Homegrown Rules Special

Age of Sail battle using *Fighting Instructions* rules by Doug Wildfong and Dave Manley, 2002.

Homegrown Rules

Message by CMH Secretary
Eric Elder

Our club has a number of excellent homegrown rule writers. Thanks to Dave Newport this month for submitting his 20th Century ruleset for the latest newsletter. Since this was the only submission this month I decided to make this a homegrown rule special issue. I would also like to thank John Mumby and John Hill for the two pages of ACW homegrown rules.

New month we have our Veterans Wars convention. I'm sure it will be another busy event. It looks like there are a lot of good games. I may even play Dave's Tarawa game (using one of his homegrown rules) since it was great the last time I played it. I highly recommend it. At the October monthly meeting the club membership approved lowering the 2012 club dues to $35.00 but contingent on removing one Friday a month from Baker but having it at another (free) location (i.e. a game store).

I have to commend historical wargame rules writers. It takes guts to put together a ruleset and present it to all sorts of gamers who either know very little about the period or are experts. These writers have to be open to comments and suggestions. Playtesting the rules seems to be an ongoing adventure. The best for me is to be able to join in a game put on by the author of the rules. I think my best meeting was gaming in a Mexican-American War game put on by Rich Hasenauer (*Fire and Fury* rules author) at Fall-In a few years ago. Locally, I'm impressed by how many writers are here in Colorado. I'll hold off listing rules/names in case I forget someone. Maybe I am wrong, but to me these writers are experts in their period. They have to know the tactics and weapons of the period very well. I guess I place a certain amount of trust in them too, that they do not lead me into a false impression of what combat was like. They also have to have a balance in the rules that will result in everyone having a good time at the table. Every ruleset will not appeal to every gamer, but I think we recognize the time and effort put into wargame rules writing.

October Monthly Meeting
Unit of the Month
Temporarily no current sponsor
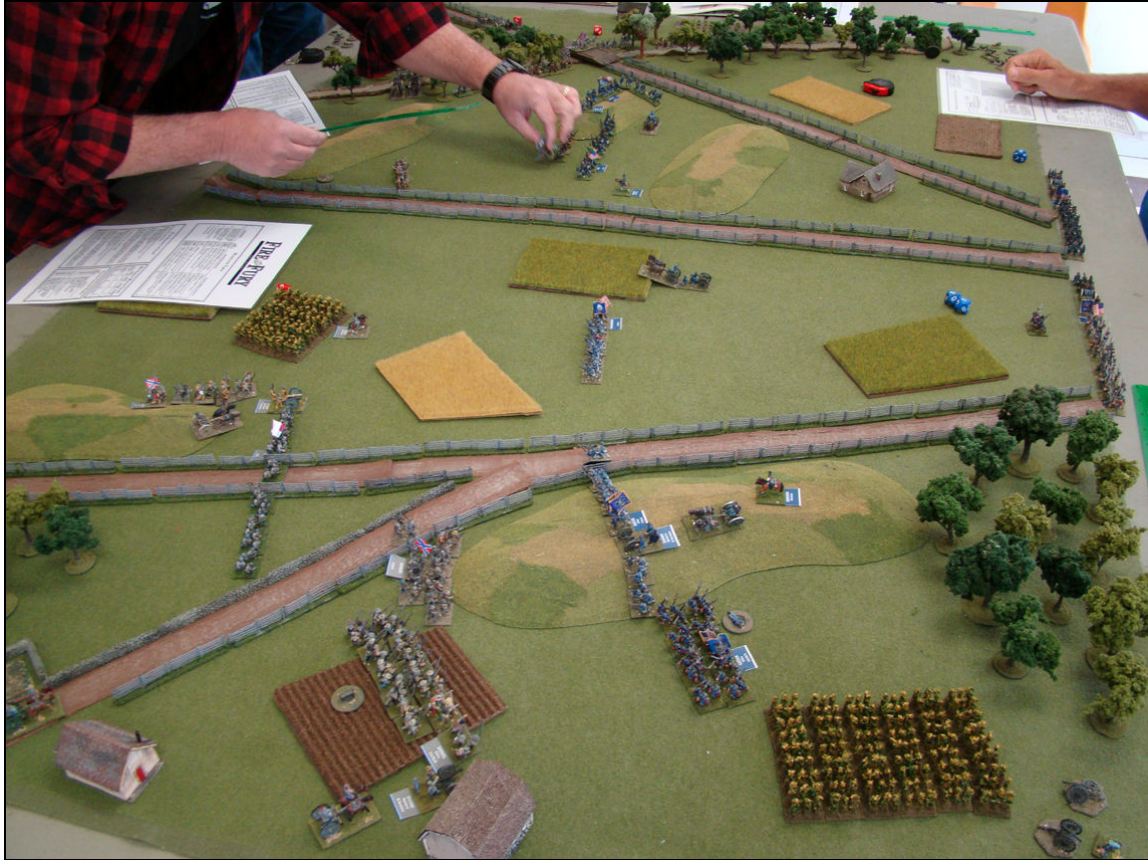
Each month CMH members bring their latest painted figures and models to the meeting to display their latest efforts and compete for Unit of the Month.

