATE ARMY

C-IN-C MAJ. GEN. JOHN C BRECKINRIDGE (command rating 9)

Evans's Brigade (command rating 8), 4 regiments each of:

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	

York's Brigade (command rating 8)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	

Terry's Brigade (command rating 8)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	

McCausland's Brigade (command rating 8)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Cavalry	Rifled Carbine	6	3	4	3	
Cavalry	Rifled Carbine	6	3	4	3	
Cavalry	Rifled Carbine	4	2	4	2	Small
Cavalry	Rifled Carbine	4	2	4	2	Small

One of the cavalry regiments may have up to 2 special rules selected from those on page 89.

Lilley's Brigade (command rating 9)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	

Johnson's Brigade (command rating 8)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	

Lewis's Brigade (command rating 8)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	

Confederate Artillery

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Artillery	3" Rifle	1	3-2-1	4	2	
Artillery	12-pdr Smoothbore	1	3-2-1	4	2	

April 27th 1865 - The loss of the SS Sultana becomes the worst maritime disaster in US history. Up to 1900 are thought to have perished – more than were lost on the RMS Titanic.

THE UNION ARMY

C-IN-C MAJ. GEN. LEW WALLACE (COMMAND RATING 8)

BRIGADE (COMMAND RATING 8)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	2	
Artillery	3" Rifle	1	4-3-1	4	2	6 Guns

BRIGADE (COMMAND RATING 8)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Cavalry	Breech-loading Carbine	6	3	4	3	
Cavalry	Breech-loading Carbine	6	3	4	3	

BRIGADE (COMMAND RATING 8)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	8	4	4	4	Large
Infantry	Rifled Musket	8	4	4	4	Large
Infantry	Rifled Musket	8	4	4	4	Large
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	

BRIGADE (COMMAND RATING 8)

Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Rifled Musket	8	4	4	4	Large
Infantry	Rifled Musket	8	4	4	4	Large
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	6	3	4	3	
Infantry	Rifled Musket	4	2	4	2	Small



WITH ENEMY CLOSE THE INFANTRY MARCH ON – A BATTERY RUSHES UP TO SUPPORT THE COMING ASSAULT

Final Thoughts

WHAT REMAINS

Despite the pressures of modern development since the war ended the United States is richly littered with historic sites relating to the Civil War. *The Official Guide Book to the Civil War*, published by The Civil War Trust, must be bought before travelling anywhere in the United States. This publication lists over 400 sites in 24 states and is an essential traveling guide. Often the sites contain a visitor centre and museum as well as directed tours of the key locations on each site and information panels explaining the key events in order.

The key Eastern military sites of Fort Sumter, Manassas, Antietam, Fredericksburg, Chancellorsville, Gettysburg, The Wilderness, Spotsylvania, Petersburg, Richmond and finally Appomattox can all be visited and are well worth the time. Likewise, out-west you can visit Shiloh, Murfreesboro, Fort Donelson, Vicksburg, Chickamauga, Chattanooga and Atlanta to name but a few. No matter how much you might think you know, take the time to hire the services of a battlefield guide if one is available.

THE CIVIL WAR ON THE BIG SCREEN

There is possibly no better break from painting models and gaming with them than watching the battles that we recreate in miniature. Since, at the time of writing, time travel has not been legalised, we must content ourselves with seeing these battles recreated through the marvel of the moving picture show, or cinema.

What follows here is a brief list of just some of the better known, and better quality, movies relating in all or part to the American civil War.

Gettysburg – 1993

This epic covers the pivotal three-day battle of July 1863. Using a cast of thousands it follows the key events of the battle, culminating in a stunning recreation of Pickett's Charge. If you do not own this then you really should.

Gods and Generals – 2003

This is yet another compulsory film along with *Gettysburg* and traces the course of the war in the Eastern theatre through focusing on key characters, most notably Stonewall Jackson. The film concludes at Chancellorsville and sets the scene for Gettysburg to follow.

