Colorado Military Historians

Late Renaissance Pikemen.

Veterans Wars 2010

Message from CMH Secretary
Eric Elder

This month David Newport has provided an update to his Metal Men with Minie Balls rules. This month all the photos in this newsletter are from the convention.

I can not believe Veterans Wars was only two weeks ago. I was impressed by the attendance. There seemed to be a big crowd Saturday and Sunday. I guess tournaments can certainly bring in the gamers. It looked like everyone was enjoying the DBN and Flames of War tournaments. In hindsight, maybe I should have joined in the DBN tournament. I would like to thank those that attended my Vietnam War game. I will be running the same scenario again at Genghis Con 2011. The game went well, and I look forward to putting together another Vietnam War scenario, maybe something with more helicopters.

What are people working on? I am researching the Battle of Flodden (a Renaissance battle in 1513 England). This was a battlefield I visited back in 2003 and I still have the area etched in my brain because my Dad and I initially could not find the battlefield and we spent some time trying to make sense of the area. We originally walked on Flodden hill, which could have been the battlefield if the English had not bypassed the area. I have had the Renaissance Principles of War v.2 rules for many years, but have never used them, so this might be a good battle to use it for. I have done some scenario testing, and it looks interesting. This battle took place during the early reign of King Henry VIII. Liz and I have been watching the TV series "The Tudors" which focuses on this King. We both have been enjoying the series. Now I seem fairly acquainted with events surrounding the King, but I am now learning more about the military aspects of the period. This battle may expand my 15mm collection from War of 1812 to the Renaissance period. We shall see.

November Monthly Meeting
Unit of the Month
Sponsored by Attactix

Each month CMH members bring their latest painted figures and models to the meeting to display their latest efforts and compete for Unit of the Month. The owner of the winning unit receives a gift certificate from Attactix in Aurora, Colorado. We thank Attactix for its continued support.

CMH Member	Scale	Manufacturer	Era	Unit
Eric Elder	N	Eric Elder	Modern	Napalm
Terry Shockey	15mm	Vollmen	19th-20th C.	European Buildings
BINHAN LIN	15mm	Pass of the North	Ancients	Spanish Aux., Roman Tents
Binhan Lin	15mm	Binhan	Modern	Explosion
Binhan Lin	25mm	Binhan	Modern	Barb wire fence
Dave Manley	28mm	Foundry	ACW	114th Penn.
Dave Manley	28mm	Redoubt	ACW	19th NY
Dave Manley	28mm	Redoubt	ACW	35th Penn.
Dave Manley	28mm	Redbout	ACW	Art. & Crews, Union casualties
Dave Newport	15mm	Old Glory	Napoleonic	French Cuirassiers
Dave Newport	15mm	Old Glory	Napoleonic	French Infantry
Jeff Caruso	28mm	Wargames	SciFi	Zombies

Table: Unit of the Month (WINNER)

November Monthly Meeting
Game of the Month
Sponsored by Valhalla's Gaming Center

Each month CMH members host games at the monthly meeting. This award is for the effort put out by the host. The winning host receives a gift certificate from Valhalla's Gaming Center in Wheat Ridge, Colorado. We thank Valhalla's Gaming Center for its support.

CMH Member	Scale	Rules	Description
Dave Newport	15mm	Tactical Combat	Barbarossa 1941
DAVE MANLEY	25mm	Black Powder	Chickamauga, Vimard Farm, Sept 19, 1863
Eric Elder	N	Cold War Commander	Battle of Dai Do (Vietnam War)

Table 1 Game of the Month (WINNER)

Metal Men with Minie Balls v.2
ACW Rules by CMH Member
David Newport

Metal Men with Minie Balls is a set of American Civil War miniatures rules designed for fast play with multiple players at the club or a convention. The rules are meant to handle about a corps or two of troops per side with their supporting arms in a battle lasting a few hours. The basic maneuver element is the infantry brigade. Players take the roles of division and corps commanders on the battlefield, using their limited number of orders to try and guide their men to victory. The game focuses on the sharp end of combat, with grand maneuvers done and the battle getting down to the hardcore action. **Metal Men** depicts a give and take style of combat action, with units surging backward and forward with their officers desperately rallying the troops and ordering their brigades back into the fray.