CMH Member	Scale	Manufacturer	Era	Unit
Jim Rairdon	15mm	Legio Herioca	Monguls	300pnt DBM Mongol Army
Jim Rairdon	15mm	Klesko	Monguls	Mongol Camps
Terry Shockey	10mm	Editions Brokaw	Colonial/ACW	Buildings
JOHN MUMBY	10mm	Pendraken	SYW	Prussians
Doug Wildfong	28mm	RSM	SYW	Regt Boccard Swiss Entralar

Table: Unit of the Month (WINNER)

October 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
Dan Gurule	15mm	DBN	War of 1812: Battle of Lundy's Lane
MATT VIGIL	15mm	Fire & Fury	Battle of Barlows Knoll
Dave Newport	28mm	Legion vs Horde	Rome vs Carthage / Macedonia
John Brown	15mm	Command & Colors	Ancients

Table 1 Game of the Month (WINNER)

Tactical Combat Rules
20th Century Homegrown Rules by CMH Member
David Newport

Tactical Combat is a game covering company and battalion level actions using 20th century weapons. The game was designed for World War II action, but it handles recent conflicts as well. The design came about from a desire to have a simple rule set using only one chart that could handle the demands of rapidly teaching the game in a club or convention setting, and then playing the scenario to conclusion in a few hours. The game emphasizes correct use of suppressive fire to keep the opposition's head down while maneuvering in close for decisive action. Conversely, running around in the open and assaulting an enemy who has not been suppressed is a good way to get everyone killed. The emphasis is primarily on infantry, but tank actions can be handled as well with an additional combat table and a few extra rules so that combined arms battles can be played out.

I have put on games ranging from Crete 1941 to D-Day to Barbarossa to the Bulge with only slight modifications to the basic system. The basics of the Action Phase remained the same in all cases, but the command and special rules varied to try to capture the battles better. For example, D-Day had beach assault rules, Crete had airdrop rules, the Bulge had the Germans short on fuel and road bound, while the 1941 Soviets had command restrictions. *Additionally, some of my more common optional rules are included in italics, and they can be dropped into the game easily.*

Tactical Combat is designed for use with 15mm miniatures. It can be easily played with any scale of figures with players adjusting the movement rates and weapon range break points to match what they feel looks right for their terrain and figures. I have used it with microarmor without adjustment and with 25mm figures by doubling weapon ranges. Game distances are given in inches. A couple of 10 sided dice are required for play. Note that the '0' on the d10 is read as a 10. Low numbers are good, in general. The game requires a number of markers to denote different states for the stands on the table. I use cardboard markers for my games, but obviously you can use whatever looks good on your table, like different figures, casualty caps or rings, smoke markers, fuzz balls, etc. The necessary markers are for 1 Hit, 2 Hits, Suppressed, Paralyzed, and Finished.

Tactical Combat is based around the maneuver of several different formations of troops. Depending on the battle that players wish to simulate, the stands can represent either squads or platoons of soldiers and tanks. With squad level stands, each player controls one or more companies. With platoon level stands, each player controls one or more battalions. The difference between the two scales is primarily one of command, as the basic game mechanics remain the same.

Game Sequence
Tactical Combat is played in alternating turns. First one side will complete its turn, and then the other side will do their turn. There are chances for responding to the opposing side's move with overwatch fire, but only one side will be moving at a time. Each turn has the following sequence:

Side A:
1. Remove Finished Markers.
2. Command Phase.
3. Action Phase.
4. Morale Recovery.

Play then passes to Side B for a repeat of these phases. The game continues with alternating turns until the game length is met or someone wins.

Remove Finished Markers
After moving or firing, all stands are marked with a Finished marker. Removing the markers from a side's stands will ready all its stands for action in their turn.

Command Phase
This phase is where players determine how much their men will be able to do during the turn. Three command options are presented for the rules, and of course players should feel free to substitute whatever rules handle their figures and battles the best. Some of my suggestions for customizing them are in italics.

Method 1: No restrictions. All stands can function at full capability every turn. This is recommended only for large games with many new players or for specific scenarios where players feel a lack of command rules are appropriate. *If one side is deemed to be greatly superior in terms of troop quality or command, it may be easiest to show it by allowing them to operate with no restrictions while the other side has to operate under one of the following rules. An example of this would be 1941 Germans against Soviets.*

Method 2: Small unit scale, with stands representing squad level formations and players commanding companies. At this level each formation has a number of small unit commanders. Platoons have a platoon leader stand, companies have a company leader stand, and if the game goes up to battalion level there will be a battalion commander stand as well. The leader stands are always in command and able to act freely. All other stands which are within 2" of a leader are also able to act freely. Those stands which are outside of the command range of a leader must roll a die prior to doing anything in their own action phase. For green troops, they must roll a '4' or less to act, regular troops need a '6', and elite troops must roll an '8' or less. Stands which attempt to act but fail their roll are marked Finished. Those which do not attempt to act are not marked in any way, and remain eligible to fire overwatch fire in the opposing turn. *Units with better radios, such as US troops or most Western armor units, might have a longer command range or the ability to put some stands out of range but still in command.*

Method 3: Large unit scale, with stands representing platoon sized formations. At this level players are commanding battalions, and should have a single battalion HQ stand per battalion, ignoring lower level commanders. Each battalion then rolls one die for command points, and the points available are the maximum number of stands that battalion can move and fire this turn. The remaining stands are unable to act and cannot perform any moving or firing during the player's turn, but will be able to fire overwatch during the opposing move. For each stand that the battalion loses, subtract one from their total available command point roll. Each side should be assigned a minimum level of activity, regardless of the modified die roll. Green troops should always be given two command points, regular troops get three, while elite troops should always have four command points awarded every turn, representing a baseline level of activity.

