

Great Battles of the American Civil War
FIRE TABLE

<i>Type & # of SP's Firing</i>													
Adjusted DR	Small Arms						Artillery						
	1	2-3	4-5	6-8	9-14	15+	1	2-3	4-5	6-8	9-12	13-17	18+
-2	-	-	-	-	-	d-2	-	-	-	-	-	-	d-3
-1	-	-	-	-	d-2	d-1	-	-	-	-	-	d-3	d-2
0	-	-	-	d-2	d-1	d	-	-	-	-	d-3	d-2	d-1
1	-	-	-	d-2	d	d	-	-	-	d-3	d-2	d-1	d
2	-	-	d-2	d-1	d	d+1	-	-	d-3	d-2	d-1	d	d
3	-	d-2	d-1	d	d+1	d+2	-	d-3	d-2	d-1	d	d	d+1
4	d-2	d-1	d	d	d+1	d+2	-	d-2	d-1	d	d	d+1	d+2
5	d-1	d	d	d+1	d+2	D	d-3	d-1	d	d	d+1	d+2	d+3
6	d	d	d+1	d+2	D	1d+2	d-2	d	d	d+1	d+2	d+3	D
7	d	d+1	D	1d+2	1D	1D	d-1	d	d+1	d+2	d+3	D	D
8	d+1	d+2	D	1d+2	1D	1D	d	d+1	d+2	d+3	D	D	D
9	d+2	D	1d+2	1D	1D	2D	d	d+2	d+3	D	D	D	D
10	D	1d+2	1D	1D	2D	2D	d+1	d+3	D	D	D	D	D
11	1d+2	1D	1D	2D	2D	3D	d+2	D	D	D	D	D	D
12	1D	1D	2D	2D	3D	3D	d+3	D	D	D	D	D	D

* Firing unit is Disordered (after fire resolution).

** If firing unit is artillery using Rapid Fire, the unit is Disordered (after fire resolution).

RESULTS (See 12.2–12.3)

- = No Effect

d = Check for Disorder [a]

d-# = Check for Disorder subtracting number from die roll [a]

D = Automatic Disorder

d+# = Check for Disorder adding number to die roll [a]

= Lose that number of Steps

[a]: 1 = When artillery—as the top unit in a stack or alone in a hex—receives any “d” or “d+#” or “d-#” result from Small-Arms Fire, treat the result as “D”.

2 = Units behind breastworks subtract two (-2) from UDD's.

ADJUSTMENTS TO FIRE DIEROLL

All adjustments are cumulative

Reason

- +/- ? Range Effects; see Range Chart
- +/- ? Terrain Effects; see Terrain Chart
- +1 Massed Target (Artillery firing at 8+ SPs Inf/Cav at 4+ hex range)
- +1 Target is non-phasing mounted cavalry
- +1 Target Hit by Flanking Fire (Fire goes through a Flank hexside; not along hexedge)
- +1 Prepared Fire (small-arms only)
- +1 Fire from Breastworks (small-arms only)
- +1 Artillery fire at lower level target
- 1 Mounted cavalry firing
- 1 Disordered unit firing
- 2 Artillery moved during the phase
- 1 “Green” Infantry firing
- 1 Dispersed Target: 2 or less Inf/Cav SPs (Applies to artillery fire at 4+ Hexes)
- 2 Dawn/Dusk fire at 2+ hexes
- 1 Night fire at 1 hex range
- 3 Night fire at 2 hex range
- 6 Night fire at 3 hex range
- 10 Night fire at 4+ hex range



