

We have included some things to help design your own scenarios. Any questions will be answered by email.

Regards, Chuck Hamack - Last update: 03.29.22

**Weapons ranges and melee modifiers:**

Weapon	Volley / Skirmish	Frontal Melee
Rifled Musket	-/+1	
Poor Rifled Musket	-/-	
Smoothbore Musket	+1/-	(+1d6 Frontal Melee)
Smooth Bore Poor	-/-1	
Flintlock Musket	-1/-1	
Mixed Musket	-/-	
Muzzle loading Carbine	-/0	(Range 1Bw)
<b>Repeaters</b>		
Repeating Carbine	5,6/0	(Range 1Bw)* (+1d6 Frontal Melee)
Breechloading Carbine	5,6/0	(Range 1Bw)* (+1d6 Frontal Melee)
Repeating Rifle	5,6	(to hit numbers)* (+1d6 Frontal Melee)
Breechloading Rifle	5,6	(to hit numbers)* (+1d6 Frontal Melee)
<b>Volley / Skirmish</b>		
Shotgun	+1/0	(Range 1Bw) (+1d6 Frontal Melee)
Pistol	-1/0	(Range 1Bw)
Sharpshooting Rifle	-/-	<b>(SS)</b> = ("At Risk" killed on a roll of 5 or 6)
<b>0</b> = not in range		<b>(RR)</b> Repeater Trait *

Artillery Types	Cannister/Long Range		Artillery Types	Cannister/Long Range	
2.25" R = 2.25" Mountain Rifle	RL	-/-	<i>N</i> = Napoleon smoothbore 12#	SBH	+1/+1
3" R= 3 inch Ordnance Rifle	RL	-/-	<i>SB</i> = Smoothbore gun 6#	SBL	+1/-
<i>JR</i> = James Rifle 6#	RL	-/-	<i>H</i> = Smoothbore Howitzer	SBL	+1/-
<i>P</i> = Parrott Rifle 10#	RL	-/-	<i>Mtn. H</i> = Mountain Howitzer	SBL	+1/-
<i>WW</i> = Whitworth Rifle	RL	-/-	Horse Artillery	(HS)	-
<i>B</i> = Blakely Rifle	RL	-/-	James Rifle 14#	RH (CB)	-/-
<i>WR</i> = Waird Rifle 6# & 12#	RL	-/-	Parrott Rifle 20#	RH (CB)	-/-
+1 = 1d6 added to fire before modifiers applied			<b>(HS)</b> = horse Battery; <b>(CB)</b> = Counter Battery fire +1d6		

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## Army Break Point Table

Army Break Points		Number of Units in the Army (not including Artillery units)																			
CnC	#	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Poor	28%	1	1	1	2	2	2	2	3	3	3	4	4	4	4	5	5	5	6	6	6
<b>Average</b>	<b>33%</b>	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7
Good	38%	1	1	2	2	2	3	3	4	4	4	5	5	5	6	6	7	7	7	8	8
Excellent	43%	1	1	2	2	3	3	4	4	4	5	5	6	6	7	7	7	8	8	9	9
Great	50%	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10
#		21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
Poor	28%	6	7	7	7	7	8	8	8	9	9	9	9	10	10	10	11	11	11	11	12
<b>Average</b>	<b>33%</b>	7	8	8	8	9	9	9	10	10	10	11	11	11	12	12	12	13	13	13	14
Good	38%	8	9	9	10	10	10	11	11	12	12	12	13	13	13	14	14	15	15	15	16
Excellent	43%	10	10	10	11	11	12	12	13	13	13	14	14	15	15	16	16	16	17	17	18
Great	50%	11	11	12	12	13	13	14	14	15	15	16	16	17	17	18	18	19	19	20	20
#		41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60
Poor	28%	12	12	13	13	13	13	14	14	14	14	15	15	15	16	16	16	16	17	17	17
<b>Average</b>	<b>33%</b>	14	14	15	15	15	16	16	16	17	17	17	18	18	18	19	19	19	20	20	20
Good	38%	16	16	17	17	18	18	18	19	19	19	20	20	21	21	21	22	22	23	23	23
Excellent	43%	18	19	19	19	20	20	21	21	22	22	22	23	23	24	24	25	25	25	26	26
Great	50%	21	21	22	22	23	23	24	24	25	25	26	26	27	27	28	28	29	29	30	30
#		61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80
Poor	28%	18	18	18	18	19	19	19	20	20	20	20	21	21	21	21	22	22	22	23	23
<b>Average</b>	<b>33%</b>	21	21	21	22	22	22	23	23	23	24	24	24	25	25	25	26	26	26	27	27
Good	38%	24	24	24	25	25	26	26	26	27	27	27	28	28	29	29	29	30	30	31	31
Excellent	43%	27	27	28	28	28	29	29	30	30	31	31	31	32	32	33	33	34	34	34	35
Great	50%	31	31	32	32	33	33	34	34	35	35	36	36	37	37	38	38	39	39	40	40
#		81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
Poor	28%	23	23	24	24	24	25	25	25	25	26	26	26	27	27	27	27	28	28	28	28
<b>Average</b>	<b>33%</b>	27	28	28	28	29	29	29	30	30	30	31	31	31	32	32	32	33	33	33	33
Good	38%	31	32	32	32	33	33	34	34	34	35	35	35	36	36	37	37	37	38	38	38
Excellent	43%	35	36	36	37	37	37	38	38	39	39	40	40	40	41	41	42	42	43	43	43
Great	50%	41	41	42	42	43	43	44	44	45	45	46	46	47	47	48	48	49	49	50	50

