



These tabletop miniature wargame rules are designed to be used with the Brothers At Arms series of American Civil War boardgames. The rules allow you to substitute the counters for figures and use them on a tabletop battlefield.

Unit Counter Values

Print the counters and use them to identify the formations on the battlefield. Units are still divided into three categories *Infantry, Artillery and Cavalry*. Each unit counter will have its characteristics listed; these are *Range, Attack, Strength, Identity* and *Special Ability*.

Range

The range of fire is the first number in the sequence of three at the bottom of the unit counter. This is multiplied by the number indicated under the relevant figure scale and the desired measurement system below. The final distance indicates how far a unit can effectively fire its weapons.

	6mm	15mm	25mm
Centimetres	5	10	20
Inches	2	4	8

A range value of 2 for a 15mm figure scale would give a resultant effective firing range of 20cm or 8”.

Attack

The attack value is the second or middle number at the bottom of the unit counter. This indicates the number or above that must be rolled on a D6 dice to successfully hit a target by each base.

Strength

The strength is the third or last number at the bottom of the unit counter. Each point of strength represents a single base of figures within the unit, so a strength 4 unit would be represented by 4 bases of figures. The number of figures per base and the size of bases that are used are entirely left to the player’s discretion.

Identity

The top most number identifies which formation the unit belongs too. If a star is present instead of a number then the unit can be initially assigned to any formation.

Special Ability

Special abilities are denoted on the counters by various marks, these are:

- i* **Indomitable** The unit will not be affected by an flinch results
- ⊕ **Sharpshooters** Allows a unit to wound a commander at its normal attack value

Command and Control Counter Values

Higher level commanders are control counter with a star at their top, whilst formation commanders will have a smaller number that represents the formation that they are in command off. Each commander is represented by a single base.

Command Value

The command value of a commander represents the radius distance that it can be away from the units within its formation. This distance is calculated the same way as for the *Range* above and any part of a unit can fall within this range to be countered as in control.

Chain of Command

A higher level commander must have all of its formation commanders within its command radius and the formation commander must have all of its units within its command radius to achieve a complete chain of command. A unit or formation commander that is outside the command radius of its controller will be *Out Of Command Control*.



Bound Sequence

The bound sequence is composed of two rounds that are subdivided into twelve individual action phases. The first round is the Confederate Round and the second is the Union Round, when both sides have completed their rounds the present bound ends and an hour of game time passes. The bound sequence is repeated until the battle is concluded or the allocated number of bound sequences has expired.

Orders

1	Control Range	Check control range for higher level commanders to formation commanders
2	Command Roll	Command roll for formation commanders that are <i>Out of Command Control</i>
3	NIC Marker	Place a NIC marker on any formation commanders that are <i>Not in Command</i>
4	Command Range	Check command range for formation commanders to units
5	Command Roll	Command roll for units that are <i>Out of Command Control</i>
6	NIC Marker	Place a NIC marker on any unit that are <i>Not in Command</i>

Movement

7	Units	Move all units that are <i>In Command and Control</i>
8	Formation Commanders	Move all formation commanders that are <i>In Command and Control</i>
9	Higher Level Commanders	Move all higher level commanders

Attack

10	Fire Units	Fire units that have a valid target and are <i>In Command and Control</i>
11	Melee Units	Melee units that are in contact with each other, even if <i>Not in Command</i>

Removal

12	Remove Markers	Remove all Pinned and NIC markers from active sides units and commanders
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Command and Control

A formation commander or unit that is within its command and control distance can freely move and attack this round.

Out of Command Control

A formation commander or unit that is *Out of Command Control* can attempt a command roll.

Command Roll

If a formation commander is *Out of Command Control* then he must make a command roll against his *Command Value*. Roll a D6 a resultant score that is equal to or less than the *Command Value* is required. Success indicates that the commander can act on its own initiative and can then freely issue orders to all of its units that are within its command and control radius.

A unit that is *Out of Command Control* must make a command roll against its commanders *Command Value*. Success allows it to move and attack but with a +1 penalty to its *Attack Value*, with 6 being the maximum modified value.

Not in Command

A failure indicates that the formation commander or unit is *Not in Command*. A formation commander will be unable to issue orders to its units. The commander and all its units must have a NIC marker placed next to them. An individual unit that is *Not in Command* can't move or fire this round and must have a NIC marker placed next to it. If the unit is locked in melee then it will attack automatically.

Not in Command markers are removed at the end of each current round.

