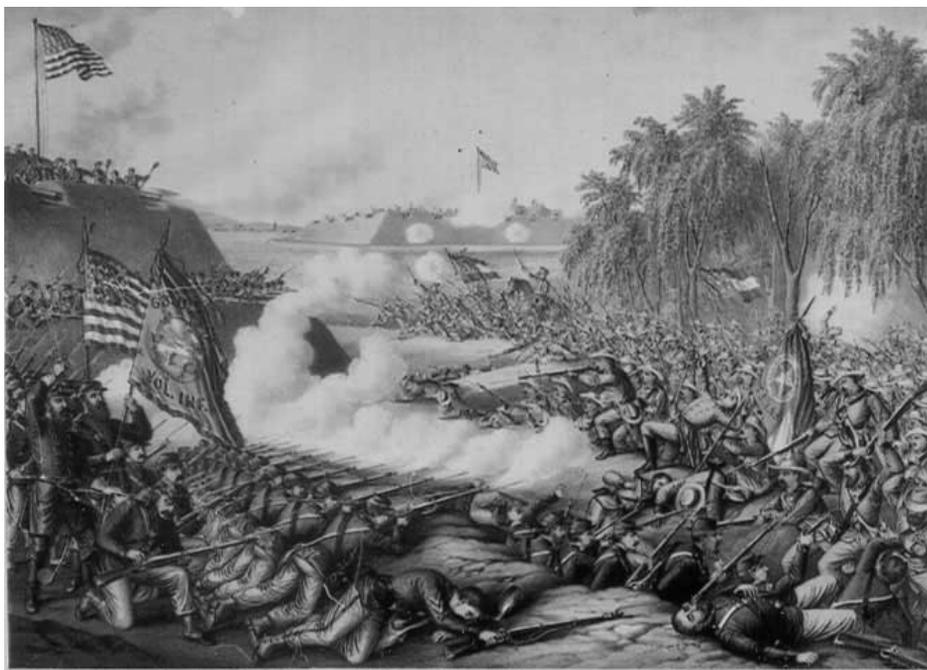


COMBAT: AMERICAN CIVIL WAR

Second Edition

15mm ACW Miniature Wargame Rules



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COMBAT: THE AMERICAN CIVIL WAR

SIMPLE FAST PLAY AMERICAN CIVIL WAR WARGAME RULES WITH ARMY LISTS

INTRODUCTION

Welcome to COMBAT: ACW. It is assumed that you are a wargamer and that most of the terms in our rules will already be familiar with you. Our goal was to provide a set of fun, fast and simple American Civil War wargame rules. We believe we have achieved that goal. All rules changes, additions, army lists, and errata will be made available for free.



PLAYING AREA

The standard playing area we recommend is a 4'x4' table.

NEEDED ACCESSORIES

COMBAT: ACW uses normal six sided dice and a directional die. It would be a good idea to have several d6 dice. A tape measure is also needed to play.

GAME TURN & DEPLOYMENT

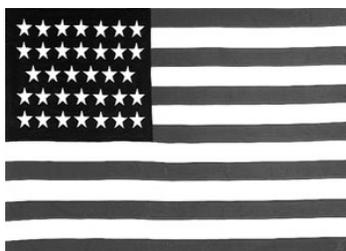
Players alternate taking turns moving and fighting with their armies. To determine who deploys first and takes first turn each player rolls a d6 with the high score having preference. During your turn you can move any infantry and vehicles you want first, then you can shoot with any unit who can do so and finally assault with any units that are in range to assault.

Turn Sequence

1. Movement
2. Shooting
3. Assault

BASING

Though we recommend several figures mounted to a 40mm square base; there is no need to re-base your miniatures for **COMBAT: ACW**, whether based individually or in multiples, all will work.



United States Army TOE

Manpower: The Union Army seemed to have an endless supply of fighting men. A Union Army of 60 points or more may take 4 stands of recruit infantry for free. An army of 100 points or more may take 8 stands of recruit infantry for free.

An army marches on its stomach: The Union field forces were well fed and supplied which greatly boosted morale. All Union troops may re-roll any failed non-charge morale test.

<u>Units</u>	<u>Sh</u>	<u>Fg</u>	<u>Mr</u>	<u>Sv</u>	<u>Pts</u>
Spencer Rifles* ₁	3	2	3	3	6

<u>Artillery Battery Guns</u>	<u>Range</u>	<u>Points</u>
6-pounder, M1841	24"	3
Light 12-pounder, M1857	30"	5
3-inch Ordnance Rifle	35"	6
10-pounder Parrott, M1861	40"	7
20-pounder Parrott	48"	9
The Opening Gun* ₂	48"	15

<u>Artillery Battery Howitzers</u>	<u>Range</u>	<u>Points</u>
12-pounder	55"	12
24-pounder	65"	15
Mountain Howitzer	80"	20

<u>Ordnance Shot</u>	<u>Shots</u>	<u>Range</u>	<u>Blast</u>	<u>Points</u>
Grape Shot	d6	18	-	5
Canister	d6+3	18	-	7
Case Shot* ₃	2	-	1"	3

<u>Ordinance Shot</u>	<u>Shots</u>	<u>Range</u>	<u>Blast</u>	<u>Points</u>
Solid Shot	1	-	1"	1
Shell	1	-	2"	3
Flares* ⁴	1	-	10"	1
Mini-Ball* ⁵	1	-	-	6

*1 Spencer Rifles can shoot again during the assault phase instead of assaulting.

*2 The Opening Gun was the cannon that fired the first shot at the battle of Gettysburg. The crew of The Opening Gun are fearless & never roll for morale.

*3 Case shot causes 2 hits for every unit within it's blast radius.

*4 Flares are used for illumination to reveal enemy troops.

*5 The mini-ball cuts through ranks of troops. Place your blast counter and then scatter it, wherever the ball lands it bounces 3" straight ahead wounding any enemy troops that are in its line of shot.

Scenarios

Scenario #1: FIND THOSE ORDERS!

Overview: Some careless Confederate Army officer has lost the top-secret maneuver orders that General Robert E. Lee had issued to his subordinate commands. If these orders fall into the wrong hands it could spell disaster for the Confederacy. Seek out and find those orders immediately!

Special Items: 4 markers (anything you want to use, like beans, pennies or small washers.)

Setup: Each player places 2 markers on the battlefield. Each marker must be 16" away from any board edge and more than 4" away from any terrain. When a unit reaches a marker it must roll a d6. On a roll of a 5+ that unit has found the lost orders, immediately remove the other markers. If the unit rolls any other number then remove that marker only from the table. If the orders are never found, fight the battle as normal. If the orders are found the controlling player that still has possession of the orders after 10 turns wins. Possession is defined as a unit that has the lost orders with it and is not engaged in close combat.

Special Rules: Game length set to 10 turns contingent upon finding the lost orders; victory conditions changed as noted in the setup.