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RANGE EFFECTS CHART

Weapon Type		Range in Hexes							
Small Arms [c]	Max/Prep	1	2	3	4	5-7	8-11	12-16	17+
M (Musket)	[2/1]	+2	-2	-	-	-	-	-	-
BkR (Baker Rifle) [a]	[3/na]	+1	0	-2	-	-	-	-	-
MR (Miss Rifle) [b]	[3/1]	+1	0	-2	-	-	-	-	-
C (Carbine)	[3/na]	0	-1	-4	-	-	-	-	-
E (Escopetta) [c]	[3/1]	+3	-	-	-	-	-	-	-
U.S. Field Artillery	Max Range	1[sa]	2[sa]	3[sa]	4	5-7	8-14	12-16	17+
4-pounders	[8]	+2	+1	0	0	-1	-4	-	-
6-pounders RF	[11]	+3	+1	0	0	-1	-3	-	-
H12 (12lb howitzer) RF	[8]	+4	+3	+1	0	0	-1	-	-
H24 (24lb howitzer)	[10]	-	0	+2	+1	0	0	-	-
M10 (Mortar) [d]	[13]	-	0	0	0	0	-1	-3	-
Rkt (Rockets)	[14]	-	0	0	0	0	0	0	-
Mexican Field Artillery	Max Range	1[sa]	2[sa]	3[sa]	4	5-7	8-11	12-16	17+
4-pounders	[8]	+2	+1	0	0	-1	-4	-	-
6-pounders	[11]	+3	+1	0	0	-1	-3	-	-
H6 (6") Howitzer	[7]	+1	0	0	0	-1	-	-	-
8-pounders	[12]	+1	0	0	0	0	-2	-4	-
12-pounders [e]	[14]	+1	0	0	0	0	-2	-4	-
16-pounders	[17]	+2	+2	+1	0	0	-1	-2	-4
18-pounders	[18]	+2	+1	+1	+1	0	-1	-2	-3
Mexican Hv. Artillery (No Grape/Canister)	Max Range	1[sa]	2[sa]	3[sa]	4	5-7	8-11	12-16	17+
68 (68lb Siege)	[25]	-	-2	0	0	0	-1	-3	-3
H24 (24lb howitzers)	[9]	-	0	+2	+1	0	0	-	-
M7 (7" mortar) [d]	[7]	-	0	0	0	0	-	-	-

- = May not fire at that range.

+#, -# = Dieroll Adjustment

RF = May use Rapid Fire

Max/Prep: The first number is the maximum firing range; the second is the range over which that unit may use Prepared Fire (usable only by US units that do not have an "na" for their weapon).

sa= When firing artillery at these ranges, treat as if from small-arms for result distribution. This does not apply to Rockets, which are always treated as artillery.

a = The Mexicans used the British Baker Rifles. Their effectiveness was often reduced by fouling.

b = The 1841 model Rifle, usually called the Mississippi Rifle, after its effective use by that regiment at Buena Vista. It was far superior to the Baker. The short Prepared Fire range has more to do with tactics of the time than anything else.

c = The Mexican version of a blunderbuss musket, it had a brutal kick. Useless at anything but close range, but vicious in the close-up in-fighting. It had a somewhat greater range than indicated, but couldn't hit anything at that range.

d = See the special rules in the Gringo Battle Book on mortars.

e = These are not the "Napoleons" of ACW fame.

The Shock Resolution Table

Die Roll Result

≤1	Attacker Retreats: Attacker retreats one hex and is Disordered. Defender may use Shock Continuation.
2–3	Stand Off: Both sides are Disordered.
4	Bloody Stand Off: Each side loses 1 SP (total, not from each unit) and is Disordered. If more than one unit is involved on a side, apply the loss to the unit with the highest Cohesion.
5–7	Defender Retreats: Defending unit retreats <i>one hex</i> and is Disordered.
8–9	Defender Retreats: Defending unit retreats <i>one hex</i> and is Disordered. Attacker may/must Continue Shock (see 11.47).
10+	Defender Retreats: Defending unit retreats <i>two hexes</i> , is Disordered, and then makes a UDD. If it fails, it routes . Attacker may/must Continue Shock (11.47).

Shock Adjustments

All adjustments are cumulative (there is no maximum DRM).

Strength Adjustments:

Mounted Cavalry Charging through Flank or Rear: Double printed SPs.

Shock Die Roll Adjustments:

Pro-Attacker

- +? Odds Ratio Benefit
- +1 Any Defender Disordered
- +1 Charge [b]
- +1 Stacked with Aggressive Leader
- +1 Down Slope

Position Modifiers:[a]

- +2 Rear Attack
- +3 Flank Attack
- +4 Front and Flank
- +4 Front and Rear
- +4 Flank and Rear
- +5 Surrounded

Pro-Defender

- ? Odds Ratio Benefit
- 1 Any Attacker Disordered
- 1 Attacker has no Brigadier
- 1 Attacker with Advance Orders
- 2 Defender behind Breastworks
- 1 Each Successive Continued Shock
- ? Terrain (see TEC)

[a] For any Position Attack Adjustments, subtract one (-1) from the roll for each hex of attacking unit(s) that is in ZOC of an enemy unit other than the defending unit.

[b] Applies to both Infantry and Cavalry units that move before Shock and do not fire during Movement.