Exceptional Commanders

An exceptional formation commander is not required to be in the command and control distance of his superior.



Movement

Units and commanders will be moved around the battlefield up to the stated distance below for the formation type and figure scale that are used.

	6mm		15mm		25mm	
Infantry	10cm	4"	20cm	8"	40cm	16"
Artillery	10cm	4"	20cm	8"	40cm	16"
Cavalry	20cm	8"	40cm	16"	80cm	32"
Commander	15cm	6"	30cm	12"	60cm	24"

Modifiers

Local Roads	X1.5
Turnpike Roads	X2.0
Difficult Terrain	X0.5

A unit will be *unformed* if it ends its movement in any difficult terrain (Settlements, Woodland, Marchland, Steep Slopes and Streams). Being unformed increases the *Attack Value* of a unit when it fires or fights in melee by +1. Once a unit exits the difficult terrain it will automatically be reformed.

Some terrain features may be classified as *impassable* before the battle starts, these features must be moved around. For example a river could be classified as impassable, except by moving over the ford or bridge.

Units can change formation in their movement phase whilst moving at half their movement rate. Permitted formations are *Single Line*, *Double Line* and *Column*. A unit is not allowed to change formation and charge in the same phase.

Units and commanders can freely *interpenetrate* other friendly units or commanders without penalty.

A unit may *disengage* from melee at half its normal movement rate in good order.

Units and commanders that arrive on the battlefield by train can *disembark* at any point along the railroad track.

Some battles may have *riverboats*; treat these as floating artillery pieces for movement and firing.

Commanders

Commanders don't block a unit's line of sight for firing and can be fired through, but there is a chance that he may get hit by friendly fire.

A formation commander is automatically removed from the battlefield if all of its units are dispersed.

Firing at Commanders

A unit can fire at or through a commander, for each base roll 2D6 dice and if the resultant rolls are both 6's then the commander is disabled and is immediately removed from the battlefield. A unit with the *Sharpshooter* capability can fire at a commander with its full *Attack Value* on 2D6 dice, but both rolls must be above the required value.

If a formation commander is disabled, then its formation can still move, fire or fight on its own initiative if a 1 is roll on a command roll, in *Phase 5* of the bound sequence.

Capturing Commanders

If an enemy unit makes contact with an opposing commander, then roll a single D6 at the units normal *Attack Value*. A successful roll indicates that the commander is captured by the unit.



After all movement as taken place a unit that is in command is allowed to fire at an opposing enemy unit.

When firing, measure and check that each base is within range of the target. Roll the number of D6 dice that equates to the number of bases that are within range and have a direct line of sight to the target.

The resultant dice scores should be equal to or greater than the units *Attack Value*. Each successful scoring hit disperses a base of the target unit; the base is removed from play.

Separate units are allowed to group their fire upon an opponent, but resolve each unit in turn before moving on to the next unit. Intervening units will block a line of sight to a target that is on the same ground level.

A unit that is *Unformed* must increase its *Attack Value* by +1, to a maximum value of 6.

A unit must be on the edge of a *Settlement* or *Woodland* to fire from it and be fired upon. If opposing units are within a *Settlement* or *Woodland* then they can fire at each other if they are within following distance of each other:

	6mm		15mm		25mm	
Visible Distance	2.5cm	1"	5cm	2"	10cm	4"

A unit may fire from or to higher ground without any firing penalties.

Visibility for firing at night is equivalent to a Range of 1, see *Unit Counter Value - Range* above.

Flinching from Fire

A unit may flinch away from the enemy after taking casualties in the open. To determine if it does, roll a D6 and if the resultant dice roll is equal to or less than the number of bases that the unit has just lost then it will flinch.

If a unit is in cover it will require a roll of 2D6 instead of a D6 and both must show a successful flinch result. If a single base is left standing in cover then roll a single D6 to see if it flinches.

All units will flinch back a full normal move away from the cause of the flinch. If this move brings the unit into contact with another enemy unit, then around of melee will immediately ensue. If the unit contacts *Impassable* terrain then the unit is lost and is removed from the battlefield.

An *Indomitable* unit will never flinch from fire.

Pinned from Fire

A unit that has flinched will automatically become *Pinned*; place a pinned marker next to the unit. The pinned unit is keeping its head down and therefore cannot move or fire in the following round. The pinned marker is automatically removed at the end of this following round.