Glory – 1989

Glory follows the young Robert Gould Shaw from his experiences at Antietam through to his volunteering to serve in an all-African-American regiment raised in his home state of Massachusetts. Our hero is promoted to Colonel of the new regiment. Overcoming stereotypical prejudice Shaw is able to prove the abilities of his new regiment, the 54th Massachusetts. The film's concluding scene is the regiment's assault on Battery Wagner outside Charleston, South Carolina. See if you can spot the deliberate mistake at the end of the film – there is a clue within these pages!

The Red Badge of Courage – 1951

The film tells of the experiences of a young private in a Union infantry regiment over a few days and one battle. The audience sees the young private mature from a green new recruit to a seasoned soldier. The more graphic details of the novel were toned down for the movie-going audience, but it is still a classic tale of battle. Worth watching if only to see Audie Murphy – World War Two veteran and recipient of every combat award for valor available for service in the Army of the United States of America.

Ride With The Devil - 1999

A grim and often unpleasant tale of the Bushwhackers war fought out West in the border regions of Missouri and Kansas. This is possibly the best portrayal of this often overlooked aspect of the war.

The Horse Soldiers – 1959

A John Wayne epic, it tells the tale of a Union Cavalry raid deep into the Confederacy to destroy a supply depot at Newton Station. Desperately trying to avoid the pursuing Confederates Col. Marlow has to take the obligatory love interest along with him on the raid. The film contains a wonderful scene where cadets from the local military school turn out to face the Union troopers.

The Outlaw Josey Wales – 1976

Josey Wales is not a film set during the Civil War, but rather just after it. However, the opening scenes show Wales, played by Clint Eastwood, as a quiet Missouri farmer when his life is torn apart by Union "red-legs" from Kansas. Bloody Bill Anderson says to him: "You'll find them up in Kansas… we're goin' up there and set things aright". Wales replies "I'll be comin' with ya". The remainder of the film is set after the war and is dedicated to the Federal pursuit of Josey Wales the Bushwhacker. Simply put, it's just a darn good film.

Lincoln – 2012

Set near the war's end, the story deals with the problems facing the President and the ratification of the Thirteenth Amendment. The film itself contains no battle scenes for us after the first few minutes, but represents the wider political turmoil facing the President.

Cold Mountain – 2003

And one for the ladies: it is a love story of a love that's found, lost, found again and then lost permanently, or some such similar combination – *we forget*. The film is only notable from our perspective for the opening scene: The Battle of the Crater during the siege of Petersburg, hence there is no need for us to watch the film beyond the first ten minutes thankfully.

The Battlefield of Lost Souls – 2014

Also known as the *Field of Lost Shoes*, this film tells the tale of the Cadets of the Virginia Military Institute at the Battle of New Market in 1864. We follow a small group of cadets, one from his arrival at the school. As the war progresses they are needed and join Breckenridge's army for the battle where they stun their more experienced comrades with their behaviour and performance under fire. The alternative title stems from the muddy conditions and loose fitting shoes coming loose and being found in the mud after the battle.



CONFEDERATE INFANTRY, FROM LOUISIANA, ADVANCE.

Birth of a Nation – 1915
A black and white silent movie set at the war's end and after. It's only real appeal is for the expansive battle scenes at the beginning.

Gone with the Wind – 1939
No!

BIBLIOGRAPHY

Compiling a list of relevant further reading that *Glory Hallelujah!* has been inspired by is perhaps pointless; the list is too large to be presented here. We have settled on presenting those books, the ownership of which, we consider to be almost compulsory for anyone who is seriously interested in the American Civil War.

Battles and Leaders of the Civil War, Vols. I-IV, **Robert Underwood Johnson, Clarence Clough Buel Century Company (1887)**

First published in 1887 this work contains a vast wealth of information, almost entirely compiled by and drawn from accounts of the Union and Confederate soldiers and sailors who fought in the war. It is a remarkable piece of work and you must find a copy of it now if you don't already have it.