Do count Artillery Units for the total number of units.

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# Chamberlain Turn Record



(15 minutes)

<b>Turns Record</b>	0:00 am <input type="radio"/>	1:00 am <input type="radio"/>	2:00 am <input type="radio"/>	3:00 am <input type="radio"/>
	0:15 am <input type="radio"/>	1:15 am <input type="radio"/>	2:15 am <input type="radio"/>	3:15 am <input type="radio"/>
	0:30 am <input type="radio"/>	1:30 am <input type="radio"/>	2:30 am <input type="radio"/>	3:30 am <input type="radio"/>
	0:45 am <input type="radio"/>	1:45 am <input type="radio"/>	2:45 am <input type="radio"/>	3:45 am <input type="radio"/>
4:00 am <input type="radio"/> 4:15 am <input type="radio"/> 4:30 am <input type="radio"/> 4:45 am <input type="radio"/>	5:00 am <input type="radio"/> 5:15 am <input type="radio"/> 5:30 am <input type="radio"/> 5:45 am <input type="radio"/>	6:00 am <input type="radio"/> 6:15 am <input type="radio"/> 6:30 am <input type="radio"/> 6:45 am <input type="radio"/>	7:00 am <input type="radio"/> 7:15 am <input type="radio"/> 7:30 am <input type="radio"/> 7:45 am <input type="radio"/>	8:00 am <input type="radio"/> 8:15 am <input type="radio"/> 8:30 am <input type="radio"/> 8:40 am <input type="radio"/>
9:00 am <input type="radio"/> 9:15 am <input type="radio"/> 9:30 am <input type="radio"/> 9:40 am <input type="radio"/>	10:00 am <input type="radio"/> 10:15 am <input type="radio"/> 10:30 am <input type="radio"/> 10:40 am <input type="radio"/>	11:00 am <input type="radio"/> 11:15 am <input type="radio"/> 11:30 am <input type="radio"/> 11:40 am <input type="radio"/>	12:00 pm <input type="radio"/> 12:15 pm <input type="radio"/> 12:30 pm <input type="radio"/> 12:40 pm <input type="radio"/>	13:00 pm <input type="radio"/> 13:15 pm <input type="radio"/> 13:30 pm <input type="radio"/> 13:40 pm <input type="radio"/>
14:00 pm <input type="radio"/> 14:15 pm <input type="radio"/> 14:30 pm <input type="radio"/> 14:40 pm <input type="radio"/>	15:00 pm <input type="radio"/> 15:15 pm <input type="radio"/> 15:30 pm <input type="radio"/> 15:40 pm <input type="radio"/>	16:00 pm <input type="radio"/> 16:15 pm <input type="radio"/> 16:30 pm <input type="radio"/> 16:45 pm <input type="radio"/>	17:00 pm <input type="radio"/> 17:15 pm <input type="radio"/> 17:30 pm <input type="radio"/> 17:45 pm <input type="radio"/>	18:00 pm <input type="radio"/> 18:15 pm <input type="radio"/> 18:30 pm <input type="radio"/> 18:45 pm <input type="radio"/>
19:00 pm <input type="radio"/> 19:15 pm <input type="radio"/> 19:30 pm <input type="radio"/> 19:45 pm <input type="radio"/>	20:00 pm <input type="radio"/> 20:15 pm <input type="radio"/> 20:30 pm <input type="radio"/> 20:45 pm <input type="radio"/>	21:00 pm <input type="radio"/> 21:15 pm <input type="radio"/> 21:30 pm <input type="radio"/> 21:45 pm <input type="radio"/>	22:00 pm <input type="radio"/> 22:15 pm <input type="radio"/> 22:30 pm <input type="radio"/> 22:45 pm <input type="radio"/>	23:00 pm <input type="radio"/> 23:15 pm <input type="radio"/> 23:30 pm <input type="radio"/> 23:45 pm <input type="radio"/>