Effects of Cover

If at least 50% of a unit is within cover then it will receive a *Cover Save*. Reroll all the successful scoring dice against the *Cover Value* listed below:

	Cover Value	
Soft Cover	3	Hedges and woodland
Hard Cover	4	Walls, buildings and prepared defences
Fortifications	5	Fortified buildings and field defences
In Melee	-1	Unit is in cover, but is also in melee

A dice must score the same value or greater to continue to cause a dispersal on the unit. Failure indicates that the fire was stopped by the intervening cover. A unit that is in melee and is in cover will have its cover effect reduced by -1.



After all movement as taken place a unit that is in contact with an opposing enemy unit will fight a phase of melee.

A unit that is in a *Column of Attack* formation will fight with all its bases in a melee. A unit that is in a *Single Line* formation will only fight with the bases that are in physical contact. A *Double Line* formation will fight with the bases that are in physical contact and the bases that are behind these.

In a melee with multiple units, casualties will be determined by which units are in base contact with each other; this may mean that the outnumbered unit splits its attacks against multiple enemy units.

When two or more units come together in melee, the melee will be automatically fought in each subsequent round, even if a unit is *Not in Command*. A unit isn't going to stand there and wait for orders when it's in the middle of a melee.

Firing into an on-going melee is not permitted, even if part of the unit is not engaged.

Roll the number of D6 dice that equates to the number of bases that are within the melee for the attacking side. Remember a dense column of attack is more effective in melee than a single line.

The resultant dice scores should be equal to or greater than the units *Attack Value*. Each successful scoring roll disperses a base of the opposing unit; the base is removed from play.

After casualties roll to see if the opposing unit retires from the combat, use the same rules as for *Flinching from Fire*.

A unit that is *Unformed* must increase its *Attack Value* by +1, to a maximum value of 6.

A unit can automatically withdraw from melee if it is within its command and control distance.

Effects of Cover

If at least 50% of a unit is within cover then it will receive a *Cover Save*. Reroll all the successful scoring dice against the *Cover Value* listed below:

	Cover Value	
Soft Cover	3	Hedges and woodland
Hard Cover	4	Walls, buildings and prepared defences
Fortifications	5	Fortified buildings and field defences

A dice must score the same value or greater to continue to cause a dispersal on the unit. Failure indicates that the fire was stopped by the intervening cover.

If both opposing units are within the same cover then both sides will receive the benefits of the cover. If a unit is just fighting across an obstacle then only the defender gets the benefits.

Defence Works

Fortifications and defence works are extremely hard to assault, only when a unit has been dispersed can an opposing unit move into the vacated space across the defences in its following movement phase.

The task can be made simpler but *Breaching* the defensive line with *Artillery* first. Count each section of defence works as a strength 6 construction which must receive 6 successful dispersing hits from the artillery including the rerolls for the cover save above. A section is then breached once it is reduced to zero, place a *Breach* marker on this section.

A breached section can be stormed by a unit and the defender will only count as being in *Soft Cover*.



Fatigued Units

A unit that is fatigued will suffer from an increased *Attack Value* of +1. To recover a unit must rest for four consecutive bounds without moving, firing or fighting.

Objectives

If the battle as a number of objectives to claim, then these must be predetermined before the game commences. A unit must hold the objective unopposed for a full bound to claim the objective. An objective is then held until the opposing side can disperse the unit that is holding it and can reclaim it again.

An objective is still owned by the side that last claimed it even if the unit moves away from the objective.

The level of victory is determined by the number of objectives held at the end of the game.

Level of Victory	Objectives Held
Draw	The Same
Tactical Victory	One or Two More
Decisive Victory	Three or Four More
Complete Victory	Five or Six More

The battle may have a task objective, in which case the first side to complete the task wins the battle.

Subsequent Days

A battle may continue into another day of fighting, in which case both side will automatically withdraw a full normal move away from each other in the night phase. Each higher level commander may make a *Command Roll*. If successful the commander may *Reposition* itself, a formation commander and its formations units to any point on the battlefield behind its own lines. The higher commander may opt to put the formation in *Reserve* instead of repositioning it, but this adds +1 to the *Command Roll*, if successful the formation arrives in reserve.

The battle will then continue again in the morning.

Reserve Units

The battle may have reserves that arrive at predetermined time within the battle. The reserves initial movement on to the battlefield is always considered to under the command and control of their commander.

If a formation undertook a flank march then it may arrive on a roll of 5-6 on a D6. If the formation performed a complete out circling move then it may arrive on a roll of 6 on a D6. Roll at the start of each new bound to see if the formation arrives on the battlefield.