

STATE OF WAR



A.C.W. Skirmish Wargame Rules

Tyneside Wargames club

Version 1a

Table of contents

Introduction:.....	4
Character Classes;.....	4
Weapons:.....	4
Organisation:.....	4
Actions:.....	5
Movement:.....	5
Shooting:.....	5
To Hit:.....	6
Melee (Close combat):.....	7
Result of Melee:.....	7
Morale:.....	8
Ambushes:.....	8
Deployment and solo rules:.....	9



Introduction:

These rules are designed to allow small skirmishes using 28mm figures to recreate anything up to company sized action in the mid nineteenth century.

Character Classes:

VETERANS : *Very competent Soldiers*

TRAINED : *Most other Soldiers*

RAW : *Most Recruits, a few less good Soldiers*

CIVILIANS : *Civilians, if untrained*

These have a quality dice for Combat and Morale:

Veterans : D12 -- Cost 24 pts
Trained : D10 -- Cost 16 pts
Raw : D8 -- Cost 10 pts
Civilians : D6 -- Cost 5 pts

The cost of the figure, together with the cost of Weapons , Horse is the total cost of the model.

Horses cost a standard 15 pts.

Weapons:

Weapons cost this number of points to buy per figure.

Repeating/Breach loading Rifle : 16 pts
Minie Rifle : 4 pts (Cavalry carbine 3pts)
Smoothbore Musket : 3 pts (Cavalry carbine 2pts)
Shotgun : 2 pts
Pistol : 1 pt
Bayonet, Sword or Lance : 1pt

Artillery is not intended to be part of this game.

Organisation:

At game start, figures should be grouped into small units of 1-14 figures- ideally these must be of the same class, though a single Higher class figure may be in a lower class unit as leader.

These may never move beyond 5cms of another figure in their group, unless in contact with an enemy figure, and all figures should be in a contiguous group.

No changes may be made in group makeup after the game has started, except to make a detachment for a specific purpose (EG Messenger, scouts etc).

Having said that, figures which are slowed by Wounds or Disabled/Killed, may be left behind, and it is up to the slowed figure to catch up as soon as possible, if they can.

Order of play

- (1) Player 1 moves and shoots all his units in their first action simultaneously.
- (2) Player 1 moves and shoots all his units in their second action simultaneously
- (3) Player 2 performs step 1-3 above.

Enemy units in line of site declared hidden throw a D6 to see if they are spotted.(see below – Ambushes) at any 1 time in a players turn (IE not in every action)
Moving through a friendly line of fire is not permitted in the same action!

This sequence continues till the game ends.

Actions:

Each figure has 2 actions in a turn, -1 action per wound suffered
Each action allows the figure to do something. Some possible actions are;

- ❖ Move. (NB: Horse may move while rider does something else.)
- ❖ Load a weapon.
- ❖ Fire a weapon.
- ❖ Mount or dismount a stationary horse.
- ❖ Climb 6cms of ladder or 3cms of wall, fence or similar.
- ❖ Carrying a barrel or similar sized object
- ❖ Make a detachment.

Movement:

Movement rates are per action used:

Infantry: 12cms (Halved if in difficult terrain like marshes etc)

Cavalry: : 24cms (Halved if in difficult terrain like marshes etc)
(- ¼ move per 45 degrees turned)

Other animals etc move as infantry by default, or special rate if specified in a scenario etc.

Shooting:

Shooting is allowed to Rifles, Muskets, Shotguns and Pistols.
Figure facing is not relevant as figures are assumed to turn freely in a turn.

Shooting is only allowed through gaps 4cms wide (2 cms at short range) unless within 2 cms of the gap. Figures in contact with friends in front may shoot over 1 rank of them.
Overhead shooting, and shooting into melees is allowed if neither shooter nor target is within 5cms of friends, or either target or shooters are on a raised level.
Troops may fire 2 deep over walls and fences etc, or from wood edges.
Only 1 rank may fire from over a hill crest if counting in cover.