***The Official Military Atlas of the Civil War*, Davis et al**

This is possibly the largest book you will ever own, measuring approximately 18" by 15" and with 350 pages it contains over 800 contemporary maps and 300 other images, and it is simply beautiful. In fact it is the atlas to accompany the official history compiled by the Federal government after the war. Where the maps in *Battles and Leaders* might be hard to discern, this book will rescue you. If ever a Johnny Reb squared off to a Billy Yank, then there will be a map of it in this book. The maps of the United States with "Indian Territory" marked way out west are fascinating.

***Rally Once Again*, Griffith, Bird Crowood**

A truly detailed analysis of battle tactics employed during the war. Griffith shatters many myths and goes a long way to explaining the nature of the battles we aim to recreate in miniature. This book was also published as *Battle Tactics in the Civil War.*

***Battle in the Civil War*, Griffith, Field Books**

Another work by Griffith, but this time presented almost as a graphic novel explaining the issues confronting all levels of command, from the respective Presidents down to the regimental level. Griffith explains how the different arms functioned on the battlefield, as well as the battlefield itself. The entire book is richly illustrated by Peter Dennis and is worth acquiring for the images alone.

Osprey

Osprey publishing has released over 100 books relating to various Civil War topics ranging from uniforms, flags, general history, campaign and battle studies, unit histories, analysis of the different combat qualities of the protagonists, gunboats, leadership, command and weapons… the list goes on. Though not always as detailed as one might need, these are always a good starting point.

***The Civil War: A Narrative*, Foote, Random House**

The late Shelby Foote was one of the pre-eminent historians of the Civil War. His three volumes, *Fort Sumter to Perryville*, *Fredericksburg to Meridian* and *Red River to Appomattox* form one of the most readable military histories of the War

***The Red Badge of Courage*, Crane**

A remarkable novel written by a man who never served in the war – though he may have interviewed veterans. Crane succeeded in portraying the fear and inexperience of "the youth" serving in a Union infantry regiment during a few days of battle.

***Don Troiani's Civil War*, Troiani, Stackpole**

Not a history, but rather a collection of Don Troiani's Civil War artwork. These images are simply breathtaking.

***The Civil War,* Television Series by Ken Burns, PBS**

Not a book, but a television series! Often repeated and available on DVD it is a remarkable piece of work spanning the origins of the war through to its after effects captured in nine episodes. First aired in 1990 *The Civil War* became a multi-award winning success. It is a detailed and moving story of those four terrible years – a must have.

The War in 15mm

Whilst 25 mm or 28 mm models offer great appeal due to their size and detail many gamers prefer smaller options ranging from 6 mm up to 20 mm. One of the most popular alternatives is the 15 mm scale. Smaller scales often allow larger units to be fielded, thus offering players a more visually appealing spectacle as the massed ranks close with the opposition! In addition a smaller playing area might be required if ranges and movement distances are suitably reduced and more scope can be available for the larger terrain pieces such as forts and rivers. The following are from the author's 15 mm collection and mostly represent armies of the mid war period (1862 – 1863) in the Eastern theatre.



Having seized a vital river landing the Union have built a fort and mounted heavy artillery to defend it. Woe betide any Johnny Reb who tries to take on this place!



Often seen and all too often overlooked – river gunboats offer valuable gunfire support to the Union armies.

"You have no idea what a horrible sight a field of battle is."

Robert E. Lee



The Irish Brigade press home an attack against a Confederate line. Having already been softened up by supporting artillery the Irish lads prepare to press on – "Fág an bealach!"