## Casualties

<b>Casualties</b> SA	1 <input type="radio"/>	4 <input type="radio"/>	7 <input type="radio"/>	10 <input type="radio"/>	13 <input type="radio"/>	16 <input type="radio"/>	19 <input type="radio"/>
	2 <input type="radio"/>	5 <input type="radio"/>	8 <input type="radio"/>	11 <input type="radio"/>	14 <input type="radio"/>	17 <input type="radio"/>	20 <input type="radio"/>
	3 <input type="radio"/>	6 <input type="radio"/>	9 <input type="radio"/>	12 <input type="radio"/>	15 <input type="radio"/>	18 <input type="radio"/>	21 <input type="radio"/>
	22 <input type="radio"/>	25 <input type="radio"/>	28 <input type="radio"/>	31 <input type="radio"/>	34 <input type="radio"/>	37 <input type="radio"/>	40 <input type="radio"/>
	23 <input type="radio"/>	26 <input type="radio"/>	29 <input type="radio"/>	32 <input type="radio"/>	35 <input type="radio"/>	38 <input type="radio"/>	41 <input type="radio"/>
	24 <input type="radio"/>	27 <input type="radio"/>	30 <input type="radio"/>	33 <input type="radio"/>	36 <input type="radio"/>	39 <input type="radio"/>	42 <input type="radio"/>
	43 <input type="radio"/>	46 <input type="radio"/>	49 <input type="radio"/>	52 <input type="radio"/>	55 <input type="radio"/>	58 <input type="radio"/>	
	44 <input type="radio"/>	47 <input type="radio"/>	50 <input type="radio"/>	53 <input type="radio"/>	56 <input type="radio"/>	59 <input type="radio"/>	
	45 <input type="radio"/>	48 <input type="radio"/>	51 <input type="radio"/>	54 <input type="radio"/>	57 <input type="radio"/>	60 <input type="radio"/>	
<b>Casualties</b> SA	1 <input type="radio"/>	4 <input type="radio"/>	7 <input type="radio"/>	10 <input type="radio"/>	13 <input type="radio"/>	16 <input type="radio"/>	19 <input type="radio"/>
	2 <input type="radio"/>	5 <input type="radio"/>	8 <input type="radio"/>	11 <input type="radio"/>	14 <input type="radio"/>	17 <input type="radio"/>	20 <input type="radio"/>
	3 <input type="radio"/>	6 <input type="radio"/>	9 <input type="radio"/>	12 <input type="radio"/>	15 <input type="radio"/>	18 <input type="radio"/>	21 <input type="radio"/>
	22 <input type="radio"/>	25 <input type="radio"/>	28 <input type="radio"/>	31 <input type="radio"/>	34 <input type="radio"/>	37 <input type="radio"/>	40 <input type="radio"/>
	23 <input type="radio"/>	26 <input type="radio"/>	29 <input type="radio"/>	32 <input type="radio"/>	35 <input type="radio"/>	38 <input type="radio"/>	41 <input type="radio"/>
	24 <input type="radio"/>	27 <input type="radio"/>	30 <input type="radio"/>	33 <input type="radio"/>	36 <input type="radio"/>	39 <input type="radio"/>	42 <input type="radio"/>
	43 <input type="radio"/>	46 <input type="radio"/>	49 <input type="radio"/>	52 <input type="radio"/>	55 <input type="radio"/>	58 <input type="radio"/>	
	44 <input type="radio"/>	47 <input type="radio"/>	50 <input type="radio"/>	53 <input type="radio"/>	56 <input type="radio"/>	59 <input type="radio"/>	
	45 <input type="radio"/>	48 <input type="radio"/>	51 <input type="radio"/>	54 <input type="radio"/>	57 <input type="radio"/>	60 <input type="radio"/>	

# ACW unit Summary

## **Cavalry, Mounted Infantry, and Horse Artillery**

Strength is based on numbers, training, and experience. As an active player Cavalry can move, mount, dismount, fire, melee if equipped with Repeating Weapons (RR). Cavalries move and fire abilities are based on their weapon type and whether the unit fires mounted, dismounted, or moves in the movement phase. Only units armed with repeaters may move and fire in the same active player turn. Cavalry armed with other weapons may not move and fire in the active player turn. For example: Cavalry unit armed with Breech loading carbines may combine movement with fire. However, those armed with shotguns or pistols may not.

