

ACW Rule Changes for Blucher

Page 10 – CAVALRY (CAV):

Add – Mounted Infantry

Page 14 – Unit Traits:

To get the feel of the Civil War we have made the following changes to traits.

Rebel Yell (RY) – (old Shock trait). This trait may go away as the variable strength works well enough. *(Optional rule for units with 7 Strength Point numbers)*

Yankee Hurrah (YH) – (old Steady trait). This trait may go away as the variable strength works well enough. *(Optional rule for units with 7 Strength Point numbers)*

Impetuous (II) – Shooting with the impetuous trait and **must** advance after a victorious combat. *(Optional rule for units with 4 or 5 Strength Point numbers)*

Cavalry (CC) – Units receive this trait enabling them to move and fire or fire and move in the same active player turn. Also, Horse artillery move, unlimber, and fire.

Sharpshooters (SS) – Cause an "at risk" check that kills attached officers on 5,6's for targeted units hit by fire.

Repeaters (RR) – Breech loaders and repeating rifles hitting on 5's & 6's and may move & fire.

Counter Battery (CB) – Heavy rifled guns get +1d6 for counter battery fire.

Horse Battery (HS) – Movement 4/2 & may move half, unlimber, and fire half.

Delete traits – Skirmish, Firepower, Conscript, Heavy Artillery, Attached Artillery, Over- or Understrength, and Mixed Brigades.

Page 20 – Terrain Effects:

Woods no are no longer solely difficult going – New types of Woods are Light woods and heavy woods, See new terrain effects table in the QRS.

Page 25 – Army Morale:

When counting units count all units which includes artillery.

Page 28 – Activation and Momentum

After many games where players have not been able to activate their units for several turns, we have changed how units are activated.

Page 28 – The Movement Phase: Activating Units:

All command levels (Brigade, Division, Corps, and Army) are included in this variant. Each commander has an initiative rating and traits based on the capability, experience, quality, and number of units commanded. The number of dice may increase depending on the number of units in the command.

Page 28 – The Movement Phase: Activate Units by Group (Brigade):

Using the Brigade commander's initiative number and dice to determine activation points for the brigade.

Activation by the brigade commander (for regiments under his command):

Activation is rolled for by the brigade commander. Each brigade commander has an initiative number ($x+yd6$) and number of d6 to roll. **For example:** Brigade commander's rating is $3+1d6$, the commander rolls 1d6 and add the initiative of 3 to the dice total. The resulting number is the number of regiments the brigade commander may activate. Any remaining regiments that did not activate remain in place (or maybe helped by the Division, Corps, or army commanders).

Simple Initiatives for Brigade commanders:

Poor = 0 (May activate 0 +xd6 units)

Average = 1 (may activate 1 +xd6 units)

Good = 2 (May activate 2 +xd6 units)

Excellent = 3 (May activate 3 +xd6 units)

Great = 4 (May activate 4 +xd6 units)

The number of d6 is based on the number of units commanded for every six units add one d6. For example: the Brigade commander command six units receives 1d6. If the brigade commander command seven units he would get 2d6.

Activation by the chain of command (Division, Corps, and Army CnC's):

Chain of Command commanders have an initiative number (x) and may have special traits. The initiative number is the number of unactivated units that may activate, in its chain of command, and is its sole action for the turn. **For example:** A brigade commander has four unmoved regiments. The division commander has an initiative (3) and may move three units if they are all within 1Bw of each other as his sole action for this turn. The division commander is placed within 1Bw of the units and the three units are activated.

Simple Initiatives for commanders:

Poor = 0 (May activate 0 unit)

Average = 1 (may activate 1 units)

Good = 2 (May activate 2 units)

Excellent = 3 (May activate 3 units)

Great = 4 (May activate 4 units)

Page 30 – Activate Individual Units by Commanders & by the CnC

Using Higher level commanders to move Individual units based on the commander's initiative.