Metal Men was designed for both 15mm and 25mm miniatures and works equally well with either scale without modifications. Game distances are given in inches. Combat and rally functions use 6-sided, 8-sided, 10-sided and 12-sided dice. You need a brick of d6's, 8-12 d8's, and about 4 d10's and d12's. Troops will need to be marked as Disorganized, Routed, and Low Ammo from time to time, and how you do this is up to you. Some players use appropriate figures, some use markers, I use yellow, red, and black dice as no one objects to having dice on the table!

Scale notes: **Metal Men** started off with a scale of 20 minutes per turn and roughly 50 yards per inch. This morphed during testing so that the ground scale was slightly larger for movement, closer to 75 yards/inch but at the same time the combat zone expanded to closer to 33 yards/inch. The variable scaling used allows units to move around at historical speeds yet expands the combat zone to make firing and retreating more interesting. Hopefully simulation purists can excuse this, but most players have been very happy with high movement rates and the expansion of the combat zone so that the game has a lot of motion to it.

Basing
Basing is problematic, given the variety of methods out there to base ACW figures. **Metal Men** is written from the standpoint of stands of figures firing on each other, so as long as your figures are all based the same you are fine. That being said, the designer's 15mm figures which illustrate this article are based on 2" by 1" bases, with eight 15mm infantry figures per base or one gun and crew. The infantry is effectively based on double sized **Fire & Fury** stands, and ranges, movement and frontages will work as intended if units are used in this fashion.

Units and organization
Metal Men groups the opposing forces into brigades and batteries, with individual division and corps leaders. Each brigade has one stand of troops per component regiment, with some fudging going on if a brigade was known to be very small or very large compared to other brigades. A typical brigade will have three to five stands of troops. Artillery batteries have two guns per battery, with an attached caisson. A corps typically had two or three batteries of artillery. Leaders are the driving force of the game and they are based individually. Nice to have, but not necessary, are a few wagons representing the corps ammunition trains, typically grouped in sections of two.

Leader Ratings

Each leader on the table must be given a rating: Poor, Average, or Good. This will affect the number of orders that the leader can issue each turn. Since the game is designed for club play with each player running one or two leaders, most leaders should be rated either Average or Good, with Poor being reserved for replacements or the truly incompetent generals. In convention or club play it's not nice to saddle a player with a Poor leader, but for scenario play it's perfectly fine. Leaders are either Division Commanders or Corps Commanders.

Officers receive the following points to spend as they see fit each turn:

Officer Rating	Good	Average	Poor
Command Points	5 points	4 points	3 points

Division Commanders may give orders to the brigades in their own divisions, and to any of their corps' artillery or supply trains. Corps Commanders may give orders to any unit in their corps on the battlefield.

The game is driven by player-run leaders issuing orders to their brigades, batteries, and trains. The orders are used to move and rally the troops. Troops do not move forward or rally without a leader giving an order to do so, as the design intent is to keep each player actively involved at all times in running his division. Note that firing does not involve orders, as it happens in a separate phase.

Command Points may be spent for the following actions:

# of Points	Action/order	Range	Notes
1	Move the officer	n/a	A leader may give himself an order to move at any time. He may move up to 20" each time he spends a point. Officers may "ride along" with a moving unit for free.
1	Move a unit	8"	The unit may move, as long as the leader is within 8" to give the order.
1	Artillery limber/unlimber/ fire/change facing	8"	Artillery can unlimber or limber or change facing in the movement phase or fire in the artillery fire phase, if the leader is within 8" to give the order.
1	Rally a unit	Contact	The unit must pass a Morale Check to successfully Rally. The leader must be within 8" to give the order.

Troop Ratings & Morale Checks

Each brigade has a troop quality rating of Green, Regular, Veteran, or Elite. Green troops are really bad, and should be infrequent. This key troop quality rating determines what size dice the brigade uses for Morale Checks when taking fire, rallying, and attempting to charge into close combat. When taking a Morale Check, a unit must roll a 5+ on the correct die in order to pass. This 5+ target die roll is never modified. Roll the following dice:

Troop Quality	Elite	Veteran	Regular	Green
Type of die rolled	D12	D10	D8	D6

Game Sequence
Metal Men with Minie Balls is played in alternating turns in the following sequence:
1. Rally Phase
2. Artillery Fire Phase
3. Movement Phase
4. Defensive Fire—non-moving side fires
5. Firefight Phase
6. Rout Phase

Rally Phase
Each player turn starts off with a rally phase. In this phase leaders can try to rally their troops from Routed to Disorganized or Disorganized to good order by spending a command point. The leader must be within 8" of the target unit to issue the rally order, and in order to successfully rally to a better morale state the unit must pass a morale check. Success improves the unit from Routed to Disorganized, or from Disorganized back to good order. There is a free facing change as part of a rally, so the unit may be turned as needed. Failed Morale Checks have no effect.