## **Cavalry (CC) (Combines movement & Fire ability):**

- Movement must be Difficult & includes dismounting or mounting in any order.
- If armed with repeaters (RR) may Move (Difficult), Mount or Dismount, & Fire (half) in any order.
- Horse Artillery Move 2Bw (Difficult), Unlimber, and fire (Full).

## **Repeaters (RR):**

- Firing units hit on 5's & 6's.
- Units are Mobile (fire half & move or move & fire half).

## **Sharpshooters (SS):**

- Attached Officers to target units take "at risk" checks on 5's & 6's to kill.

## **Horse Artillery (Hs):**

- Movement 4-2
- Fire Half, Limber & Move 2Bw
- **Move 2Bw (Difficult), Unlimber, and fire half strength in the fire phase**

## **"Dismounted" Cavalry & Mounted Infantry:**

- Stationary Fire full strength
- Move half & fire half if armed with repeaters (RR) in any order.
- Mount, move half (Difficult), & fire half if armed with repeaters (RR) in any order.
- Frontal melee with enemy Infantry or Artillery Reroll hits

## **"Mounted" Cavalry & Mounted Infantry:**

- Mounted stationary Fires at half strength
- Dismount, move half (Difficult), & fires half if armed with repeaters (RR) in any order.
- Frontal melee with enemy Infantry or Artillery Reroll hits

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# Commanders

## CnC Personality Traits

**Excellent Staff work (ESW)**- Allows CnC to activate all units in one Brigade.

**Immobile (IMB)**- CnC is Drunk, elderly, or infirm. When he activates any units, place a die showing 3 pips beside the CnC marker. In his status phase reduce the number by one. When the last pip is removed, CnC may activate again in his next turn.

**Mobile (MOB)** CnC may activate units up to his initiative number in **two locations** rather than one location.

**Intuitive (INT)** CnC may reroll one activation die this turn.

**Legend (LEG)**- Army break points at 50%

## Subcommanders Traits Brigade, Division, & Corps commanders

**Vigorous (V)** - Uses his initiative number to activate inactivated units under his command in **two locations** rather than one. May not activate more units than his initiative number.

**Inspiring (I)** - +1 modifier in combat if Attached

**Hero (H)** - +1 to Rally rolls if Attached

**Steadfast (SF)** - +1 to Defender's combat roll if Attached

**Artillery Officer (A)** - Friendly artillery units are all "his." Never attached to an infantry or cavalry unit. When attached the artillery officer may do one of two things: "**lay the guns, or resupply**".

**Lays the guns** - artillery unit adds one to its ammo number when firing.

**Resupplies** - unit, if it is eligible to fire in its fire phase, it recovers 1 ammo box instead.

**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. May not activate more units than his initiative number.

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## Terrain Effects Table

<b>Terrain</b>	<b><u>Movement</u></b>	<b><u>Obstructs</u></b>	<b><u>Cover</u></b>	<b><u>Fire</u></b>	<b><u>Melee</u></b>	<b><u>Infantry Charge</u></b>	<b><u>Mtd Cav Charge</u></b>	<b><u>Artillery Movement</u></b>
<b>Rough Ground</b>	difficult	No	Cover	Yes	-	Yes	Yes	Yes
<b>(Rocky)</b>	difficult	No	Cover	Yes	-1d6	Yes	No	No
<b>(Fields)</b>	difficult	No	-	Yes	-	Yes	Yes	Yes
<b>(Marsh)</b>	difficult	No	-	Yes	-1d6	Yes	No	No
<b>(Swamp)</b>	difficult	1Bw	Cover	No	-1d6	Yes	No	No
<b>Urban</b>	difficult	1Bw	Garrison	Yes	-1d6	Yes	No	Yes
<b>Camps</b>	difficult	1Bw		Yes	-1d6	Yes	Yes	Yes
<b>Entrenchment</b>	simple	2Bw	Cover	Yes	-1d6	Yes	No	No
<b>Hasty Works</b>	simple	2Bw	Cover	Yes	-1d6	Yes	No	No
<b>Minor River</b>	difficult	No	No	No	-1d6	Yes	No	No
<b>Major River</b>	None	No	No	-	-	-	-	-
<b>Lake or Pond</b>	None	No	No	-	-	-	-	-
<b>Crossings</b>	simple	No	No	Yes	-1d6	Yes	Yes	Yes
<b>Streams</b>	simple	No	No	Yes	-1d6	Yes	No	No
<b>Light woods</b>	simple	2Bw	Cover	Yes	-	Yes	Yes	Yes
<b>Orchards</b>	simple	2Bw	Cover	Yes	-	Yes	Yes	Yes
<b>Heavy woods</b>	difficult	1Bw	Cover	Yes	-1d6	Yes	No	Yes
<b>Crest</b>	simple	No	at Crest	Yes	-	Yes	Yes	Yes
<b>Slopes (Up Hill)</b>	simple	No	No	Yes	-1d6	Yes	Yes	Yes
<b>Road</b>	simple	No	No	Yes	-	Yes	Yes	Yes

Movement types: Simple, difficult, reserve, and charge.