Players can save unused command points with their battalion HQ for use in later turns. This represents the staff planning that is going on to ready the battalion for future activity and will tend to enforce lulls while points build up. Players will find that it helps to have a stash of command points built up before the action starts, as once they take casualties and get into serious combat, they may find themselves going hand to mouth on command points or worse, reduced to the guaranteed minimum move. Battalions that have lost their battalion HQ cannot save command points, and must spend all their points every turn or see them go

to waste. *If one side is better in the area of command and especially staff work, you may want to have them roll an extra die for command points, for example 1940 Germans against French. If a side had some limitations, you may want them to have no minimum number of command points so they may well be hamstrung on a random basis, for example a German Panzer unit low on fuel in 1944.*

Action Phase

This is where the bulk of the game is played out. Stands may move and fire during this phase, perhaps stopped by the opposition with overwatch fire. This part of the turn is totally free form. Stands may move and fire in any order desired, subject only to the limits of the command rules. One stand can fire, followed by an artillery strike, then a few stands can move, another stand fires, and finally another stand moves. Stands are allowed to take only one action per turn. At the conclusion of movement or fire, mark a stand with a Finished marker as a reminder that it is done for the turn and cannot fire in the opposing player turn. Stands which take no actions in their own Action Phase and as a result are not marked with a Finished marker may fire opportunity fire in the opposing turn.

Movement

Infantry units can move up to 8" during the action phase.
1. Stands move one at a time.
2. Movement may be interrupted by enemy overwatch fire, but only one interrupt is allowed per move.
3. Moving through terrain such as woods or uphill costs double movement.
4. *As an alternative, anytime a stand enters a terrain feature that would impede its movement, it rolls a d6 and subtracts that number of inches from its move. If it would be left with no remaining move, it must halt in place (optional).*
5. Units may enter close combat by moving into contact with an enemy stand, in this case resolve the close combat immediately.
6. Mark the stand finished at the completion of the move, no matter how far it actually moves.

Combat

Stands may fire on the enemy during the action phase. Combat rules:
1. Each stand fires individually. Do not combine fire.
2. Infantry has a 360 degree arc of fire.
3. Stands may fire out to 8" normally, or out to 16" with reduced effect.
4. *Heavy machine guns may roll two dice and pick the best result (optional).*
5. *Heavy machine guns do not suffer a penalty for firing at long range (optional).*
6. A clear line of fire is required for direct fire weapons. You can not fire through blocking terrain features or friendly stands.
7. There is one table below which handles all infantry fire combat. Roll a single d10 on this table when firing.
8. Combat units can take 3 hits. Combat results may cause a stand to take a hit. There are no effects from the first and second hit. On the third hit remove the stand.
9. *Some stands, such as weapons stands, have only two figures. These stands can take two hits (optional).*
10. Leader stands, like platoon commanders, can take one hit. If these stands are in contact with another stand, they are assumed to be within those stands and cannot be individually targeted. The larger stand must be wiped out before the leader loses its hit.

11. If a platoon or company leader stand is killed, replace it two turns later as someone steps up or HQ sends out a replacement. Do not replace lost Battalion HQ stands in larger games.
12. Fire has two possible morale results in addition to hits: Suppressed and Paralyzed.
13. Suppressed stands may not move except as noted below. They may not fire opportunity fire. They may fire with a modifier in their own action phase.
14. A second suppressed result against a stand will cause it to become Paralyzed.
15. Paralyzed stands are extremely limited. They can fire once defensively in close combat and at no other time, and cannot move except as noted below.
16. Paralyzed and suppressed stands are not normally allowed to move. The only move they are allowed to take is a Panic Move during their Action Phase. In this case, the stand moves a full 8" directly away from the closest enemy stand. Ignore terrain movement penalties. At the end of this move the stand is Paralyzed and must take one hit.

Infantry Combat Table

Die Roll	Results	Modifiers to the die roll
1	Hit and Paralyzed	+2 target in building or other hard cover
2-3	Hit and Suppressed	+2 firing unit Paralyzed (close combat only)
4-5	Suppressed	+1 target in cover
6	Green Stands Suppressed, Others No effect	+1 firing stand Suppressed
7-10	No effect	+1 target is at long range, 8-16"

Opportunity/Overwatch Fire

During the enemy turn, friendly units which are not marked with a finished marker may fire overwatch on enemy stands which move or fire.
1. Only friendly stands which are not marked Finished, Suppressed, or Paralyzed may fire overwatch fire.
2. Overwatch fire is resolved using the normal combat rules.
3. If an enemy stand fires and a friendly stand can see the firing stand, the friendly stand may overwatch fire on the enemy stand immediately after the enemy stand resolves its own fire.
4. If an enemy stand moves and a friendly stand can see the move, the friendly stand may overwatch fire on the enemy stand as soon as it has moved 1" or more in the sight of the friendly stand.
5. Only one unit may fire overwatch fire on any one enemy stand when it moves or fires. There is no ganging up on the enemy with multiple fires. Overwatch fire represents taking advantage of a fleeting opportunity, not a coordinated attack.
6. If the overwatch fire result is No Effect, mark the stand which opportunity fired with a Finished marker. It may no longer fire overwatch fire this turn.
7. If the overwatch fire has a result, i.e. a Suppression or better, DO NOT mark the stand Finished. It remains able to fire overwatch fire in the enemy turn until such time as it blows a roll and gains a Finished marker. *If playing with the optional rule where MGs get to roll two dice and pick the best, this makes an MG able to dominate its field of fire during overwatch. Suppress those enemy MGs before you move!*

Close Combat

As soon as a friendly stand contacts an enemy stand during the Action Phase, resolve the close combat.