Page 31 – The Limits of Activation:

Cavalry and Mounted Infantry when activated for movement may Move, Mount or Dismount, and fire (if armed with repeaters) in any order during its

movement phase. Cavalry and Mounted Infantry that have the mobile Trait may fire in the movement or fire phases as moving fire if moved, mounted or dismounted (difficult & halved fire).

Page 34 – Prepared

Delete: *Prepared*

Page 35 – Standard Movement Allowance

Change: *Horse Artillery unit movement is 4-2*

Page 41 – Charge movement

Cavalry may charge through light woods (simple terrain movement). If charging infantry or artillery frontally the unit must rerolls hits.

Page 46 – The Sequence of Fire

Cavalry & Mounted Infantry may fire during their active player movement phase as part of a Difficult movement.

Page 46 – Who May Fire at Whom

Delete: *A cavalry unit may not fire.*

Page 47 – Obstruction

Infantry may fire at units in woods and in the same way as artillery. The wording shall be altered to read:

“Artillery and Infantry lines of fire may pass through obstructing terrain, but then it only continues another 1BW from the point at which it touched that terrain. If it can hit the target within that remaining 1BW, then it does so, but such fire is called obstructed and penalized.”

Page 47 – The Range of Fire

Change this sentence to: An infantry, cavalry and Mounted Infantry unit has a range of 1 BW or 2BW based on the type of weapon being fired (Pistols, Shotguns, and Carbines have a range of 1BW).

Page 50 – Artillery overhead fire (optional rule):

- *Fire Overhead is at Long Range (3BW to 8BW)*
- *Firer must be on a higher terrain level and at the crest.*
- *Fire is over friendly units only and not over obstructing terrain.*
- *Target must be greater than 1 BW away friendly unit and firing artillery must be greater than 1BW from friendly unit.*

Page 51 – Firing Penalties:

The bullet points for Infantry shall be altered to include:

- *Firing at a unit that is obstructed.*
- *Firing after moving or moving before Firing.*
- *Firing unit is Mounted*

Page 51 – Bonuses: (Maximum of one bonus)

The bullet points for shall be altered to include:

- *Firing Heavy Rifled Artillery as Counter battery +1d6.*
- *Firing enfilade +1d6*
- Delete heavy artillery unit that is firing at long range, artillery unit that is firing at an infantry unit with a prepared marker, infantry unit with the firepower trait, which is volleying at enemy infantry, or infantry unit with the skirmish trait, which is skirmishing at enemy infantry.

Page 58 – Prepared

Delete

Page 55 – Combat modifiers

Delete: *Conscript modifier*

Page 60 – Combat Re-rolls

Add: *Cavalry & Mounted Infantry frontally charging Infantry and artillery must re-roll successes.*

Page 65 – Retreat due to fire

Add: *Passive mounted troops that take at least one hit from fire must retreat away from the attacking unit.*

Page 92 – CinC Personality

Army Commander or CnC's Traits

Excellent Staffwork (ESW)

This allows a CnC to activate all units within a Brigade.

Immobile (IMB)

This commander is Drunk, elderly or infirm. When he activates any units, place a die showing three pips beside the CinC marker. In your status phase, reduce the number of pips by one. When the last pip is removed, the CinC may activate by command again in his next turn. (In other words, this CinC may activate by command only once every three of his side's turns).

Mobile (MOB)

This commander may activate units up to his initiative number in two locations rather than one location.

Page 92

Intuitive (INT)

The CnC may reroll any one activation die this turn.

Legend (LEG)

The army break points are 50%

Subcommanders Traits

Brigade, Division, and Corps commanders

Vigorous (V)

May use his initiative number to activate inactivated units under his command chain in ***two different locations*** rather than one location. May not activate more units than his initiative number. Units can be greater than 1Bw apart and both may be activated.

Inspiring (I)

+1 universal modifier in combat if Attached

Hero (H)

+1 to Rally rolls

Steadfast (SF)

+1 to Defender's combat roll

Artillery Officer (A)

When attached to an artillery unit, the artillery officer may do one of **two things: lay the guns, or resupply.**

Cavalry Officer (C)

May activate units under his command in two different locations. Units can be greater than 1Bw apart and both may be activated.

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