

Civil War, Brigade Series:

Regimental Sub-Series Rules, v2.0

©2000. The Gamers, Inc. All Rights Reserved.

Sub-Series Design: David A. Powell
CWB Series Design: Dean N. Essig
Proofing, Testing, and Rule Development: Dan Cicero, Dean Essig, Lee Forester, Dave Freidrichs, Will Volny

Table of Contents

<i>Page</i>	<i>Item</i>
1	1.0 Introduction 4.0 Scale 6.0 Units
2	10.0 Command and Control 11.0 Formations 12.0 Stacking
3	17.0 Extended Line 19.0 Line of Sight 20.0 Fire Combat 21.0 Stragglers
4	22.0 Wrecked Units 25.0 Leaders 26.0 Artillery 27.0 Artillery Supply
6	28.0 Battery and Small Arms Ammo Supply
7	30.0 Cavalry Designer's Notes

1.0 Introduction

This booklet deals with changes to the existing **CWB** system necessary to recreate the regimental scale. While many **CWB** concepts remain unchanged; some require new or modified rules. Players need the **CWB** series rules (v3.0) in order to play. Wherever a rule in this set conflicts with a rule in the **CWB**, use these rules. These rules do not use case headings in sequential order (i.e. 1.0, 2.0, etc.), but rather skips unchanged case headings to highlight those **CWB** rules which have been changed.

In addition, this game has different charts and tables than the standard **CWB** games. Ignore the **CWB** charts and tables in the **CWB** booklet; use the **Regimental Sub-Series** Charts and Tables provided. Even tables that appear the same as the **CWB** version have subtle changes the player might not notice—be sure to use **only** the **RSS** tables here.

These rules contain several notations: (replace), (add), and (revise). **Replace** means the presented rule replaces the **CWB** rule in its entirety. **Add** means the **CWB** rule is used with the addition of this rule. **Revise** means the **CWB** rule is used, but there are changes to it.

Any **CWB** rule section not mentioned at all is used normally.

Section altered from the edition of these rules included in THG are marked with ✓. This includes not only changes, but where errata from the 1.0 version was fixed.

4.0 Scale (replace)

Each hex is 110 yards. Each day-light turn is 15 minutes, and each night turn 30 minutes. The contour interval is 30 feet. A strength point is 50 men or 1 cannon and its crew.

Infantry and cavalry units are regiments. Artillery units are batteries. A few excessively large units are represented by multiple counters. For example, in **This Hallowed Ground**, the 26th North Carolina is such a large unit (17 strength points, over 800 men) that it is better to show the unit with two counters, labeled “26 NC a” and “26 NC b.”

Leaders represent commanders down to the brigade level. Headquarters and supply units abstractly represent the administrative elements and logistic support necessary to maintain an army in battle.

6.0 Units (revise)

6.4 Extended Lines & Detached Artillery, 6.5 Fire Levels (replaced below), and 6.7 Fire Level Markers are not used. 6.6 Loss Charts is only used to keep track of stragglers, as described in sections 20.7, 21.2, and 22.0 below. Current strength is tracked via the provided strength markers. Regimental Loss Charts are available for those who wish to track losses on paper, but are not required.

6.5 Strength Levels (replace)

A unit's current strength is shown either by its printed strength (if no strength marker is stacked immediately below it) or via the strength markers. Each strength marker has four facings on each side. The number on the marker that is oriented to face the same way as the unit shows the unit's current strength. In other words, the value that reads as the “top” of the strength marker (oriented the same way as the unit) is the current strength. When losses occur, rotate, flip, or replace the marker as required to maintain an accurate strength indication.

10.0 Command and Control (revise)

10.1f Order Acceptance (add)

Optional: Any unit that receives a Distorted Order result cannot be sent or given any new orders (initiative excepted) until the player rolls a 6 on one die. Make one roll per turn, during the Command Phase Delay Reduction Segment.

10.5 Below Corps Command Control

(revise)

10.5a Command Radius (revise)

A. Division Leaders to Corps Command Radius. Division leaders must always be at or within 12 movement points of their Corps HQ. Only the leader must be within the radius, not all units of the division.

B. Brigade to Division Command Radius. Brigade commanders must always be at or within 8 movement points of their division commanders. Only the leader must be within the radius, not all units of the brigade.

✓ **C. Regiment to Brigade Command Radius.** Regiments must be at or within 6 movement points of their brigade commanders or adjacent to a unit of the same brigade which is in command. **Important:** Regiment to Brigade radius **cannot** be traced through hexes containing units from other commands. The brigade radius could be traced into a stack containing units from several brigades, but not through that stack to another hex. This organizational effect only occurs with this level of command.

D. Artillery Command Radius. There are four types of artillery organizations in the game: batteries belonging to a brigade, belonging to a division, belonging to a corps, and those part of an army reserve.

a) Batteries within brigades are treated as any other unit in that brigade.

b) Batteries that are attached to a specific division trace command radius to directly to any leader of that division.

c) Batteries that are part of a corps trace to any leader of that corps.