Combat units may receive one rally order per turn in the Rally Phase, and then they may receive an additional order of any kind in the Movement Phase. The unit could receive an additional Rally order in the Movement Phase as often a unit will fail the first Morale Check required to Rally and players will want to issue a second Rally order. A unit may only receive two Rally orders per turn, there is no tag-teaming allowed by both a Divisional Commander and a Corp Commander in order to Rally a unit three or more times!

Movement Phase
During the Movement Phase each combat unit on the table may receive one order, either a move order or a rally order. Combat units may not receive two movement orders per turn. Leaders may order themselves to move as many times as they chose to spend their available points in order to do what they want to do. Note that while there are no "command ranges" that a unit must adhere to, the 8" range limit on receiving a Move or Rally order will tend to keep a division together on the field (or give their commander a very tired horse!)

Movement
When ordered to move, units move at the following rates

Unit type	Infantry	Limbered Artillery/Caissons	Leaders (per Point)	Supply trains
Movement rate	12"	16"	20"	8"

1. Units may move in any direction or combination of directions desired, provided that no part of the unit exceeds the maximum movement rate. There are no rules for wheels or the like in order to get a speedy game going.
2. Unlimbered artillery may change facing upon receiving a Move order, but cannot otherwise move.
3. Units which start their move within 8" of unrouted enemy units (i.e. within rifle range) can only move at half speed. Starting from beyond 8" allows full movement, even if subsequent movement brings the unit to within 8" of the enemy. This is intended to check wild flanking maneuvers.
4. Units which are Disorganized may only move at half speed. Routed units may not move.

5. Units which rallied in the Rally Phase and are then given a Move order in the Movement Phase by a leader may move freely. The intent is to get the game going and not try to track who rallied when in a previous phase.
6. Any kind of passable terrain such as woods, hills, or a fordable stream costs double to move through.
7. Units may not move through impassable terrain, such as a river or a cliff.
8. A unit may move through another unit. The unit moved through may not move during this turn and must remain stationary. Count the stationary unit as a terrain feature for the moving unit, i.e. double cost.
9. Infantry units in road column gain an extra 3" of movement.
10. Infantry units in road column, limbered artillery, and supply trains gain an extra 3" of movement if they remain on a road for their entire move.
11. Special Retreat Move: any unit may take a half move directly away from the nearest enemy unit under the following conditions: Their leaders are finished giving orders for the turn, the unit did not receive any orders of any kind, and the unit passes a Morale Check. Failure of the Morale Check means the unit can still move, but it suffers the effects of a Disorganized hit at the end of the move.

Formations

Units may be in different kinds of formations. Infantry units may be in road column or line. Infantry may additionally have some of their stands deployed as a second or later line behind the first line in order to reduce frontage, effectively in an attack column. Artillery may be limbered (ready to move) or unlimbered (ready to fire.)

1. Infantry may change formation from column to line, or deploy/recall a second or third line of stands at the cost of a half of their move. They must have received a Move order to change formation, and may perform the other half of their move on the table before or after the formation change.
2. Artillery must spend an entire movement phase changing between Limbered and Unlimbered.
3. There is no intrinsic combat benefit for infantry to be in a line or column, as the combat system is based purely on the number of stands in the front line. Narrower formations are easier to maneuver but will put out less firepower.

Artillery Fire Phase

In the Artillery Fire Phase unlimbered artillery units may fire if ordered.

1. Artillery units firing in this phase roll four dice per stand. At 4d8 per stand, this can be very effective.
2. It takes an officer's order for an artillery unit to fire in this phase.

Defensive Fire Phase

In the Defensive Fire Phase defending units which are not in a fire fight may fire on attackers that moved within 8" of the defenders during the turn.

1. Both infantry and artillery units will roll two dice per stand in the front rank in this phase. Infantry rolls 2d6 per stand, while artillery rolls 2d8 per stand.
2. Execute the fire at whatever the range is that the attacking unit stopped at.
3. Apply all normal morale checks and combat results from the defensive fire.
4. If attacking infantry units were Disorganized by the results of the fire, they are then randomly placed d8 inches from the defending units. This represents the units' officers losing control of

their men. This may actually result in the attacking unit ending the defensive fire phase close to the defenders than when they started.

