

# ACW Black Powder

Version 230413

## Sequence of Play

In each full turn both sides take an individual or 'player' turn in the following manner.

- Command - moves units starting with *initiative* moves.
- Shooting - shoots with units.
- Hand-to-hand - both sides resolve any hand-to-hand fighting.

## Command

Command modifiers

- 1 Per 8" distance from commander to unit
- 1 Enemy unit within 8" of unit receiving order
- +1 Attack Column
- +1 Confederates declaring a charge move
- +1 March Column/Limbered Artillery
- +2 March Column/Limbered Artillery on road or track

## Blunders

- 1 = Rapid Retreat - 2 moves away from nearest enemy or to rear.
- 2 = Retreat - 1 move away from nearest enemy or to rear.
- 3 = Move to Left - 1 move to own left quarter.
- 4 = Move to Right - 1 move to own right quarter.
- 5 = Move Forward - 1 move to own front.
- 6 = Charge! - Charge nearest enemy. 1/2 = 1 move, 3/4 = 2 moves, 5/6 = 3 moves.

## Movement

Move Distances

- Infantry, Limbered Foot Artillery, Wagons ..... 8"
- Cavalry, Limbered Horse Artillery..... 12"
- Manhandled Artillery ..... 4"
- Commanders on foot ..... 24"
- Commanders on horseback ..... 36"

Move Modifiers

- Woods..... Half pace infantry only, skirmishers as normal
- Rough ground ..... Half pace infantry/cavalry, skirmishers as normal
- Crossing Obstacle ..... 4" penalty
- March Column ..... One free move if Command roll failed
- Limbered Artillery ..... One free move if Command roll failed

Interpenetration.....Lose half a move

## Hand-to-hand Combat

Combat To Hit modifiers (hit on roll of 4+)

- +1 Charging
- +1 Won last round of combat
- 1 Shaken or Disordered
- 1 Skirmishers
- 1 Engaged to flank or rear

Combat Result modifiers

- +1 Support to the rear
- +1 Per flank support (L/R)
- +1-3 Occupying building (size)

## Combat Modifiers

Formation modifiers

- Attack Column ..... Shoot 1 dice
- Skirmishing ..... Shoot 2 dice
- March Column ..... May not shoot/fight 1 dice
- Limbered Artillery ..... May not shoot or fight!

Tactical modifiers

- Enfilading Infantry or Artillery..... Shoot double dice

## Shooting

Ranges

- Smoothbore Carbines ..... 8"
- Smoothbore Muskets..... 12"
- Rifled Carbines ..... 12"
- Rifled Muskets..... 16"
- Breech-loading Carbines..... 16"
- Breech-loading Rifles ..... 20"
- Light Smoothbore Artillery 0 - 4" - 12" - 24"
- Smoothbore Artillery 0 - 4" - 16" - 32"
- Rifled Artillery 0 - 4" - 20" - 40"

Shooting To Hit modifiers

- +1 Artillery shooting at Column / Limbered Artillery
- +1 Close Range (4"), Closing Fire, or Skirmishers
- 1 Shooters 'Shaken' or 'Disordered'
- 1 Target is Skirmishing, deployed Artillery, or Not Clear
- 1 Artillery at over half range
- 1 Artillery shooting overhead

## Morale

Save modifiers

- +1 Infantry in Attack Column unless hit by artillery
- +1 Target within woods, hedgerows or similar (light cover)
- +2 Target is within buildings/fortifications (heavy cover)
- 2 Target is in March Column / Limbered Artillery
- 1 Target saving from breech-loading small arms
- 1 Hit by artillery fire at long range
- 2 Hit by artillery fire at close or medium range

Unit	Melee	Shooting	Morale	Stamina	Special
Elite Regiment	7	4	3+	4	
Veteran Regiment	6	4	4+	4	
Trained Regiment	6	3	4+	3	
Raw Regiment	4	3	5+	2	
Skirmishers	2	2	4+	2	Skirmishers, Marauders
Veteran Cavalry	9	2	3+	2	Marauders
Trained Cavalry	8	2	4+	2	Marauders
Foot Artillery	1	3-2-1	4+	2	
Horse Artillery	1	3-2-1	4+	2	Marauders

Marauders: If disordered can pull back 1 full move directly away from enemy on initiative ONLY ( can remount if cavalry ) but remain disordered.