No record need be kept to which officer or HQ to which a battery traces command, as long as on any given turn, it traces to someone. Use the radius given earlier appropriate to the commander (or HQ) used. Changing the trace source for a battery does not require orders.

d) Batteries of an army reserve have a corps-type HQ of their own to which they trace (unless reassigned to another command by an order or other means, see game specific special rules). When reassigned, apply the version of Artillery Command above that is appropriate.

10.5b Divisional and Brigade Goals (add)

RSS games provide letter identified Divisional Goal HQ counters. When a Divisional Goal is accepted, deploy one of these generic HQs under the accepting leader. These HQs function like a Corps HQ for all purposes, including movement and command radius center (Command Radius range remains as appropriate for the organization involved), for units that are part of that goal. Whenever the Divisional Goal ends, remove the generic HQ. Divisional Goals can be given to brigades as well as divisions within the restrictions given in the game specific rules.

✓ 10.5c Divisional Goals and No-orders Status (add)

When a Division or Brigade is sent off on an independent goal that is subsequently negated or lapses (for example, a divisional goal to attack that suffers attack stoppage) the unit does not simply revert to corps command—even if in range of the corps commander/HQ. Instead, the unit remains in place and new orders/initiative is required to have the unit rejoin its parent command.

A unit functioning under a lapsed goal is in no orders status, for all other rules. For example, if not playing with the defensive orders option, the unit can remain in place and defend indefinitely, including implementing Emergency Corps Retreats as needed, so long as the goal HQ does not move. If using defensive orders, a command could only withstand the normal two turns of combat before taking a required ECR. In either case, even after an ECR, it would still require new orders or successful initiative to return the formation to its parent command.

A formation that is completely eliminated while under a Divisional or Brigade Goal has its leaders removed. On subsequent turns, if units of the formation return via straggler recovery, they return within proper command range of their parent formation and subject to all normal corps command rules—they no longer have no-orders status defined here.

11.0 Formations

(add)

Artillery can only **unlimber** at the beginning of the Movement Phase before the unit expends any Movement Points.

12.0 Stacking

(revise)

12.1 Restrictions on Stacking (replace)

No more than 16 strength points of all types can stack in a hex. Alternatively, a supply wagon can only stack with one other unit. Stacking limits are in effect at the end of every phase, and stacking order can be adjusted by the phasing player only at the **beginning** of his Movement Phase, or by either player at the conclusion of a Close Combat, or a retreat.

12.2 Effects on Movement (replace)

Units wishing to enter another unit's hex pay an +2 MP to stack. Units wishing to leave a stack also pay an +2 MP to leave. This +2 penalty applies to **all** units that were part of a stack at the phase's beginning, **including** the last one to move, who by that time is, by default, no longer stacked. This applies during all movement, which means that a unit which wishes to move through another unit will pay a total of +4 MP to enter and then leave the hex. There is no additional costs if an existing stack moves as a stack and does not enter (or leave) hexes containing other stacks.

Changing stacking **order** does not incur this MP penalty.

Infantry units in Column or Mounted cavalry units **cannot** stack with any other unit. They can move **through** units (paying the above +4 MP cost), but can never **end** a move stacked with another unit. Limbered artillery may stack with only one other **limbered** artillery battery, or stack normally with infantry or dismounted cavalry units in line.

None of this rule applies to leaders.

Design Note: The CWB rules have an optional rule dealing with road columns and spacing. The number of regiments in a brigade and the restriction against column units stacking make these rules unnecessary. A brigade with its regiments strung out in column will occupy the right amount of road space.

12.3 Effects on Combat (revise)

No more than 8 strength points of all types can fire out of a single hex in a given phase. In Close Combat up to 8 strength points of infantry and one artillery battery (any strength) may fire in the defender's portion of the Close Combat. Generally, only the top 8 strength points may fire, except that artillery may fire from any position in the hex.

Example: A hex containing a 6 SP infantry unit, a 4 SP infantry unit, and a 6 gun unlimbered battery could fire either the 6 gun points and the top 2 SP of infantry, or the top 8 SP of infantry. In a close combat, the top 8 infantry SP and the 6 gun points could fire if they were defending. Note that any combination of SP firing is fine, as long as the overall limits are not violated.

15.0d Artillery Units (revise)

Artillery units do not draw fire if they unlimber within 2 hexes of an enemy unit otherwise qualified to fire.

17.0 Extended Line (replace)

This section is not used at all.

20.0 Fire Combat (revise)

This section requires the most rule changes to the **CWB** rules, and players should read it closely. While the basic procedure remains the same, many of the details have changed.

20.1 Fire Points (revise)

Fire Points are determined by cross-referencing the firing unit's strength with its Weapon Type at the appropriate range on the appropriate Range Table (Small Arms or Artillery). This cross-reference produces a numeric multiplier, which is applied to the firing unit's current strength. The final value is the amount of Fire Points that unit contributes to the combat.

For example, a 6 SP infantry unit armed with rifles (code R on the Small Arms Range Chart) is firing at an enemy unit adjacent to it. The multiplier value is 2x, meaning that those SP are doubled, generating 12 Fire Points on the Fire Combat Table.