Firefight Phase
In the Firefight phase all infantry units (only—not artillery) which are in range of each other now simultaneously fire at each other.
1. All infantry units roll two dice per stand in the front rank during this phase.
2. Mark all units in a firefight with cotton puffs to denote that they are in a protracted firefight.
3. Normally unit that are Disorganized must retreat during the Rout Phase at the end of the turn. If both units in a firefight become DG, then they will both stay locked in the firefight. If only one is DG and its opponent is not, that DG unit will retreat.
4. Units in a firefight are free to move during their side's movement phase, including changing formation. They may pull back out of range, effectively ending the firefight. They may change range bands to one they feel is more advantageous. This may include moving into contact, the very effective 0" range band.
5. Units in a firefight do not fire defensive fire against fresh enemy units or enemy units in a firefight. They are committed to their firefight.

Combat
The combat routine in **Metal Men** is that your units close to within range of the enemy, fire a bucket full of dice at each other, and take morale checks to see what happens. Units fire in the appropriate phase. General combat rules:
1. Units fire in a 90 degree arc to their front. Measure the arc and range from the center front of the firing stands.
2. If the center of the unit is out of arc or out of range, or if some stands are blocked from firing by other units or terrain, it is permissible to have only those stands which have arc/range to fire, effectively shifting the center of the unit and leaving the stands on the other end of the unit's frontage out of the combat.
3. All the stands in a unit must fire in the same range band, that of the center stand. Stands which are closer than the center do not get to fire at a better range, as the intent is to have an average range band for the whole unit.
4. A stand may not split fire between separate targets. A unit may fire its stands at separate targets, but each stand has to fire all together.
5. Only stands in the front of a unit may fire, stands in a second or later line may not.
6. Each stand generates two or four dice to use in combat, depending on the phase.
7. Infantry stands roll d6's in combat. Unlimbered artillery rolls d8's. Limbered artillery does not fire.
8. A unit must engage a target in the closest range band. If there are multiple targets in that range band, the player has a choice.
9. Start on one side of the table and work across to the other side. It is not allowed to pick and chose the sequence of combat to try and generate an artificial advantage through creative fire sequencing.
10. Flank Fire: it is difficult to describe when a unit is being flanked, although common sense should rule the day. If the majority of a unit's stands are behind the front line of the target unit, that fire gets the flank bonus to its fire. If there is not a majority of the unit on the flank, then there is no bonus.

How to resolve fire combat:
1. First figure out which target a stand is firing on.
2. Find out how many dice are rolled. Each stand starts with two or four dice, and then the number of dice rolled is modified by the conditions on the right column of the table.
3. Find the range band the target is in and roll your dice. There is a To Hit number in each range band, and for each die rolling that number or higher, the target suffers a hit. This To Hit number is never modified, only the number of dice rolled is modified thus increasing or decreasing the number of potential hits based on battlefield conditions.
4. The target unit must then take a Morale Check for each hit. If there are several different units firing on a target unit, the target should wait until it has the final tally of hits against it before taking all its Morale Checks at once. The second table will show what the effect is for each Morale Check that is missed. Passed Morale Checks have no effect. Missing multiple checks in a given turn causes progressively worse results.
5. Note that the Morale Check pass number is always a 5+, and this number is never modified. The combat system gives the attacker more dice to throw in situations such as a flank attack or against a routed target, causing potentially more hits and more Morale Checks instead of modifying the basic Morale Check mechanism.
6. If a leader rated as Good or Average (not Poor) is attached to the target unit, he may declare before the unit rolls any Morale Check dice that he is Inspiring them and the unit may then ignore one required Morale Check. If he Inspires the unit, he may become a casualty. Roll a d6 after all required Morale Checks, on a roll of 1 or 2 he is hit and is immediately replaced by a Poor rated leader.

Fire Table

Range	# to Hit		Modifiers	Affect # of dice
Close combat	4+		Flank Shot	+1 die
0-4"	5+		Target is DG or Routed	+1 die
4-8"	6+		Target Limbered/Rd Column	+2 dice
8-12"	7+		Firer on a hill	+1 die
12-16"	8+		Firer is DG	½ the dice are lost
			Fire to flank	-1 die
			Low Ammo	-1 die
			Target in woods/wall/etc.	-1 die

Note that at ranges over 8", infantry will be unable to score a hit as they roll only d6's. Artillery batteries roll d8's and will thus be able to score hits out to 16". Artillery also has a higher chance per die of causing hits at closer ranges.