Because of the game's scale, roads are used only in a special type of movement called reserve movement.

Roads - Open Terrain

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Regimental Unit numbers

Infantry & Cavalry		Artillery	
Regiment	Crack-Elite	Gun numbers per unit	Regiment Scale
900+	(8)(7)(6)(5)(4)(3)(3)	Over Strength	≥ 9 guns
800+	(8)(7)(6)(5)(4)(3)(2)	Normal Size	4-8 Guns
700+	(7)(7)(6)(5)(4)(3)(2)	Under Strength	≤ 3 Guns
600+	(7)(6)(6)(5)(4)(3)(2)	Leaders	Initiative
500+	(7)(6)(5)(5)(4)(3)(2)	Poor	0
400+	(7)(6)(5)(4)(4)(3)(2)	Average	1
300+	(7)(6)(5)(4)(3)(3)(2)	Good	2
200+	(7)(6)(5)(4)(3)(2)(2)	Excellent	3
100+	(7)(6)(5)(4)(3)(2)(1)	Great	4

Regiment	Average-Regular-Veterans	Artillery	USA	CSA
900+	(7)(6)(5)(4)(4)(3)	Crack, Elite, & Over strength	(7)(6)(5)(5)(4)(3)	(6)(6)(5)(4)(4)(3)
800+	(7)(6)(5)(4)(3)(3)	Veteran	(6)(6)(5)(4)(4)(3)	(6)(5)(5)(4)(3)(3)
700+	(7)(6)(5)(4)(3)(2)	Average, Regular, & Trained	(6)(5)(5)(4)(3)(3)	(5)(4)(4)(3)(2)(2)
600+	(6)(6)(5)(4)(3)(2)	Green, Conscript, & Mixed	(5)(4)(4)(3)(2)(2)	(5)(4)(3)(3)(2)(2)
500+	(6)(5)(5)(4)(3)(2)	Militia & Under Strength	(4)(4)(3)(3)(2)(2)	(4)(4)(3)(3)(2)(2)
400+	(6)(5)(4)(4)(3)(2)	Officer Traits	Legend (LEG)	Intuitive (INT)
300+	(6)(5)(4)(3)(3)(2)	Immobile (IMB)	Mobile (MOB)	Staff work (ESW)
200+	(6)(5)(4)(3)(2)(2)	Vigorous (V)	Inspiring (I)	Hero (H)
100+	(6)(5)(4)(3)(2)(1)	Steadfast (SF)	Artillery Officer (A)	Cavalry Officer (C)

Regiment	Trained-Green-Tired	Number Units	Leader dice (#d6)
900+	(6)(5)(5)(4)(3)	1 - 6	1d6
800+	(6)(5)(4)(4)(3)	7 - 12	2d6
700+	(6)(5)(4)(3)(3)	13 - 18	3d6
600+	(6)(5)(4)(3)(2)	19 - 24	4d6
500+	(5)(5)(4)(3)(2)	25 - 30	5d6
400+	(5)(4)(4)(3)(2)	31 - 36	6d6
300+	(5)(4)(3)(3)(2)	37 - 42	7d6
200+	(5)(4)(3)(2)(2)	43 - 48	8d6
100+	(5)(4)(3)(2)(1)	49 - 54	9d6

Regiment	Militia-Conscript-Irregular	Unit Traits	Type
900+	(6)(5)(4)(3)	Cavalry (CC)	Cavalry & Mounted Infantry
800+	(5)(5)(4)(3)	Repeaters (RR)	Repeating Weapons
700+	(5)(4)(4)(3)	Sharpshooters (SS)	Trained Snipers
600+	(5)(4)(3)(3)	Horse Artillery (HS)	Horse Artillery
500+	(5)(4)(3)(2)	Counter Battery (CB)	Heavy Rifles
400+	(4)(4)(3)(2)		
300+	(4)(3)(3)(2)	Rebel Yell (RY)	CSA Elite Units
200+	(4)(3)(2)(2)	Yankee Hurrah (YH)	USA Elite Units
100+	(4)(3)(2)(1)	Impetuous (II)	Conscripts & Militia

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