20.3a Splitting Fires (replace)

Drop 20.3e...it is in error for the **CWB** anyway. A single unit can split fire given the following:

1) A unit can engage as many targets as the player wants provided the unit's total Fire Points (not strength) is divided as evenly as possible. Use whole numbers only, a 7 fired at two targets would split into a 3 and a 4, not two 3.5's, against three targets this same unit would give two 2-point fires and one 3-point fire.

2) Any target being fired upon by a split fire can **only** be engaged by that split fire. No additional units can join in on an attack being made by a split fire unit. (If you have that many units available, then you don't really need to split fire, now do you?)

3) All targets being engaged by a split fire unit must be at exactly the same range. A unit cannot split fire between targets at different ranges.

4) Only one split fire can be fired at a given hex. Splitting fire so as to engage a single hex twice (once versus infantry and again versus artillery in it) is strictly prohibited.

✓ 20.3c Artillery Selective Firing and Range Effects (replace)

Artillery units in a stack may be selectively targeted by artillery units regardless of their position in the target stack.

When targeted at ranges of 5 hexes or more, infantry stacked with targeted artillery **completely ignore** this fire combat. Use the artillery unit's morale (plus any leader in the hex) for any morale check, instead of the top combat unit, and non-artillery units in the stack ignore stragglers, adverse morale effects, and/or retreats.

When fired upon at four hexes or less, use the top combat unit's morale, but the -6 column shift for a limbered target **is** used, even if the top unit is not limbered artillery, and all morale results and stragglers apply normally.

In some cases at ranges of greater than five hexes, the exemption of infantry from the morale result will create two morale states in the same hex. In such cases, track these states independently of each other.

19.3d Units and Line of Sight (replace)

Friendly units rarely block LOS in that other friendly units **cannot see** through them. Rather, friendly units are a concern

because of the fear of hitting friendly troops with fire.

1) A small arms LOS is blocked automatically by friendly troops, unless the friendly troops are at least two elevation levels below the firing unit. Range and target elevation do not matter.

2) Artillery LOS is blocked automatically by friendly troops, unless the friendly troops are at least two elevation levels below the firing or target unit **OR** the range is 6 hexes or more.

3) Regardless of the above, LOS is blocked if the friendly unit is **adjacent** to the target hex.

4) Enemy units **always** block line of sight for small arms fire, but never for artillery fire.

Design Note: This rule allows friendly artillery to engage advancing enemy guns that move up behind an enemy infantry line. In reality, defending artillery would regard such a move as the greater threat, and will shift fire to engage the enemy artillery. Also, small arms fire will be directed at the nearest enemy troops on an LOS line, regardless of circumstances...they will not "avoid" shooting at close enemy troops to hit ones further back!

20.7 Marking Losses and Stragglers (revise)

Casualties (the numeric losses produced by the Fire Combat Table) are not recorded on the roster sheets. Instead, they are recorded on each side's Loss Track. Only stragglers are marked off on the roster sheets. Each time any unit of a brigade suffers a straggler, mark one box off on the Brigade Roster Chart. It is not necessary to keep track of stragglers by individual regiment.

Optional: It is bound to bug some people that straggler losses are not kept on a regimental basis. We have included a set of detailed loss charts that allow you to keep track of both stragglers and permanent losses for each regiment, in a more exact copy of the **CWB** roster system. Either method is fine, but be forewarned that this way involves a lot more paper-shuffling. Obviously, if you are keeping track of losses regiment by regiment, the straggler recovery rules in 21.2 below no longer apply, and regiments can only get back stragglers they themselves have lost.

21.2 Straggler Recovery (revise)

Since stragglers are not tracked by regiment, any regiment in a brigade is eligible to recover the brigade's stragglers. Only units with less than full strength are eligible. Other conditions are listed in **CWB** 21.2. Recovery is rolled for on the hour and half hour turns. Each brigade rolls one die for each regiment that is

less than full strength, using the brigade morale value on the roster sheet.

Recovered stragglers must be assigned, one per regiment, starting with the regiment in the brigade which has had the greatest losses, and then the next greatest loss, and so on. No regiment in a given brigade can be assigned a second recovered straggler strength point until all eligible regiments in that brigade have received at least one. If the unit with the greatest losses in the brigade is not currently eligible to recover stragglers, then no other unit in the brigade may recover stragglers. When a unit recovers a straggler, erase one marked straggler from the brigade roster and add one strength point to the recovering unit's strength marker.

22.0 Wrecked Regiments, Brigades, and Divisions (revise)

A wrecked regiment is any unit that has lost 50% or more of its printed strength. For example, a unit with 6 SPs becomes wrecked when it has a strength of 3. A unit with a printed strength of 5 SPs becomes wrecked only when its strength falls to 2. Note that in the detailed Regimental Loss Charts this pattern is not strictly followed—the written record allows for more “tailoring” to specific unit abilities.

A brigade becomes wrecked when all of the regimental boxes to the left of the check are marked.