Bragg's Mule

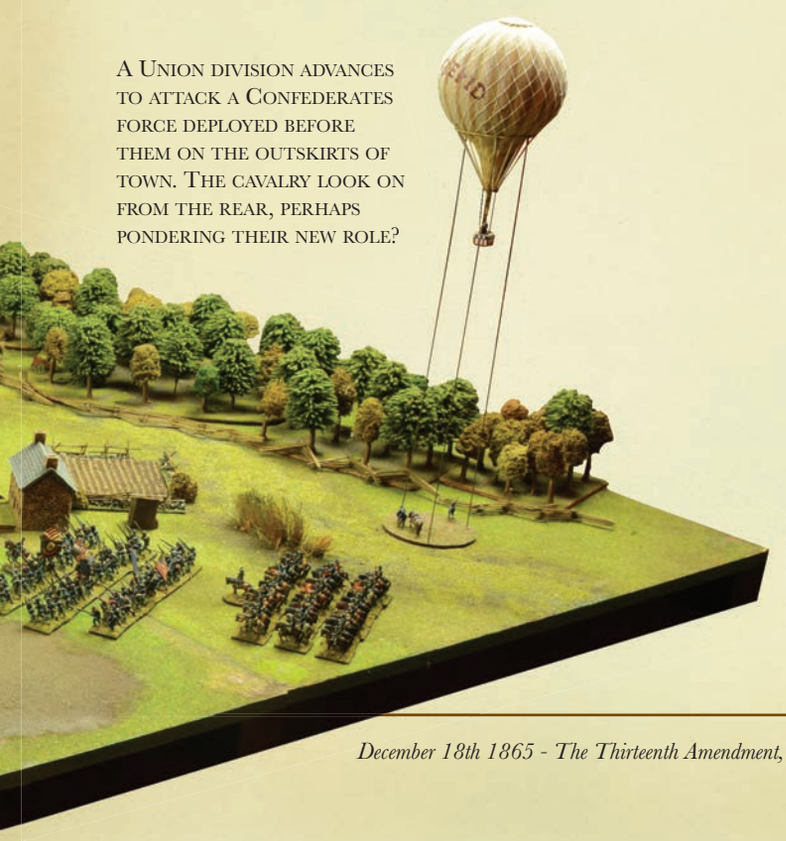
"I was in touching distance of the old rebel breastworks, right on the very apex of Missionary Ridge. I made one jump and I heard Captain Turner who had the very four napoleon guns we had captured at Perryville, hallo out; 'Number Four, solid!' and then a roar. The next order was 'limber to the rear'.

The Yankees were cutting and slashing and the cannoneers were running in every direction. I saw Days Brigade lay down their arms and run like quarter horses. Bragg was trying to rally them. I heard him say: 'Here is your commander', and the soldiers hallooed back: 'Here is your mule!'"

S Watkins, 48th Tennessee



Massed Confederate cavalry – under Fitzhugh Lee or JEB Stuart – the stuff of Glory!



A Union division advances to attack a Confederates force deployed before them on the outskirts of town. The cavalry look on from the rear, perhaps pondering their new role?



On the Peninsula in 1862 Thaddeus Lowe's balloon "Intrepid" is used to peer deep into the Confederate rear.

Special Rules Summary

THE BATTLEFIELD

Orchards

- These provide a -1 to hit modifier against small arms fire only – not artillery.
- Visibility into and through orchards is limited to 12".

Light Woods

- These provide a -1 to hit modifier against small arms fire only – not artillery.
- Light woods are counted as Rough Ground
- Units within 1" of the edge can shoot out without suffering any penalties.
- Visibility is 12" (as above) and units within visibility limits still count as unclear targets except when charging.

Heavy Woods

- Visibility into and through heavy woods is reduced to 6" and a -1 to hit modifier is applied to all fire.
- Commanding units: when ordered to entirely enter a wood units halt at the end of the move.
- Units must be ordered individually except march columns within 3" of one another which can use a brigade order.
- For movement count woods as Rough Ground and follow the rules given in *Black Powder*. Field and horse artillery movement is reduced to 3" and all other movement is reduced to 6". Movement is further restricted to one move only except for march columns and commanders.
- Units within 1" of the edge of cover can shoot out across open terrain to their full range and still claim cover. Units within visibility limits still count as unclear targets except when charging.

Swamps

- Use all of the worst modifiers from above and movement is also reduced to 3" for infantry.
- Artillery and mounted cavalry may not enter a swamp.
- All firing dice are reduced by 1 (but never below 1).

Cornfields

- Visibility into and through crop fields is 12". This does not apply if the firer is on higher ground.
- Units within 1" of the edge of cover can shoot out across open terrain to their full range and still claim cover against small arms fire only.
- Units within visibility limits still count as unclear targets except when charging.