Ranges are;

Weapon type	Short Range	Medium Range	Long Range	Extreme Range
Minie rifle	15cms	30cms	110cms	150cms
Repeating/Breach loading Rifle	12cms	25cms	60cms	120cms
Musket	4cms	10cms	30cms	90cms
Minie carbine	8cms	20cms	70cms	120cms
S/bore carbine	4cms	8cms	20cms	70cms
Shotgun	5cms	10cms	40cms	-
Pistol	2cms	6cms	10cms	20cms
Hand hurled	-	10cms	20cms	30cms

Loading takes 3 actions for Muzzle loaded weapons , 1 action for all other weapons.

To Hit:

- ▶ Shooting figure throws a Quality dice.
- ▶ The Target figure throws a dice for Range, and one for cover.

Range

Short Range	Medium Range	Long Range	Extreme Range
D6	D8	D10	D12

Cover

In the open	Soft cover	Hard cover
D4	D6	D8

(Soft cover is woods, riverbanks, hillcrests etc. Hard cover is walls, buildings etc)

Result: Beat highest target dice by;

Evens	+1	+2-3	+4-5	Greater
No Effect	Graze	Wound	Disabled	Killed

2 Wounds = Disabled Disabled + Wound = Killed.

Targets are randomised in any group, though at short range only front rank figures are targeted. NB: Mounted figures only: horse hit on 4+ (D6)
--

Notes:

- Facing is not relevant as figures are always able to turn freely.
- Shooters may pause when loaded and shoot during a subsequent enemy movement towards them or friends at any time during that movement. This elicits an immediate morale check if any casualties are caused, which may stop them dead!
- Figures may load over several separate actions, and do not lose the previous load actions, and never need to shoot until the player decides. This means a Minie rifleman may make a load action, move for one or more actions, then finish loading, and still fire in a subsequent action. It is recommended that half (rounded down) of wounded men in a unit load and shoot as a single unwounded man, this saves record keeping!
- Solo run forces will always fire as fast as possible. However, when facing a likely Mounted charge, they will hold fire unless already at Short Range and shoot during the enemy movement.

Melee (Close combat):

When figures are in contact with enemy figures, melee ensues. Melee is worked as a series of 1:1 combats.

Weapon type	Versus Infantry	Versus Cavalry
Lance	D6	D8
Bayonet	D6	D8
Sword and Pistol	D6	D4
Rifle/Shotgun butt/sword etc	D4	D4
Improvised weapons	D4	No Dice

Where more than 1 figure is against a single figure, this is a multiple combat.

Method:

All Primary figures in contact throw:

Quality Dice (-1 **per enemy over 1** the figure is fighting or if **wounded**)
 (+1 to result if **uphill** of all opponents or **defending a barricade** or **Charging**)
 + Weapon Dice

(Except when fighting Bayonet armed infantry: Mounted figures throw a D6 for the horse.)

In multiple combats a maximum of 3 figures can fight against 1.

Figures may fight all round, except mounted, who cannot fight to rear unless lancers.

Result of Melee:

Compare the highest dice of the Primary combatants, and consult the following chart, applying the result to the loser's primary combatant figure;

Result \Rightarrow	+1	+2	+3	+4	+5	More
Infantry	P/B	P/B+W	W	D	K	K
Cavalry	DMT	DMT+W	W	W	D	K

KEY: P/B = Push back 2 cms. Unengaged men behind are moved back also.

DMT = Dismounted—horse flees, rider now on foot. Suffers wound on 5+ (D6).

W = Wound.

D = Disabled – Figure is incapable of fighting or moving.

K = Killed – Figure is Dead or dying.



Morale:

When any member of a group is injured, or attempts to Charge better class (or more numerous enemies), or is charged, a Morale check is required. Additionally, all units must test if the Force commander is killed.

Throw the quality dice of the majority of the unit, Add 1 to the score if unit has a higher quality leader. Now add or subtract the following;

-3	: Force commander killed or disabled this turn.
-2	: Per 20% of unit killed or disabled. : If NCO of unit has been killed / Disabled
-1	: Per 20% of the unit with 1 Wound. : If unit, or friends within 20cms are retiring relative to the nearest enemy. : Enemy closer to unit flanks/rear than friends.
+1	: Unit moving towards the nearest enemy. : Friends in sight are advancing / winning a melee. : Uphill of all enemies or in cover.
+2	Force commander OK and in sight within 50cms.