A division becomes wrecked when all of the brigade boxes to the left of the check are marked.

The instant a unit or higher organization becomes wrecked, all standard penalties apply. Note that there is not any additional penalty for being a wrecked regiment of a wrecked brigade of a wrecked division, only for being a wrecked regiment, and a wrecked regiment of a wrecked brigade.

23.0e Odds Table Strength Calculation (revise)

Since fire levels are not used, use the current strengths of the units to calculate the odds. Each artillery unit counts as one, regardless of size.

✓ Any unit that is routed and attacked in close combat, OR becomes routed or DG (either attacker or defender) as a result of close combat, treats any and all straggler losses inflicted by the Morale Table, as permanent losses instead. This represents the greater number of prisoners likely to be taken from such a unit.

25.0 Leaders (add)

Brigade Leaders have two values. The first number is used for any initiative, order acceptance, or attack stoppage roll. The second number is the morale modifier.

25.5 Divisional Command Placement and Radius (replace)

No leader is required to stack with any unit. Brigade and Divisional commanders mark the center of their Command Radii (exception, see 10.5b above).

26.1a Detached Batteries (replace)

There are no detached batteries in this game. Artillery batteries are indivisible.

26.3 Fire Combat and Artillery (replace)

1) No more than three Union batteries or two Confederate batteries can fire together at the same target. Any three Union or two Confederate batteries can combine fire—there is no stacking, organizational, or location requirement. This is a limitation only on the number of batteries that can fire together, the normal rules for number of shots allowed at a given target hex still apply.

2) Any artillery fires against infantry (any formation) or dismounted cavalry at ranges of greater than 10 hexes are halved, in addition to all other modifiers.

26.6 Formation Change, Enemy Units, and Fires (replace)

As described in section 15.0d above, artillery may not unlimber in an EZOC, but no longer draws fire for unlimbering within 2 hexes of an otherwise eligible to fire enemy unit.

26.7 Retire by Prolonge (optional) (add)

Normally, Artillery that limber in an enemy ZOC, either voluntarily or as required by the Morale Table, must roll on the Gun Loss Table. However, artillery in close quarters did have another means of retreat available—Retirement by Prolonge.

An unlimbered artillery unit in an enemy ZOC that wishes to leave can remain unlimbered and retire up to two hexes. It can only retire through a flank or rear (never a frontal) hexside. Artillery can **only** do this if they are within an EZOC. Artillery that does this maneuver **cannot** move regularly during the same phase.

Refacing the unit to in effect retire “forward” through a formerly front, now rear, hexside and then refacing at the end of movement is strictly prohibited. Artillery can retire by prolonge only through what were its **original** flank or rear hexsides.

Before retiring, any adjacent enemy unit can fire upon the retiring guns, but without any flank or limbered modifiers. If, as a result of the fire combat, the artillery unit becomes Disorganized or worse, the prolonge is aborted, and the artillery unit **must** limber and roll on the Gun Loss Table. A retiring artillery unit is fired upon regardless of its position in a stack. An artillery unit that successfully retires by prolonge remains unlimbered, and can fire in its ensuing friendly fire phase.

Retire by Prolonge can occur only in the artillery's Movement Phase. It may never be done as a retreat result, or during the other player's turn.

27.0 Artillery Supply (add)

Artillery supply is handled using two methods. Artillery units are subject to the “Low Ammo” and “No Ammo” rules below—representing the effects of running out of shells at the battery level. However, to keep track of the army's overall artillery ammunition supply, each side has an “ammunition available” track, and each scenario gives a starting total for each side. Reduce this total by one each time an artillery unit fires. The total is never reduced when an artillery “Low Ammo” or “No Ammo” marker is removed.

27.1 Artillery Ammo (Optional, replaces 27.0 above if used)

These rules are included to enhance the details of artillery use in **This Hallowed Ground** and other games in the regimental series. As such, they are always considered strictly optional, and do not greatly change the way the game plays.

27.1a Splitting fire.

A) Artillery may only split fire in increments of two or more. Hence, a six strength point battery can split fire at no more than three targets, while a four or five gun battery can only split fire to engage no more than two targets.

This restriction reflects the historical organization of batteries into two-gun sections.

Batteries might engage multiple targets, but splitting fire within a section was almost unheard of.

B) Each target that a battery engages during the same fire phase costs one ammunition point. If a six gun Federal battery engages three targets in a single fire phase, for example, this shot costs the Union player 3 ammo points, not one. This rule never applies to canister fire—the amount of canister ammo expended is only dependent on range, not number of targets.

Rate of fire was a critical consideration for artillery commanders. Many artillery commanders felt that more than 1 shot a minute per gun in a battery was wasting fire, for example. If each section were engaging a separate target, however, they would have to fire considerably faster to compensate for the lack of a full battery's volume of fire. The chance of ammo loss at the battery level is already accounted for, by the additional die rolls risking a "Low Ammo" or "No Ammo" result, but this rule better represents the added drain on the army ammo chests.