DISORIENTATION RULE

- Units completely in heavy woods, or high standing corn fields, that fail an order on a dice roll of 10 or more can be moved up to 3" in any direction by your opponent.
- The unit's formation cannot be changed.
- On a normal blunder roll of 12 the opponent may use the normal blunder table.



A GENERAL SUPERVISES THE DEPLOYMENT OF HIS BRIGADE.

COVER

The following cover definitions and modifiers may be used:

Cover	Musketry (smoothbore & rifles of all types)	Artillery Over 12"	Within 12" (canister)
Fence	none or -1	none	none
Wall	-1	none	-1
Cornfield or Orchard	-1	none	none
Light wood	-1	none	none
Heavy wood or building	-1	-1	-1
Earthworks	-1	-1	-1

THE ARMIES

Infantry and Formations

- Ignore all references to 'squares'.
- The formation of 'assault column' may be used but gives no benefits.

Cavalry

- Cavalry may not charge, or move into contact with any formed infantry or deployed artillery frontally, unless the infantry or artillery is disordered or shaken.
- In a hand-to-hand fight mounted cavalry do not provide support to infantry, nor can they receive support from an infantry unit.
- A cavalry unit may mount or dismount as a free move on their current position at the start or end of their turn.
- They may mount or dismount facing in any direction.
- Once dismounted the cavalry are treated as skirmishing infantry.
- If charged cavalry have the option to evade and may do so mounted.
- In the lists the hand-to-hand combat value given is for when the unit is mounted. The shooting dice value is for when the unit is dismounted.
- Dismounted cavalry cannot use any extra hand-to-hand dice for using multiple weapons.

Artillery

- A 6-gun smoothbore battery has 5-3-1 shooting dice.
- A 6-gun rifled battery has 4-3-1 shooting dice.
- All artillery has a stamina of 2.

THE BATTLE

In this section we will explain some of the novel characteristics of the troops we use in our games in terms of how the armies fight their battle and how this fits into *Black Powder*.

Skirmishers

- All regiments of infantry are allowed to form in mixed order with a detached skirmish screen to their front – such a screen uses one shooting dice.
- One infantry regiment per brigade can be light infantry and so the entire regiment can deploy in skirmish order.
- The +1 modifier for skirmish fire only applies against troops who are NOT a skirmish target.
- The following troops are automatically classed as skirmishers: unlimbered artillery, all dismounted cavalry and all infantry deployed in skirmish order.

The Passage of Lines

- Any interpenetrating unit within 24" of the enemy that involves half or more of the advancing regiment means a test must be taken.
- Roll a single die, then +1 if a general is with any of the units involved and +1 if the moving regiment has not suffered any casualties.
    - If the score is the same as or higher than the advancing regiment's morale save then it has passed the test and moves on normally.
    - If the score is lower by 1 than the morale save then the regiment halts, in front of the regiment it has tried to pass through and touching it.
    - If the score is lower by 2 or more then the regiment halts upon first contact and touching the regiment it was trying to move through.

Fire Fights

- Troops who have moved only once may fire.

  Note: horse artillery unlimbering and cavalry dismounting are 'free' moves.
- Shooting ranges are amended to:

Weapon	Maximum Range
Shotgun, pistol	6"
Smoothbore musket	18"
Rifled musket, breech loading rifle, repeating or magazine fed rifle	24"
Smoothbore carbine	12"
Rifled carbine, breech loading carbine, repeating or magazine fed carbine	18"

Smoothbores – "Pour it on Boys!"

- Experienced units retaining smoothbores may have an extra shooting dice when using closing fire or at close range.

Breech loaders, repeating and magazine fed weapons and ammunition

- Troops with breech loading weapons (rifles or carbines) may re-roll one missed shooting dice.
- Troops with repeating weapons (rifles or carbines) may re-roll two missed shooting dice.
- Note: regiments armed with breech loaders or repeaters are not forced to re-roll their misses.
- If a unit uses a re-roll and the result is a die score of one then the unit is deemed to have run low on ammunition.
- Units that are low on ammunition revert to normal shooting dice.