1. Close combat is resolved with alternate fires until one side is Paralyzed. Obviously if one side is wiped out by fire, the combat is over at that time.
2. The attacker is always in open terrain and will never gain a +1 or +2 cover modifier from any defending cover during close combat.
3. The defender fires first. If the attacker is Paralyzed after the resolution of the defender's combat, he must retreat 4" and take a hit, remaining Paralyzed. This hit is in addition to any hits that may have been inflicted by the defender's fire.
4. The attacker fires second. If the defender is Paralyzed after the resolution of the attacker's combat, he must retreat 4" and take a hit, remaining Paralyzed. This hit is in addition to any hits that may have been inflicted by the attacker's fire.
5. If neither side is eliminated or Paralyzed and forced to retreat, the sequence is repeated until one side is dead or forced to retreat. There can be only one winner and it must be determined before the game moves on.
6. If the defender starts the close combat Paralyzed (i.e. the attacker is doing his job correctly), he gets to fire one shot at a +2 modifier, the attacker will get his regular shot at the defender to try and inflict some extra hits, and then the defender will have to retreat and take a hit as he is Paralyzed.
7. Once an attacking stand has engaged in close combat, it is marked Finished and can move no further that phase.

Morale Recovery
In the final phase of the turn, morale states improve. First Suppressed markers are removed from the active player's stands, and then Paralyzed markers are replaced with Suppressed markers. The inactive player does not adjust his morale states.

As an option, you may wish to require some sort of morale check in order to improve morale states. This adds a minor level of complexity and randomness to the game. I recommend a 6+ for green troops, 5+ for regulars, and 4+ for elites, but this is easy to adjust.

An additional optional rule covers platoon and company leaders in smaller level games, giving these guys more roles beyond the focus of the command rules. As an option, allow each leader to move to a single Suppressed or Paralyzed stand during the leader's movement and improve the morale state of that stand by one level immediately, representing the motivational effects of the leaders applying encouragement or boots-to-the-backside for their troops. This is a perfect role for Soviet Kommissars.

End of Turn
Once a player has finished all his Moving and Firing during his action phase, the turn passes to the other side. Players are not required to move every unit, whether they have the command ability to do so or not. In fact, it is often advantageous to have units not marked with a Finished marker and thus ready to fire during the enemy Action phase.

Air Support/Artillery/Mortars
Players may call for air support or artillery fire during their action phases if allowed by the scenario. Air support can come down at any point on the map, unless you feel that a spotter is required for the strike. Airpower makes a standard attack on a single stand. More effective air support, like say a Stuka in the early war period, should be allowed to roll 2 or even 3 dice and pick the best result, thus justifying their feared status.

Artillery and mortar fire targets must be spotted before they can fire. For company level games a leader must spot, and the act of spotting will Finish him. For battalion level games, any stand may spot and the spotting stand is not marked. For artillery fire, I make up a reasonable sized template for the battery which may allow it to affect multiple stands. The very common Games Workshop artillery templates work fine for this. A heavy mortar would also have a template. All stands under the template will be attacked. Heavy mortars and artillery have no range limit, and may affect any location on the table. Light mortars will affect a single stand, and light mortars should obey the standard 16" range restrictions for firing.

One further roll for artillery and mortars is to drop smoke onto enemy positions to screen your own troops. Smoke gives a +1 cover modifier to all fire which goes through it which is not cumulative with other cover modifiers and it is removed at the end of the opponent's turn in the Morale Recovery Phase.

Armor
Tactical Combat is designed primarily as an infantry game. However, tanks and other vehicles often show up on the battlefield, and this rules section should handle any major differences for the game. At the smaller scale, vehicle castings will likely represent a single vehicle which can take a single hit. At the larger scale, they should represent a platoon which can take three hits just like the infantry.

Movement
Vehicles can move up to 16" per turn, instead of the 8" that infantry may move. Vehicles pay quadruple costs for rough terrain (*or roll two d6s and subtract the amount from the move upon entering terrain*). Infantry units may ride in trucks and halftracks. It costs both passenger and carrier half their movement to mount or dismount.

Combat
Vehicles have their own combat table. It is very similar to the infantry table, but should be used for all combat against a vehicle. If a vehicle shoots at infantry, use the infantry table.

Anti-tank Combat Table

Die Roll	Result	Modifiers to the die roll
1-3	Hit, Forced back 8", Suppressed	-3 flank shot
4-5	Suppressed	-2 moved along a road
6	Suppressed (green troops), others no effect	+1 target in cover
7+	No effect	+1 Firer is Suppressed
		+1 Firer at Long Range

The Anti-Tank table has several differences from the Infantry Combat Table.
1. Vehicles which are Forced Back must retreat away from the enemy a full 8". Be reasonable about choosing the direction, the target vehicle is trying to open range from the fire and get under cover.
2. Vehicles cannot become Paralyzed, either through the combat table or from multiple Suppression results.
3. Vehicles can become Suppressed, representing buttoning up and generally worrying about self-preservation. Suppressed vehicles can not move closer to the enemy (they can move farther away) and can not fire overwatch. They can fire in their own action phase with a +1 modifier.

General Vehicle Combat notes:
1. Unlike infantry which can shoot in a 360 degree arc, vehicles can only shoot to their front 180 degrees.
2. Vehicles can execute close combat attacks just like infantry. Since the vehicle can not be Paralyzed, only one round of combat is fought. If the vehicle doesn't win the combat, it must fall back 8" after the round in whichever morale state it is currently in (i.e. not Paralyzed).
3. Infantry may shoot at vehicles within 2" of them, representing light anti tank weapons or other tactics. They may also engage in close combat with them with absolutely no modifiers of any kind except the possible +1 for Suppression on the vehicle if the infantry initiate the close combat. It's dangerous to get too close to infantry formations, no mater how thick your armor is in front.
4. Range notes on vehicles. Most main gun weapons will have a longer range than infantry weapons. However, over doing it on the range will allow a few vehicles to dominate the table. I recommend giving vehicles a normal range of 16" and a maximum range of 24".