C) If firing artillery is engaging limbered artillery at the range of greater than 10 hexes, AND the firer's strength is 1 to 3 strength points, then the morale penalties applied to the target are reduced. Instead of a full -6 shifts on the Morale Table, apply -1 shift for each gun firing up to -3 total. If 4 or more guns are firing, (in other words a full or mostly full battery) then the usual -6 applies. Note that this rule ONLY applies if the target is limbered artillery at a range of greater than 10 hexes. In all other cases, apply the normal morale modifiers.

Artillerymen were acutely aware of the tactical limitations of section fire as opposed to massed fire, and would be less concerned about one or two guns engaging them, as opposed to a full battery. To infantry and cavalry, of course, artillery fire was artillery fire, and the other arms did not stop to count the guns when they were under fire. Artillery considered anything under 1000 yards to be recklessly close range, however, and would react much more sensitively to being engaged by any cannon within this distance.

27.1b Crossfire.

Any time enemy artillery in a target hex is attacked by combined artillery fire that enters the target hex through two non-contiguous hexsides, add +1 to the die roll on the Fire Combat Table. This modifier is in addition to any other normal modifiers that apply to that combat.

At first glance, players will no doubt question the accuracy and ability of 19th Century artillery to be able to coordinate in this manner. In fact, battery commanders were taught to choose battery positions that would compliment the fire of the other batteries in their corps or

located near them to do exactly this kind of coordination. This rule is a little abstract in order to make things simpler, but the effect is very realistic. Crossfires could be deadly if done right. The rule applies only to artillery as a target because it was a stationary target, while infantry and cavalry moved too quickly and too much to allow this kind of coordination.

27.1c Detailed Ammunition Rules.

Any close look at artillery cannot avoid the fact that artillery carried two kinds of ammunition for two different tactical problems—long range ammunition for most work, and canister for close anti-personnel fire. As such, a battery might well expend all of its long range ordnance, and still have ammo left for defensive work at close range. The following reflects that dichotomy. The following rules will require two different sets of numbered markers, one for shell and one for canister; and ideally these two kinds of numeric markers should be different than those being used to mark the current strength of units. These markers will have to be cannibalized from other games.

A) Ammunition limits.

Each battery enters play or sets up with a full load of both kinds of artillery ammunition: Six rounds of long range ammo (shell) and three rounds of short range ammo (canister.) No more than six shell and three canister points may ever be carried by a battery.

B) Ammo Consumption.

One round of shell is expended each time a battery fires at a given target at a range of four hexes or more. One round of canister is expended each time a battery fires at a range of one or two hexes. Either one round of shell or canister is expended (owning player's choice) at targets three hexes distant. Two rounds of canister are expended whenever a battery fires in a close combat.

If a battery has shell left, but no canister, it may fire in a close combat, one hex or two hexes range by expending one round of shell, BUT the firing battery calculates fire points as if it were firing at three hexes. For example, a Rifled cannon with no canister but one shell left may fire in a close combat, but its firepower multiple is 2x, not 4x. Note that if forced to fire shell in a close combat, the firing battery does not expend two ammo points as it would were it firing canister: it only expends one shell point.

A battery in a close combat that only

has one canister round left may still fire, expending the remaining round of canister, but there is one column shift to the left applied to the Fire Combat Table. A battery with no shell or canister available may never fire.

C) Low Ammo and No Ammo.

These rules no longer apply to artillery when using these optional rules.

D) Artillery Resupply.

Artillery may resupply per the rules found in 28.4 of the **RSS** rulebook, including the new limbered-only restriction. Artillery may only draw re-supply from the appropriate trains: batteries may never transfer ammunition between each other.

This limbered restriction will no doubt seem very odd to most players, who would greatly prefer to resupply unlimbered guns without pulling them out of the line. However, historically, this almost never happened. The trains were too cumbersome to risk coming forward, and the alternative—to send the caissons back while the battery remained in place—made artillery commanders very nervous. The caissons represented mobility to the battery commanders, being the repository of spare crewmen, limbers, and—most importantly—horses. Doctrinally, artillery ammunition wagons were rarely sent forward, much more often batteries were replaced as they expended their ammo. This was, in fact, one of the primary advantages to Hunt's artillery reserve system—he could rotate batteries in and out of reserve to refit and reload almost at will.

E) Reserve ammunition.

There is no longer a general ammunition pool from which all ammo supply is drawn. Instead, most ammo is actually with the guns, pre-distributed as it were; while the remainder is split between the army and the various corps formations. Artillery units are resupplied only by the army train, or by their individual corps trains. No unit may re-supply from another corps train unless a specific order has been issued from the army commander to the corps commander to re-supply the units of that corps, (or via successful initiative roll in Hunt's case, for the Union player). The Confederate horse artillery, with no corps wagon to draw from, can only re-supply from the army train.

Ammunition in the reserve trains need not be tracked by type—one total amount of rounds available is sufficient. The innate restrictions on how many rounds of each kind a battery can carry are enough to preserve the correct proportions of Canister to Shell.

When a battery resupplies, simply count the total number of canister and shell rounds added to the battery, and deduct that total from the Ammunition Reserve total from the correct

corps or army train. These amounts are tracked with pen and paper, since there are not enough ammo markers to track every corps and army ammunition supply separately.