Shock Resolution Procedure

1. Designate all targets of Shock and Charges [11.31].
2. Perform Retreat Before Shock [11.33].
3. “Green” Attacker Commitment Check [11.36].
4. Defender’s Pre-Shock Cohesion Check [11.37].
5. Pre-Shock Reaction Fire [11.38].
6. Resolve Shock [11.4].
 - a. Determine Shock DRMs
 - b. Resolve Shock
 - c. Conduct all Advances
 - d. Perform Shock Continuation
 - e. Apply Post-Shock Automatic Disorder

Defender’s Pre-Shock DRMs

DRMs	Reason
-2	Unit Stacked with Leader/Commander
+2	Unit is in March Mode
+2	Unit is Disordered
+1	Defender is being attacked from Flank or Rear
+1	Cavalry charging any unit except Mounted Cavalry (see 11.55).
-1	Unit in Breastworks

Odds Ratio DRM Benefit

Attack Odds	DRM
1–4	-4
1–3	-3
1–2	-2
1–1.5	-1
1–1	0
1.5–1	+1
2–1	+2
3–1	+3
4–1	+4
5-1 or better	+5



Rally

<i>Die Roll</i>	<i>Result</i>
≤ Cohesion Rating	The unit is no longer Disordered; flip the unit to its normal side. The player may adjust facing by one vertex.
> Cohesion Rating	The unit remains Disordered. Check if next cases apply.
≥ Cohesion Rating x2	The unit remains Disordered and loses 1 SP.
An adjusted 9 or higher	The unit remains Disordered and loses 1 SP.

DRMs:

- +1 Unit is adjacent to an enemy combat unit.
- +1 Unit is Mounted Cavalry
- ? If unit is stacked with a Leader or Commander, subtract from the die roll the Leader/Commander's rank (number of stars).

Loose Cannon [6.24]

If the result of the Orders Change Table is Loose Cannon, the player who was trying to change Orders consults the Action Profile of the Brigadier in question [Aggressive (A), Normal (N), Cautious (C), or Unreliable (U)] and follows the instructions below:

Aggressive:

The Phasing Player does one of the following:

1. If any unit in the Brigade is within 3 MPs of an enemy combat unit, the player places that Brigade under Attack Orders and launches an Infantry Charge [11.21] with as many units in that Brigade as possible. Choice of targets is up to the Player.
2. If no unit in the Brigade is within 3 MPs of an enemy unit, place the Brigade under Advance Orders and move it as far as it can towards the nearest enemy units.

Normal:

The Brigade retains its Orders.

Cautious:

The player retreats each unit in the Brigade one hex, after which he places the Brigade under Advance Orders.

Unreliable:

Roll the die, consult the table below, and treat the Brigadier in the appropriate manner listed above:

<i>Die Roll</i>	<i>Result</i>
0-2	Aggressive
3-6	Normal
7-9	Cautious

The Orders Change Table

<i>Die Roll</i>	<i>Result</i>
1 or Less	Retain and Stand
2 or 3	Retain
4	Loose Cannon
5	Change and Stand
6 or More	Change

DRMs:

- +1 Brigadier is stacked with his Division Leader
- +2 Brigadier is stacked with his Corps or Overall Commander
- +/-? Brigadier's Orders Rating

EXPLANATION OF RESULTS:

- RETAIN: Brigade keeps the Orders it has.
- CHANGE: Brigade may change to any Orders the player wishes.
- STAND: The units of the Brigade may not move this Phase. It is still considered an Activation, although not for Fatigue purposes.
- LOOSE CANNON: See 6.24.

Brigade Coordination Table

Adjusted

<i>Die Roll</i>	<i>Result</i>
0-2	Confusion
3-6	Fail
7-9	2
10, 11	3
12	All

DRMs (Both may apply):

- +1 Brigadier is stacked with his Division Leader
- +2 Brigadier is stacked with his Corps or Overall Commander
- +/-? Brigadier's Orders Rating

EXPLANATION OF RESULTS:

- ALL: All eligible Brigades may undertake actions as if they were one Brigade.
- 2, 3: The player may undertake actions with that number of in-command Brigades from that division as if they were 1 Brigade.
- FAIL: No penalty; Brigades move individually: No coordination is possible, but there is no penalty for trying.
- CONFUSION: No move/combat actions that Activation. Not only is no coordination possible, but all of the leaders involved are confused as to what is supposed to happen. As a result, they do nothing. No in-command Brigade in that division may undertake any move or combat actions that AM.