Tank armor and tank guns
This can be wildly variable, depending on what you put on the table. Since **Tactical Combat** is supposed to be a fast playing club or convention game, here are a few broad guidelines.
1. Use only a few types of vehicles and anti-tank guns per side. There is typically no need to have a bewildering array of stuff for a fast game, and it's all relative given what you do deploy in the game.
2. Pick the mid range gun to have a "zero" modifier. For example, if you have Shermans and Panzer IVs with roughly equivalent 75mm guns, make that the basis of the table. Then lighter guns might have a +1 or +2 to their attack representing lesser effect. Heavier guns would have a -1 or -2 to their roll to have a greater effect. Continuing with the example, an M-5 with a 37mm gun would have a +2 die roll modifier, while a Panther would have a -1.
3. The same goes for the armor. Give the Sherman and Panzer IV a zero on the armor, while a Panther gets a +1, making it more survivable.
4. This should be adjusted game by game. If you are in North Africa, a Panzer IV is probably a heavy tank. A T-34 is a heavy tank and very hard to kill in 1941, but by 1943 it's a standard medium tank.
5. Feel free to modify these guidelines. Given the straight d10 nature of the table, a +1 or -1 goes a long way. Also, don't over do it, as players work best and quicker when they only need to factor in a couple of modifiers and it moves the game right along.

Roman Republic Supplement
For use with Homegrown "Legion vs Horde" rules by CMH Member
David Newport

The **Roman Republic** fights in the triplex acies/quincunx formation with line relief, and often as not has political generals with basically solid, aggressive, small unit leadership provided by the centurions and tribunes. The following rules reflect these facets of the army. Oh, and everyone rolls a D10.

Quincunx formation: The different lines of Hastati, Princepes, and Triarii are allowed to set up in double depth formation for each maniple with a space in between them for the rear unit. They set up in that order. As long as they stay in line with the front of the unit and keep the spacing, they count as a line. The rear unit will move up into the space and form a solid line under three conditions: using 2" of movement, when contacted by the enemy, or when Line Relief is activated and the line of troops becomes the front line. Units to the front will rout through the spaces in the formation and do not cause cohesion hits as long as they have the space.

Line Relief: The Republican legion was supposedly able to relieve the front line of fighters with the next line during combat. This is how this works in **Legion vs. Horde**. One of the leaders for the line of troops sounds the relief as his order when his chit comes up. This allows his line of troops to recall and reform and activates the next line. Save it for when the line is hard pressed, for once relieved the troops are likely finished. You don't have to do this, and can feed in the next line piecemeal.
- Give the Line Relief order. Hastati and Princepes only, the Triarii are the last line of defense and do not get relief.
- Any units of the front line which are routing get to make a standard rally attempt. If successful these units are placed behind the last line of troops in the formation facing front with 2 hits left. If they fail they are eliminated.
- All the other units of the line are placed behind the last line of troops in the army, within 6" of the rear, and are marked with 4 hits, or 5 hits if that is what they had when the line relief sounded. The leaders for the line join them and can attempt to rally hits off as desired.
- The units in the line being relived even leave combat for this, the entire line WILL recall! If they leave combat, the enemy gets to move up 2" and take their ground.
- The next line of troops then extends line with the back unit joining the front unit in a solid line, abandoning its double depth. This is now the front line of troops.
- It is possible that due to enemy breakthroughs that some troops in the next line will already have deployed and joined the fight. No problem, use common sense to get the front line to the back and have the second line join the fight.

Leadership. The consular army gets a new general every year, and the legions are often reformed every year. Sometimes the consul is good, sometimes he's bad, but he's in charge. The legions have decent centurions and can take care of business on the local level but may lose direction at higher level. Thus:
- The consul is The General. He is the only leader in the army who acts as a normal **Legion vs. Horde** leader, with one line command or three individual orders. He can command anyone in the army, since By Jupiter he's The Consul (All Hail). Adjust his stash of orders to adjust quality.