This Hallowed Ground

Confederate Reserve ammo:

Army—90 points
1 Corps—54 points
2 Corps—45 points
3 Corps—45 points
H Corps—36 points

Union Reserve ammo:

Army—250 points
1 Corps—45 points
2 Corps—36 points
3 Corps—0 points (add 36 points on 4 July)
5 Corps—45 points
6 Corps—0 points (add 54 points on 4 July)
11 Corps—36 points
12 Corps—36 points

This Terrible Sound

Confederate Reserve ammo:

Army: 120 points
P Corps—36 points
H Corps—36 points
Res Corps—18 points
B Corps—36 points
1 Corps—0 points
W Cav—9 points
F Cav—9 points
Army of Mississippi—18 points

Union Reserve ammo:

Army—100 points
14 Corps—45 points
20 Corps—36 points
21 Corps—36 points
Reserve Corps—90 points
Cav Corps—0 points
11 Corps—18 points
15 Corps—18 points

Design Notes

The first thing you will notice is that there is more artillery ammunition than before—about 1.5 times as much ammo as under the old single pool system. There are a couple of reasons for this. First, while the overall totals are more, the bulk of it (2/3, in the Rebel case, and more than 1/2, in the Union case) is ‘pre-issued’ to batteries as they arrive, and cannot be redistributed. This fact alone will make it harder to use up as much ammunition as it was under the simplified rules. Secondly, all the new rules conspire to make cannon fire less effective in subtle ways, so that more shots are needed to achieve the same effects. A major feature of this ammo system will be the movement into and out of battery as guns go for ammunition, often at critical times. Hence, the emphasis will be less on the total rounds available to fire (in the old system one battery could theoretically use up every round in the army) and more on keeping loaded batteries at hand. Certainly

players are less likely to burn up ammo if they do not have fresh batteries ready to swap in as needed. I confess freely that these ammo totals have been playtested much less than those in the game, (by the time **THG** was in full swing, the other testers never saw these rules, as I dumped them as too detailed for the payoff long before) and might require some adjustment down the road, if players frequently use them.

The artillery amounts for the Rebels in **This Terrible Sound** are larger than for Lee’s Army, which reflects the greater access to ready resupply Bragg had with the railroad only a few miles to his rear. Conversely, Rosecrans’ supplies are much more constrained than were Meade’s.

28.0 Individual Battery and Small Arms Supply (revise)

28.1 Low Ammo and No Ammo

Whenever the Fire Table die roll is 11 or 12, all firing units (including artillery) are immediately marked with a “Low Ammo” marker. If a unit is already marked “Low Ammo” and this occurs, mark the unit “No Ammo” instead.

Low Ammo has no effect on range. No Ammo units cannot fire. Both are now subject to modifiers on the Fire Combat and Morale Tables. These units count for Odds Table calculation normally.

28.2 Supply Wagons (revise)

Each Corps generally has one supply wagon, which is the source for removing all “Low Ammo” and “No Ammo” markers. Units can be resupplied only by their own Corps wagons. Units belonging to commands that have no wagons provided to them, or who do not have a regular corps affiliation may only draw resupply from the Army Train. Supply wagons no longer use supply points—they are an unlimited source for ammunition re-supply of both types. Artillery ammunition is still recorded and expended via ammunition tracks.

28.3 Supply Trains (revise)

The Army Train moves as a supply wagon, except it can only enter road hexes (any type) or clear hexes adjacent to a road

hex. It remains the ultimate source for artillery ammunition, in that any battery that cannot trace a supply path as described in the series rules case 27.1, is still halved for fire. Any unit can draw resupply directly from its Army Train.

28.4 Re-Supply (replace)

Ammo resupply for both small arms and artillery occurs at the end of the friendly Movement Phase, during the Resupply Segment. To be resupplied, a unit must be at least four hexes from any enemy unit, must be at or within 2 hexes of the supply wagon or train, and must be in a morale state of Shaken or better. Any unit meeting those conditions has its “Low Ammo” or “No Ammo” marker removed immediately. There is no need to reduce supply status by stages; return a unit in either condition to normal supply status once it is resupplied.

✓ Artillery must be limbered to be resupplied.

30.0 Cavalry Rules (optional) (add)

The CWB rules are mostly silent on cavalry, given the limited use it saw on the battlefield proper. This section provides several rules that make cavalry distinctive from infantry. They tend to have limited use in play, and hence are left as options.

30.1 Dismounted Cavalry

Close combat:

A) Dismounted cavalry may never enter a close combat as an attacker—only as a defender.

B) Dismounted cavalry have the option of retreating (instead of accepting a close combat) if attacked. When the attacker declares his intention to enter the hex, the cavalry unit can retreat one hex instead of staying for the close combat. A single defending unit can decline multiple close combats.

Retreat before combat:

Immediately after the enemy’s Movement Phase, but before any defensive fire begins, the defending player can retreat any dismounted cavalry unit that is adjacent to an enemy unit up to one hex. This retreat does not trigger any ‘opportunity fire’. If a cavalry unit does not make this retreat, it takes its lumps in fire combat like everyone else.