Morale Checks Table

# of missed checks	Result
1	Unit is Disorganized (DG). If already Routed lose a stand.
2	Lose a stand.
3	Unit is Routed. If already Routed, lose a stand.
4+	Each additional hit now kills a stand.

The effects of missed Morale Checks are cumulative.

Combat Effects
Disorganized—Units which are DG are marked with a yellow die. They can only move at half speed, and lose half of their total number of dice when firing. If successfully rallied, they return to good order. A second DG result on an already DG unit causes it to immediately Rout.
Routed—Units which rout are marked with a red die. As soon as the Rout result happens, the unit must **immediately** retreat 8" directly to the rear and lose a stand. Routed units can not move or fire until they are rallied. Routed units which successfully Rally go to DG.
Stand Loss—Some combat results call for a stand loss, specifically the second missed check in a combat phase and many results for routed units. In this case one stand is removed from the unit. In contrast to many ACW games there is not a lot of visible bloodshed in **Metal Men** until a unit is Routed, at which point it starts taking casualties and can rapidly reach the breaking point. It is very important to Rally DG and Routed troops quickly so that units don't break and run, and leaders will spend more and more of the battle trying to keep their troops in the line as the action continues.

Rout Phase
In the Rout Phase units which are Disorganized or Routed must flee to the rear.
1. Disorganized units flee 1d6 to the rear.
2. Routed units flee 2d6 to the rear.
3. Retreating units must move backwards the indicated distance. Players should try to judge where the best "locally to the rear" direction is, but if no agreement can be reached on this direction then it should be directly backwards.
4. Retreating units ignore terrain penalties unless they hit impassable features.
5. If the retreating unit contacts an enemy unit or an impassable terrain feature, it must stop and lose a stand.
6. If they contact a friendly unit, they will retreat on through that unit until they are clear of that unit. The unit which is retreated through must take an immediate Morale Check, and if it fails that check it immediately suffers a DG result.
7. Artillery units which retreat automatically limber up and move.
8. Infantry in firefights where both units are DG do not retreat, as an exception to the rule.

Ammunition Rule
Running out of ammunition was a constant problem in the Civil War, as in the heat of the firefight each soldier could fire off his ammo in 15 minutes. When firing a handful of dice, one of the dice should be a different color from the rest of the dice. If this die comes up as a 1, the unit is marked low ammo. It does not matter how many dice are rolled on any given shot, one of them must be different so there is always a 1 in 6 or 1 in 8 chance of running low on ammo on any shot.
1. Low Ammo units are marked with a Black die.
2. Low Ammo units roll 1 die less when firing.
3. They can not fire beyond 4".
4. Only one low ammo result applies, you can't run out of ammo or go double low ammo or anything like that.
5. Ammo can be recovered in several ways.
6. If you have supply wagon stands for your game, if the stand finishes the movement phase within 4" of the wagon it clears its low ammo status.
7. If you do not have supply wagons, then moving out of small arms range (8" from the enemy) and spending a turn motionless will clear the low ammo.

8. Artillery can be low ammo as well. Most players have limbers and caisson models, and if you have these then you can send the caisson back either to the supply wagon or out of range and recover the ammo for the battery in the same way as in 5 and 6 above. The battery's guns can maintain position while being Low Ammo, with the assumption that they are holding some rounds of canister for close range work inside 4". Once the caisson returns, the battery clears the low ammo condition. You can of course send the entire battery back to get ammo, not just the caissons. No caissons? The battery must not fire for two turns while the ammunition is replenished, or it can move back out of the line like an infantry unit.
9. In order to set the length of the battle, you can limit the number of resupplies of ammunition available. A good number is one resupply of ammo per brigade in the corps. Once that many brigades or batteries have had their low ammo cleared, the corps trains are out of ammo. This will bring a natural halt to the action, and force players to be creative with their dwindling stocks of ammunition.

Historical Note

Many games give the Confederate units a bonus of some kind just for being on the Confederate side. There are no rules of this type in **Metal Men**. Instead, if you want to give one side a slight edge, you can increase the number of Veteran units and Good leaders. A corps with six Veteran and three Regular brigades, led by two Good and two Average leaders will outperform a corps with two Veteran and seven Regular brigades led by Average leaders. In this way you can give an advantage to one side without it being tied to which side of the war they fought on.