Result:

1 or more	OK: Continue as normal
0 to -1	No Advance towards enemy.
-2	Use 1 action to Move towards nearest cover or table edge to rear next turn
-3	Break and run, use both actions must end further from the enemy. (To rally score a 4 or more on quality dice at the end of your action phases)
-more	As above, but no rally possible

Ambushes:

Figures out of sight of the enemy are assumed to be hidden from them.

If in cover, they may choose to remain invisible until they shoot or move, also;

Each turn, each unit declared hidden and within line of sight of any enemy tests by throwing a D6.

If any enemy figure is in line of sight within the D6 score x 10cms, the unit is spotted and can be shot at by any unit in line of sight, and in range.

(Note: Groups of 4 or less throw a D4 instead, as they are harder to see!)

Units unable to see any enemy may normally only continue what they are doing, making minimum deviations to avoid terrain that would slow them if they choose. They may only move otherwise toward an objective, or a unit out of sight shooting or in melee, or as directed by a messenger or signal.

Units able to see an enemy may head for cover if the enemy have missile weapons, or towards the enemy, or may halt.

NB: Voices (commands, warnings etc) -may be clearly heard at 50 cms or less.

Deployment and solo rules:

Terrain should be placed at random as the players feel.

At the start of a game, throw a D6 for each side (Including a Game run force in solo games). The winner then dices as below, counting as the Attacker.

Dice for deployment, using a D6;

- 6: North table edge, within 20cms of the table edge.
- 5: South table edge, within 20cms of the table edge.
- 4: East table edge, within 20cms of the table edge.
- 3: West table edge, within 20cms of the table edge.
- 2: Anywhere in the South half of the table.
- 1: Anywhere in the North half of the table.

The opposition deploys in the opposite table edge, within 20cms of the table edge.

Units deploy as players wish, for Solo play the enemy force will deploy as follows;
(All troops will be divided into groups of 4-10 similar figures.)
(All troops deploy in 2 ranks.)

If deployed in a full half of the table;

If there is a large Hill, wood or village in the middle of the table, they will dice for each group to deploy round the outside of it, with the Force Commander in the middle together with any Musicians. All troops deploy in 2 ranks.

Tactics:

They will defend, they will shoot at nearest enemies, and attempt to charge nearest enemy within 20cms if attempting to enter the terrain piece.

Otherwise, or if deployed in a 20cms zone at any table edge;

Deploy Force commander and any Musicians 15cms in the rear of the centre with any cavalry.

All combat troops are placed in a 2 deep line in front of the Commander and centred on his position.

Tactics:

When both sides are deployed, throw a d6:

1-2: all troops will move to nearest terrain to each unit, in the same formation and defend it. Troops will shoot from cover if possible. Units will attack enemy within D4 x 10cms if unable to reply to shooting which caused a casualty last shooting phase.

3-6: All units will advance in line, units charging the nearest enemy within 20cms. Missile troops will attempt to shoot at medium range, using any cover allowing them to do this if possible.
Units will prefer to fight downhill if possible, and will deviate during movement to do so.

Force cost calculator

Troops / Weapons	Minie	Repeater	Musket	Shotgun	Pistol
Veterans	28 pts	40 pts	27 pts	26 pts	25 pts
Trained	20 pts	32 pts	19 pts	18 pts	17 pts
Raw	14 pts	24 pts	13 pts	12 pts	11 pts
Civilians	9 pts	21 pts	8 pts	7 pts	6 pts
Carbines -1pt Bayonet, sword or lance +1 pt Horse costs 15 pts extra					

A.C.W. Skirmish: force list

Company- made up of	2 Platoons each of	Up to 6 Squads each of
1 Captain	2 Sergeants, 4 Corporals	1 NCO and up to 14 men
2 Lieutenants	Up to 80 men	
1 1 st Sergeant		
2 drummers / musicians		

As units became more experienced, they tended to have fewer men in the ranks due to attrition. All the units in a company should be the same class.

Officers and drummers should be the same class as their men.

This will produce a half size company if composed of veterans!.

Cavalry:

Federal Company- made up of	Captain
	2 Lieutenants
	1 st Sergeant
	5 Sergeants
	8 Corporals
	2 Musicians
	56 Troopers

Confederate Company- made up of	Captain
	2 Lieutenants
	5 Sergeants
	4 Corporals
	60-80 Privates