30.2 Mounted Cavalry

Mounted cavalry combat in the CWB, while not expressly prohibited, is mostly counter-productive. However, the regimental level requires some added emphasis on mounted cavalry.

Mounted cavalry units can engage in Close

Combat as attackers and fire while mounted. In addition to all normal Close Combat rules, a mounted unit cannot enter a close combat into a hex that costs it more than 2 Movement Points to enter. All mounted cavalry fires using the P line of the Small Arms Chart (no matter what its actual armament), and all normal fire modifiers apply.

Should the defenders in such a Close Combat retreat becoming Disorganized or Routed, and the mounted cavalry unit remains in the hex with a morale state of SH or better, the defender loses **double** the called for number of stragglers, and those stragglers becoming permanent losses instead of normal stragglers.

Designer's Notes

Command

The command rules preserve the existing brigade system almost entirely intact. We had no desire to issue orders at the brigade and regimental level—frankly the impact on play would be nightmarish. What has changed are the probabilities, and the look of some of the tables, to account for the fact that there are twice as many turns, and die roll possibilities.

One significant addition to the command rules was brigade leadership: going to the regimental level by default adds dozens of brigade commanders to the leadership pool. The lower down the command chain you go, the harder it is to justify one value for all leadership tasks. Hence, brigade leaders get two values: one reflecting their possible performance in independent roles, and a second value reflecting their more direct role of inspiration on the battlefield. This neatly solved the problem I was facing with a number of brigadiers who were excellent in direct troop leadership, but to whom I did not want to give a bunch of “4” ratings and thereby create an initiative nightmare.

I deliberately chose not to create two ratings for all leaders for two reasons. First, with only a single value, you can instantly see your senior leaders on the map. Second, doing so was simply unnecessary. I didn't want to make the command rules any more complex at all, and even this small concession would have added to the bulk without really adding any extra value to the system.

Artillery

The big guns are the single most difficult aspect of representing the ACW tactical problem. I think games usually overrate their firepower, and many have also given them unlikely offensive skills. Here, I have done a number of things to reduce them to the primarily defensive support weapon they tended to be. First, artillery cannot unlimber except at the beginning of movement—meaning that any gun that advances must spend a turn limbered and under fire before it can return the compliment. Limbered guns, coupled

with their mostly “C” morale ratings, will tend to retreat often. Even unlimbered guns are subject to retreat quite a bit, so relying on cannon to form a line is risky. As in the **CWB**, artillery can be targeted anywhere in a stack, and line of sight will extend through most infantry to allow guns to concentrate on other guns. The result is that cannon are hard to advance, which is as it should be.

Infantry can still fire and inflict losses on guns. At first blush, this may seem a little strange, but remember that a battery is a functioning combination of horses, men, and big guns—and the first two components of that team are frightfully vulnerable to small arms fire. Gun losses due to small arms reflect the impact that losing men and horses will have on the fire of those guns.

One big reason for artillery abuse is targeting. Players would invariably fire 5 or 6 batteries—even stacks of batteries—at a single target. This kind of coordinated fire was impossible for ACW artillery, though often two or three batteries might work together to create crossfires, etc. That is why multiple fires are limited to 2 Confederate or 3 Union batteries, except for certain exceptional leaders who can mass more fire. Note that these limits create a powerful disparity: 3 Union batteries usually add up to 18 guns, while 2 Confederate batteries add up to 8 in most cases. This effect is fully intentional, and reflects the overall Union superiority in crews and ammunition. The end result is that in most cases of a gun vs. gun duel, Union guns will win.

Stacking

Players will notice that the penalties for stacking and unstacking—and especially the costs for moving through another unit—are significant, yet changing stacking order within a stack is free. Certainly this looks like an anomaly. I wanted to emphasize the difference between discrete lines, and the difficulty of passing a fresh line through a force ahead of it—hence the movement costs for stacking/unstacking. However, play quickly revealed an oddity for units within stacks. The top unit would remain engaged until it was destroyed, and only then would the next unit be hit. In reality, any unit below 8 SPs was talking up less than a full hex's frontage anyway, and any other unit in the stack would be moving all or a portion of its strength into that “gap” between the number the top unit could put in line, and the maximum combat frontage of the hex. In effect, such units were side by side, not arrayed one behind the other. Originally, I limited this free exchange to stacks of 8 SP

or less total, but found that the added fiddling wasn't really accomplishing anything. Further, sometimes regimental commanders adopted formations that placed even multi-regiment stacks of 9 or more SPs side by side, creating grounds for even more exceptions.

Stragglers and wrecked formations

Unquestionably, the straggler concept was critical to preserving the nature of the way the **CWB** portrays ACW combat. By the same token, there were hundreds of regiments present in these big battles—impossible to fit on one or two sheets. The basic straggler rules presented here were designed to preserve the ease of play of the brigade system, and work very well for that. I think this was a key ease-of-play objective: keeping the paperwork standard to a **CWB**-like minimum. I did include the actual regimental rosters for those hard-core who insist on doing it that way.