CMH December Scheduled Events

This table shows what scheduled CMH events are coming up.   Next months Friday Night Fights (FNF) and the monthly meeting (MM) are listed. It is recommended to schedule your game for future meetings and will appear on this page.

Date	Meeting	Location	Start Time	End Time
December 3	FNF	Baker	7:00 pm	midnight
December 10	FNF	Valhallas	7:00 pm	midnight
December 12	MM	Baker	12:00 pm	5:00 pm
December 17	FNF	Baker	7:00 pm	midnight
December 24	FNF	Valhallas	7:00 pm	midnight
December 31	FNF	Valhallas	7:00 pm	midnight

Photo of the Month

Robert checking Dads (Binhans) six at Veterans Wars.

Colorado Military Historians, Inc.

Colorado Military Historians (CMH) is a non-profit organization whose purpose is to promote historical wargaming and the study of military history. Founded in 1965, CMH meets monthly on the second Sunday of the month, except in May when the meeting is deferred to the third Sunday. The meeting starts at noon at the Baker Recreation Center, 6751 Irving Street (just a few blocks west of Federal Blvd), Denver, Colorado. The club also hosts gaming every Friday night, called "Friday Night Fights" (FNF) at 7:00 p.m. The first and third Friday of the month, these meetings will be held at the Baker Community Center. The second and fourth Friday of the month, the meetings will be at Valhalla's Gaming Center, 6161 W. 44th Ave., Wheatridge, Colorado.

CMH maintains ties with numerous local, regional and national groups to help promote the hobby. CMH is governed by member-elected officers serving on the Board of Directors (executive board). Terms of office are one year, with elections held at the May meeting. New members are accepted after attending three CMH functions and a vote of the membership. Dues are $50.00 per year, payable in January. Members wishing to receive a snail-mailed newsletter subscription must pay an additional fee of $15.00 per year. Authors retain ownership of articles and graphics published. CMH reserves the right to edit or reject submissions to the newsletter.

One year Adult Membership: $50.00
Half year Adult Membership: $25.00
       (for NEW members who join after June 30)
Family Membership: $50.00 (one Adult and any number of offspring)
Student Membership: $20.00 (16 to 22 years old)
Children: free (younger than 16 accompanied by member

METAL MEN with MINIE BALLS

Sequence of Play

1. Rally phase	4. Defensive fire phase
2. Artillery fire phase	5. Firefight phase
3. Movement phase	6. Rout phase

Command

The Command system is based on the division commanders giving orders to their own brigades to move and rally, as well as attached artillery and any ammo trains. Corps commanders may order anyone on the table. Good officers get more points, less capable officers get fewer points. This is their points limit per turn:

Good	5 points	**Average**	4 points	**Poor**	3 points

Points are spent for the following actions.

Points	Action	Success?	Range of order?
1	Move the officer	Automatic--or he can move along with a unit for free.	
1	Move a unit	Automatic--as long as the unit is in clear LOS and within 8".	
1	Artillery limber/unlimber/fire	Automatic--as long as the unit is in clear LOS and within 8".	
1	Rally a unit	Morale check needed	

- Each unit can receive a Rally order in the rally phase and **one** additional order in the movement phase
- The second order in the movement phase can be an additional Rally order.
- Any unit may take a DG hit and fall backwards 2d6 inches without an order.

Morale Checks   When called upon to make a check, units must roll a **5+** on the following dice to pass:

Elite	d12	**Veteran**	d10	**Regular**	d8	**Green**	d6	**Artillery**	d10

Movement

- Units can move up to their movement rate.
- They can move in any direction or combination of directions
        provided no part of the unit exceeds the max rate.
- Units which **start** their move within 8" of the enemy (rifle range)
        may only move at **half** speed.
- Any kind of terrain costs double movement, including moving through another unit.
- During their move units can reform, either extending their rear ranks out to the sides, recalling them back
        into their second rank, or forming a column. It costs **half** their movement to change formation.
- Infantry units in road column and limbered artillery may gain an extra 6" if they move solely along a road.
- Low Ammo units recover ammunition by moving to within 4" of a supply train and ending their turn there.