"Whipped"

- If a unit takes a break test for suffering excess casualties from shooting and would normally break it is now 'whipped'.
- A unit that is whipped must retire one full move to its rear without changing formation and at all times avoiding contact with the enemy. If unable to comply then the unit must make two full moves to its rear. If unable to comply with this it is said to have 'skedaddled' and is then removed from play.
- Whipped units:
  - may not advance towards the enemy;
  - must retire from any enemy within 12", unless occupying buildings, earthworks or fortification or some other 'defendable position';
  - may not charge or initiate hand-to-hand combat;
  - once shaken or disordered cannot rally from this state;
  - are considered to be lost for the purposes of brigade morale;
  - that leave the table may not return;
  - suffer a -1 command penalty for the remainder of the game;
  - have their stamina reduced by 1 (though never to zero); and their shooting and hand-to-hand dice are reduced by 1 (though never to zero);
  - Artillery may expend up to two moves – one to limber and one to move.

The Charge

- Units may not charge on initiative – they have to be ordered to charge.
- If a unit is ordered to charge it receives a -2 command modifier if it starts the charge in the target unit's frontal arc.
- Cavalry may charge cavalry using initiative or be ordered to without the -2 modifier.
- Formed infantry and cavalry may charge skirmishers using their initiative and without the penalty.

ADDITIONAL USEFUL RULES

Some aspects of the American Civil War are unique to that conflict. In this section we present some rules that we use to reflect the more unusual aspects and characteristics of the regiments that fought in the war.

'Rebel Yell!'

- Confederate troops with 'Rebel Yell' may re-roll one miss in hand-to-hand combat if they charged into contact.
- IF the yell re-roll causes a casualty then the Union player must re-roll one of his saves.

'Seen the Elephant'

- They are subject to a -1 command penalty when ordered to move closer to an enemy within 12" OR a -1 when ordered to close with the enemy in hand-to-hand combat – regardless of the enemy's facing.
- These units are also subject to a further -1 if the enemy is in cover: walls, earthworks, or in buildings or similar.

'Uppity'

- Ignore the reluctance to charge modifiers and instead receive a +1 command bonus if ordered to make a charge.
- May use initiative to charge.

"It was a splendid exhibition. The alignment was nearly perfect. After advancing some three hundred yards the enemy's artillery opened on the columns and shells came screaming through the ranks of Pickett's men. As the men fell the ranks closed and forward went the line leaving the dead ad wounded in its track."

Private Charles T Loehr

1st Virginia Infantry, Kemper's Brigade, Pickett's Division.



August 2nd 1956 – Albert Henry Woolson dies. He was the last veteran of the Civil War



Union artillery prepares to soften up the rebel line



In the woods near Chancellorsville: an officer supervises the forward movement of Jackson's infantry



Out on the picket line – Union cavalry hold the Rebs at bay

Black Powder™

Glory, Hallelujah!

Fighting the battles of the American Civil War with model soldiers



In 1860 Abraham Lincoln was elected President of the fledgling United States of America. Years of seething hostility between the North and South boiled over as the Southern States saw Lincoln's election as a direct threat to their rights, and the nation fell apart as a new Confederacy was formed in the South. The Confederacy, striving to assert its independence, opened fire on the Northern troops occupying Fort Sumter in Charleston Harbour on April 12th 1861. Determined to preserve the Union, Northern troops headed south and on to Richmond! Over the next four terrible long years American armies tramped across American fields and burnt American farms as Americans killed Americans in a war the likes of which the nation had never seen before. The epic battles fought during the American Civil War proved beyond all doubt that war can be 'all hell'.

This supplement for *Black Powder* describes the history, armies, key leaders, doctrine and tactics of the American Civil War, and includes a comprehensive set of army lists and optional rules for recreating the battles of that war in miniature.

A copy of the *Black Powder* rulebook is required to use this supplement.

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RIVER HORSE

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