- The rest of the army has good small unit leadership, but only at the local level. There are two tribunes for the Hastati, two for the Princepes, one for the Triarii, and two for the cavalry. These leaders may only give ONE order, either line or individual flavor, doesn't matter, and direct combat for their own line and the velites. This gives the legion good local control and the ability to charge forward, but it loses cohesion at the macro level.
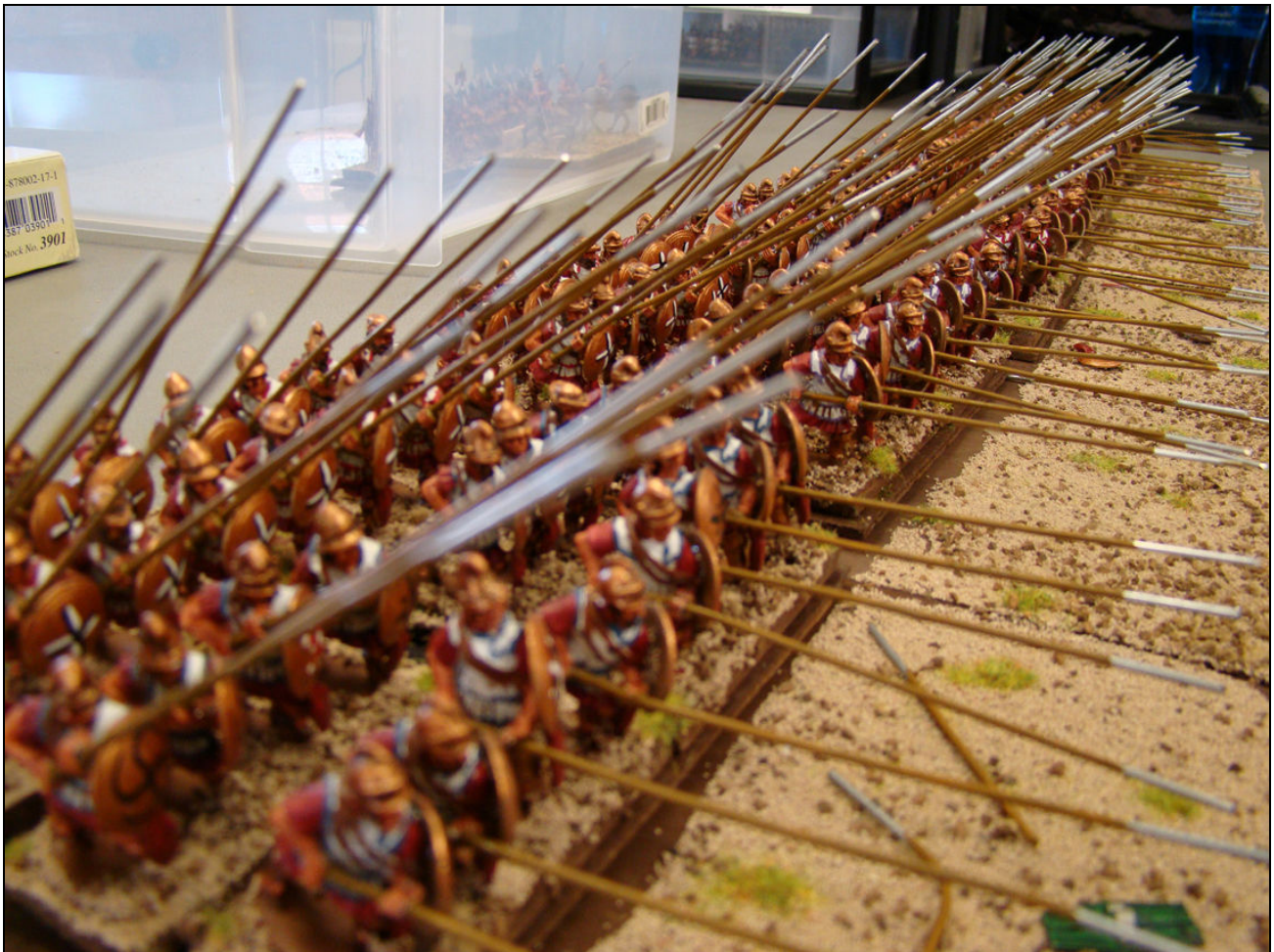
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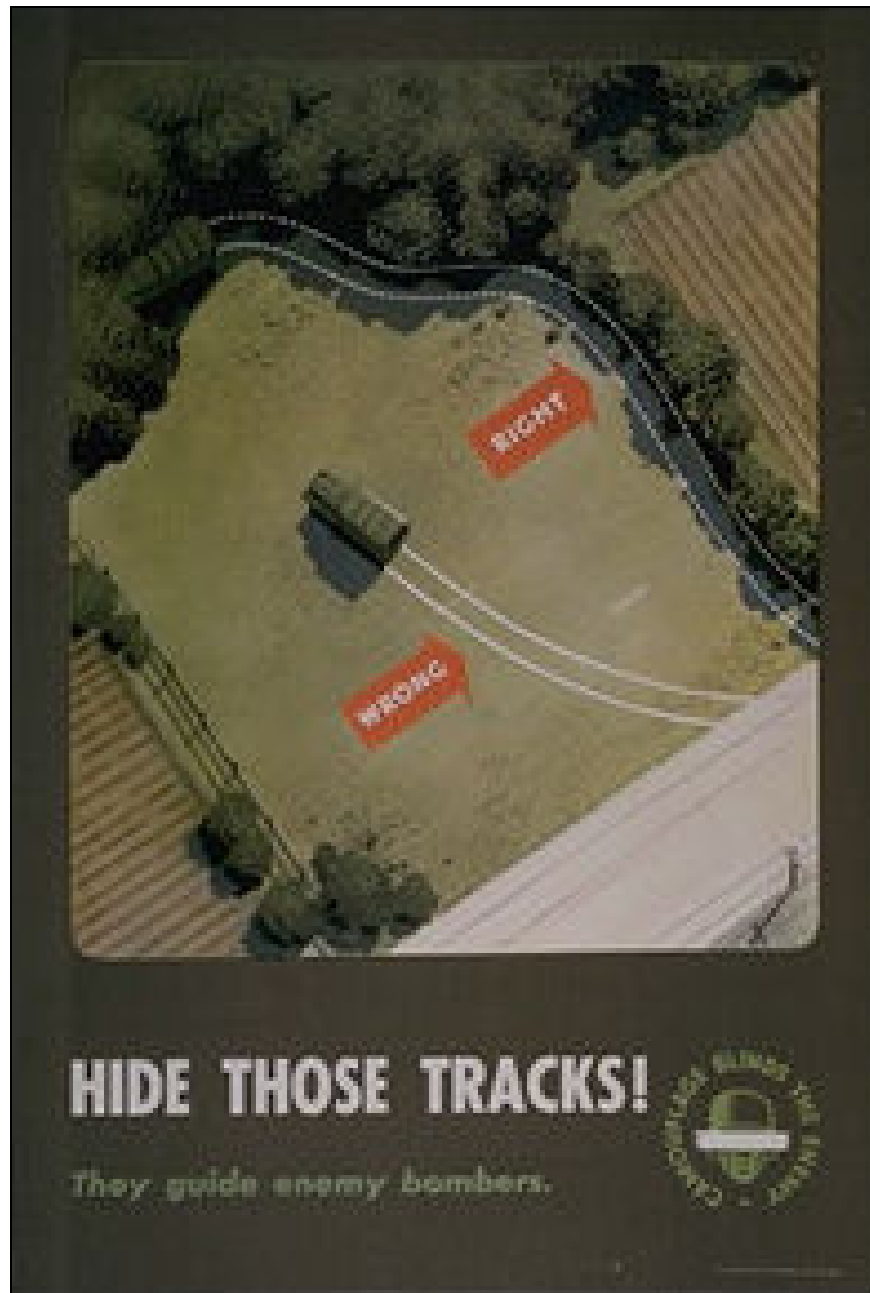
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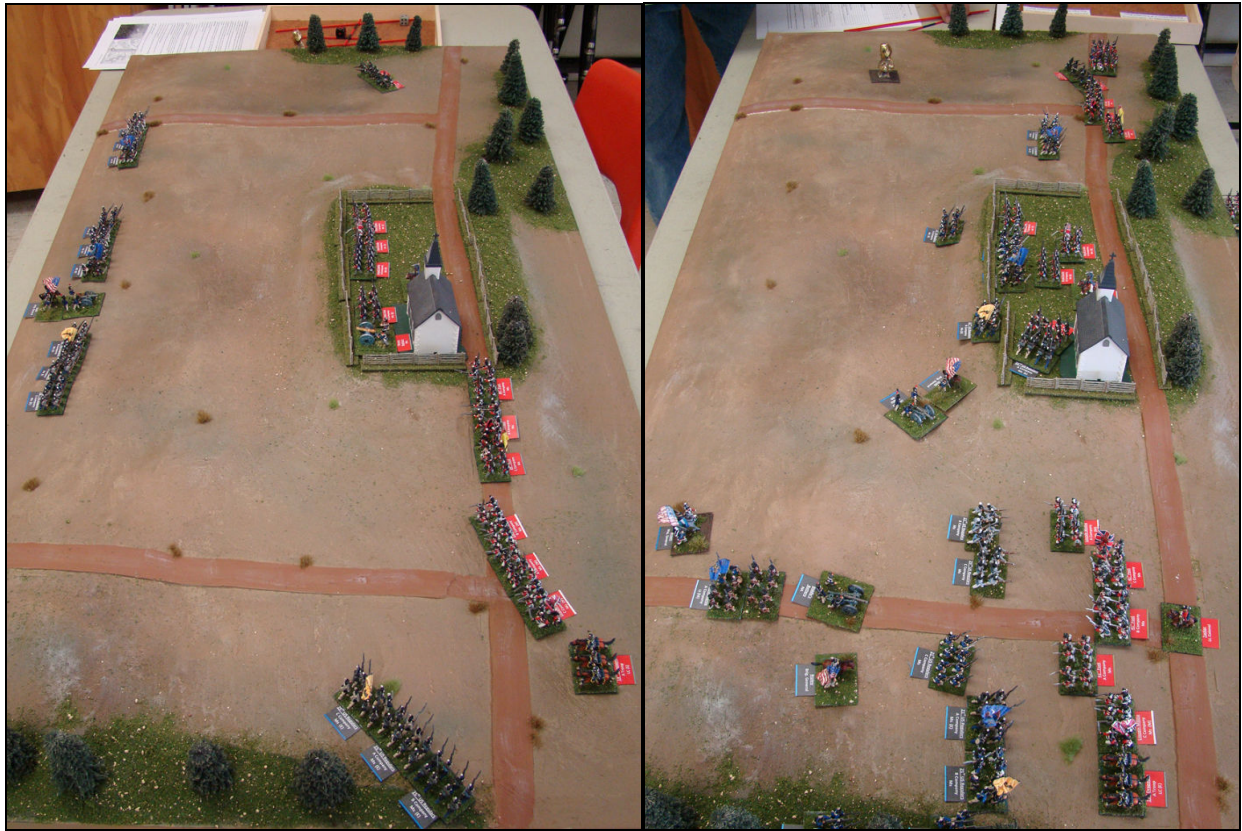
This table shows what scheduled CMH events are coming up.   Next months Friday Night Fights (FNF) and the monthly meeting (MM) are listed.   It is recommended to schedule your game for future meetings and will appear on this page.