Movement Rates	
Infantry	12"
Artillery (limbered)	16"
Leader, per point	20"
Supply trains	8"

Artillery

- Artillery cannot move while it is unlimbered. It can change facing if an officer spends one point to order it.
- In order to change to or from limbered and unlimbered states, artillery must spend its entire turn switching.
- Artillery fires in its own separate phase. It takes an officer command point to fire in this phase.
- Artillery firing in the artillery fire phase will roll 4d8 per stand on the combat table.

Defensive Fire Phase

- In the defensive fire phase, the defenders which are not tied up in a firefight may fire on attackers that
        moved into range this turn. Execute the fire at whatever range the attacking unit is at.
- Defensive fire is performed by each stand on the defender's front line rolling two dice on the combat table.
- If the attacker is DG by the defender's fire, he is suffers the DG result and is placed d8 inches from the
        defender. This may actually put him closer to the defender than at the start of the phase!

Firefight Phase

- In the firefight phase all infantry units (not artillery!) which are in range of each other simultaneously fire.
- Units roll 2d6 per stand in their front line in this phase on the combat table below.
- Mark units in a firefight with smoke cotton balls to show they are in the firefight.
- If both units in a firefight (as marked by smoke) are DG, neither one will retreat in the rout phase.

Combat

The basic idea is that units which are within range fire a bucket full of dice, and the enemy takes morale checks to see what the effect of any hits is.
- Units fire to their front, in a 90 degree arc. Measure range from the center of the unit.
- If the center of the unit is out of range or out of arc, shift it by excluding stands on the end.
- Use the range from the center of the firing unit for combat purposes.
- Each stand in the front rank generates a variable number of dice to use in combat, depending on the phase.
- Infantry always roll a d6 for combat. Artillery roll a d8.
- Stands may not split fire. All of a stand's fire must be directed at one target. Units may split fire.
- Start fire on one side of the table and work across. Finish one firefight or defensive fire before moving on.
- Units must engage the target in the closest range band. If there are multiple targets, it's player's choice.
- Flank fire: if the majority of a unit that is firing is behind the flank of the target, it gets the flank bonus.
- Brigades may "support" artillery. To do this, have their stands touching. This allows the infantry to fight in place of the artillery if any attackers make it into range 0" close combat firefights.

Fire Table

Artillery phase: roll 4d8/stand. Defensive fire: roll 2dice/stand. Firefight phase: infantry rolls 2d6/stand.

Range	Number needed to Hit	Modifiers Affect the number of dice rolled	
Close combat 0"	4+	Flank shot:	+1 die
0-4"	5+	Target DG/R:	+1 die
4-8"	6+	Target Limbered/Road Column:	+2 dice
8-12"	7+	Firer on a hill:	+1 die
12-16"	8+	Firer DG:	1/2 of the dice
		Fire to flank in close combat	-1 die
Low Ammo		Low Ammo:	-1 die
In firefight & artillery fire phases, roll one black die.		Target in woods/wall/town:	-1 die

If you roll a ONE on that die, mark Low Ammo with a BLACK Die. *Low ammo may not fire beyond 4"*

Morale Checks

For each hit a unit takes, you must take a Morale Check. Passed checks are No Effect.

Morale Checks			When called upon to make a check, units must roll a **5+** on the following dice to pass:						
Elite	d12	**Veteran**	d10	**Regular**	d8	**Green**	d6	**Artillery**	d10

# of Missed Checks	Result
1	Unit is **Disorganized (DG).** If Routed or DG lose a stand
2	Lose a Stand
3	Stand is **Routed. (R)** If already routed lose a stand.
4+	Each additional hit will kill a stand.

An attached Good or Average grade officer allows you to ignore the first check. If he does this, roll a d6. On a 1 or 2, he is hit and is replaced by a Poor officer.

Morale Results:

R   **Routed**. Mark with RED die. Routed units may not fire or move at all. Recover to DG.

DG   **Disorganized**. Half movement and fire. Mark with YELLOW die. Extra DG results cause stand loss.
If an infantry unit is DG on a move into fire combat range by defensive fire, it stops at 1d8 inches away from the unit that it was moving towards.

Rout Phase   In the Rout Phase of the turn, units marked DG and Routed will flee to the rear.
DG infantry units move 1d6 to the rear. Routed units move 2d6 to the rear.
Retreats ignore terrain penalties. If a unit would go through impassable terrain, it stops and loses a stand instead. If they run through a friendly unit, they continue retreating until they are clear of it.
Routing units that contact a unit cause that unit to take a morale check, it suffers a DG hit if it fails.
Retreat note: If guns must retreat, they automatically limber up and fall back.