Hand in hand with the straggler system went the need for a universal standard for wrecked regiments. With brigade rosters in the **CWB**, the roster told you when the unit was wrecked. Here, without regimental rosters and without detailed loss rosters for even the brigades, I instead chose to settle on the slightly arbitrary standard of 50% losses for each regiment. It is less arbitrary than you might think. I chose the 50% mark because my detailed look at the losses for Gettysburg—regiment by regiment—bear out this standard pretty well. Once a unit lost about half its men, its organization started to come apart. Remember that the 50% standard here includes stragglers, so that units will waste away and reconstitute as effective formations several times, albeit somewhat less effective each time. Players using the optional regimental loss charts will notice that the 50% standard is applied there, except in a few cases. Even in those abnormally large regiments—say of 11 or greater strength—this standard works, as evidenced by the fearful losses taken by some of those larger regiments. In the rare case where a green or poorly led regiment wasn't likely to take the same punishment as the men of, say, Pettigrew's command (4 huge regiments), lowering the morale rating produced very suitable results, as stragglers mounted quickly and units retreated much more often. Overall, I am very happy with the way these ratings work. Everything about the straggler and wrecked units rules is easy to use and remember, greatly speeding up play without significant historical sacrifice.

Supply

Supply remains almost as abstract in the regimental game as it does the brigade game. The most significant additions are the inclusion of a “no ammo” state, and applying both “low ammo” and “no ammo” to artillery as well as

small arms. Just as in the brigade game, ammo loss is bound to pop up at the most annoying moments, requiring troops to go to the rear for resupply. I also chose early on to use an artillery ammo track to conserve overall consumption (which helps prevent a “fire all the guns every turn, no matter how ridiculous the shot” mentality—which does little except bog the game down immensely.) The dynamic of ammo loss demands that players maintain tactical reserves lest they open gaping holes in their lines to resupply.

Cavalry

These rules remain optional because they represent little gain for the pain. Still, I wanted to provide some realistic resolution for mounted units, and a number of things—such as the close combat restriction and retreat provision for dismounted cavalry—needed to be included somewhere. These rules make mounted cavalry somewhat useful, but actual use is likely to be rare. I toyed with having charging units make a morale check before closing to close combat, but finally decided that this was unnecessary.

Skirmishing

Related to cavalry, especially in its dismounted form, are skirmishers. The astute player will note that there are no rules for skirmishing: I think skirmishers are inappropriate in any game that does not feature hidden units. Skirmishers were a reconnaissance formation, not a combat formation, and only rarely did extended skirmish engagements take place. They are entirely peripheral to the actual system. That said, for those of you crazy enough to play any of these regimental games double-blind, by all means create and use skirmish rules.

The Gamers
Quality Wargames Since 1988

Welcome to The Gamers and our definition of Total Game Support !!! We're Here to Help!

1. Rules Help.

We are personally available to answer your rules questions, one on one, by **phone** most business days (and frequently during off hours). If you come up with something during play, give us a ring. We will be able to give you the “official” interpretation of the rule in question and your input will help us in locating rules and phrases that cause players the most problems. (217) 896-2145

If we aren't there, leave word on the answering machine and I'll get back to you as soon as I can. That's a promise.

Don't hesitate! A personal explanation can do wonders. Besides, if you run into something which you and your opponent cannot agree on, I can play an impartial judge on a specific event. (These last are usually the most fun, too.)

2. On-Line Help.

E-mail is welcome and can reach me at the address of rules@tgamers.com. Our discussion list is active and helpful...see our web page at www.tgamers.com to see how to sign up.

3. Letters and Fax

I'll be happy to answer your letter and Fax questions, too. I turn them around as soon as possible (same or next day at most). I'll Fax a response directly to the number you give. Mailed questions are answered in as much depth as I can think of (phone questions are easier to handle in that regard, as we get to go back and forth with you) and **we do not require** things like SASEs or Yes/No format.

Fax: (217) 896-2880

Write: The Gamers, Inc.
500 W. 4th Street
Homer, IL 61849

4. Your Input is Important!

While we attempt to maintain the continuity of our series by maintaining the rules, so as to eliminate repetitive rules learning, we do allow them to develop further after publication. The rules remain *stable*, not *static*. The rules you see here have been revised according to player comments.. Moreover, *Operations* (our magazine) does offer options, additional rules, and clarifications as time goes on which will help refine the series. **We do not publish games and then forget them!** All of this refinement activity depends heavily on the active participation of the players of our games and feedback is desired. More importantly, feedback **has an effect** on what we do and how we do it.

5. We Don't Make Empty Promises, Either!

If you are new to The Gamers, but not new to wargaming, you are probably saying to yourself “Yeah, right. I've been lied to by the best!” We can't change things others have done. We can, however, live up to our own standards and promises. Ask anyone who has dealt with us directly before, or try us on any of the above. We'll be happy to surprise you!

**Welcome to the Best Kept Secret in
Wargaming!!!**