Date	Meeting	Location	Start Time	End Time
Nov 4	FNF	Valhallas	7:00 pm	midnight
Nov 11	Vet Wars	Baker	7:00 pm	midnight
Nov 12	Vet Wars	Baker	8:00 am	midnight
Nov 13	Vet Wars	Baker	9:00 am	5:00 pm
Nov 18	FNF	Baker	7:00 pm	midnight
Nov 25	FNF	Valhallas	7:00 pm	midnight

November 11-13, Veterans Wars Convention

Up-to-date convention game listing can be found at:
http://www.cmhweb.org/calendar/index.php?cal_monthMonth=11&cal_monthYear=2011&x=19&y=10

Very Long Range Artillery Firing

If you wish to incorporate these conclusions into your miniature civil war battlefields, I would suggest adding a very long range column to the miniature "firing tables" where the very long range would equal 1.5 times the current stated maximum long range.   As was mentioned, the addition of very long range artillery firing should only be introduced if the detailed Smoke Rules are in play. In *Johnny Reb III (JRIII)*, this would yield long range distances and very long range distances as follows:

	long range	very long range	(yards)
12# Napoleon	30 inches	45 inches	2,250
10# or 3" Rifle	36 inches	54 inches	2,700
6# Guns	28 inches	42 inches	2,100
20# Rifles	40 inches	60 inches	3,000
Mixed Guns	33 inches	50 inches	2,500

TABLE OF FIRE ARMS
10-PDR. PARROTT GUN
Charge, 1 lb. of Mortar Powder

ELEVATION In Degrees	PROJECTILE	RANGE In Yards	TIME OF FLIGHT In Seconds
1	Case Shot, 10½ lbs.	600	
2	Case Shot, 10½ lbs.	930	3
2¾	Shell, 9¾ lbs.	1100	3¼
3⅞	Shell, 9¾ lbs.	1460	4¾
4½	Shell, 9¾ lbs.	1680	5¾
5	Shell, 9¾ lbs.	2000	6½
6	Shell, 9¾ lbs.	2250	7¼
7	Shell, 9¾ lbs.	2600	8¼
10	Shell, 9¾ lbs.	3200	10¾
12	Shell, 9¾ lbs.	3600	12⅞
15	Shell, 9¾ lbs.	4200	16⅞
20	Shell, 9¾ lbs.	5000	21⅞

CARE OF AMMUNITION CHEST

1st. Keep everything out that does not belong in them, except a bunch of cord or wire for breakage; beware of loose tacks, nails, bolts, or scraps.
2nd. Keep friction primers in their papers, tied up. The pouch containing those for instant service must be closed, and so placed as to be secure.
Take every precaution that primers do not get loose; a single one may cause an explosion. Use plenty of tow in packing.

(This sheet is to be glued to the inside of Limber Chest Cover.)

ACW smoke rules created by John Hill. Copy provided by John Mumby.

Civil War Smoke Tables and Rules

By John Hill

Ground Scale: one inch = 200 yards

Conditions	# of Dice	Multiplier	Average Results	
Clear (SL)	4	1x	2,800 yards	14 inches
Hazy (SL)	3	1x	2,100 yards	11 inches
Drifting (HL)	2	1x	1,400 yards	7 inches
Dense (HL)	1	1x	700 yards	3-4 inches

Hilltop Advantage = Add 6 inches to whatever is rolled.

Ground Scale: one inch = 100 yards

Conditions	# of Dice	Multiplier	Average Results	
Clear (SL)	4	2x	2,800 yards	28 inches
Hazy (SL)	3	2x	2,100 yards	21 inches
Drifting (HL)	2	2x	1,400 yards	14 inches
Dense (HL)	1	2x	700 yards	7 inches

Hilltop Advantage = Add 12 inches to whatever is rolled.

Ground Scale: one inch = 50 yards   JRIII

Conditions	# of Dice	Multiplier	Average Results	
Clear (SL)	4	3x	2,100 yards	42 inches
Hazy (SL)	3	3x	1,570 yards	31 inches
Drifting (HL)	2	3x	1,050 yards	21 inches
Dense (HL)	1	3x	520 yards	10 inches

Hilltop Advantage = Add 18 inches to whatever is rolled.

Ground Scale: one inch = 25 yards   RF&F

Conditions	# of Dice	Multiplier	Average Results	
Clear (SL)	4	5x	1,750 yards	70 inches
Hazy (SL)	3	5x	1,310 yards	52 inches
Drifting (HL)	2	5x	870 yards	35 inches
Dense (HL)	1	5x	440 yards	17 inches

Hilltop Advantage = Add 24 inches to whatever is rolled.

Visibility Turn Record

Turn Number	Time	Conditions	Ground	Hilltop

Using the Smoke Tables...

1. At start of game, the overall beginning visibility conditions -- *clear, hazy, drifting or dense* -- would be defined by the scenario. The specified number of dice would be rolled with that result multiplied as indicated and that is the specific maximum visibility, in inches, for that turn.

2. (SL) is a *soft visibility limit* which means that any firing beyond this is should be done as area fire. (HL) is *a hard visibility limit* which means no firing beyond this limit.

3. Repeat the process at the beginning of each turn with the same overall visibilty conditions as the previous turn, *unless on the previous turn...*

...*There was no firing at all,* then roll one die and if a "1 or 2" is rolled the overall visibility conditions has improved by one level; but, never better than clear. After that, roll for the specific maximum visibility for this specific turn, as above.

...*There was 2 or more infantry regiments firing,* then roll one die and if a "6" is rolled, the overall visibility conditions has degraded by one level. After that, roll for specific maximum visibilty for this turn as above.

...*There was 2 or more infantry regiments and at least one artillery battery firing,* then roll one die and if a "5 or 6" is rolled, the overall visibility conditions has degraded by one level. After that roll for specific visibility for this turn as above.

...*There was six or more regiments or batteries firing,* the roll one die and if a "4, 5 or 6" is rolled, the overall visibility condition has degraded by one level. The roll for specific visibility for this turn.

OPTION

If the battle starts or very early or very late , use half inches and, at some point, go to full inches for the visibility rolls to simulate the lower light levels.

Photo of the Month

In honor of the legend of the marathon, three friends accompanied by three wonderful women ran the Denver Marathon this year wearing over 20 lbs of metal armor (helmet, shield, and sword) and in sandals. I heard from a friend that they were hurting for at least two days after the marathon.

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