

## Chamberlain ACW Activation

| A Game Turn  | Officer Traits   | Concealed Units are Revealed   |
|--|--|--|
| <p><b><u>1. Information Phase</u></b><br/> <i>Discover enemy units</i><br/> <i>Check for reinforcements</i></p> <p><b><u>2. Movement Phase</u></b><br/> <i>Place Commanders &amp;</i><br/> <i>Roll to Activate units</i></p> <p><b><u>3. Fire Phase</u></b><br/> <i>Did not move may fire or (RR) (HS)</i></p> | <p style="background-color: #1a3d54; color: white; text-align: center;"><b>Immobile (IMB)</b></p> <p>When units activated by command, place 1d6 showing 3 pips beside CnC. In status phase, reduce the # of pips by 1. When the last pip removed, may activate by CnC again.</p> <p style="background-color: #1a3d54; color: white; text-align: center;"><b>Intuitive (INT)</b></p> <p>May reroll any one Failed activation roll this turn.</p>  | <p><b><u>When Active Concealed Units are Revealed:</u></b><br/>                     If activated in the movement phase.<br/>                     If shooting in the fire phase.</p> <p><b><u>When Passive Concealed Units are Revealed:</u></b><br/>                     If they are fired upon and hit.<br/>                     If, enemy information phase, are visible W/I 4BW.</p>  |
| <p><b><u>4. Combat Phase</u></b><br/> <i>Resolve combats</i></p>   | <p style="background-color: #1a3d54; color: white; text-align: center;"><b>Mobile CnC (MOB)</b></p> <p>May Activate units for movement and use this traits on two forces or Units.</p>   | <p style="background-color: #1a3d54; color: white; text-align: center;"><b>“Inspiring” (I)</b></p> <p>Infantry unit to which attached receives a +1D6 in all combats. <b>“At risk”</b></p>   |
| <p><b><u>5. Status Phase</u></b><br/> <i>Check morale</i><br/> <i>Mark game turn</i><br/> <b><u>Check for Victory</u></b><br/>                     Check retirement<br/>                     Check objectives</p>  | <p style="background-color: #1a3d54; color: white; text-align: center;"><b>“Cavalry” (C)</b></p> <p>One cavalry unit of the Commander's may activate for free (once per turn).</p> <p style="background-color: #1a3d54; color: white; text-align: center;"><b>“Artillery” (A)</b></p> <p>Attached to artillery unit, may do one of two things:<br/>                     1) Resupplies: eligible to fire, instead recovers 1 box<br/>                     2) Lays the guns: Artillery Officer attached +1d6<br/>                     (Does not modify melees)</p> | <p style="background-color: #1a3d54; color: white; text-align: center;"><b>“Steadfast” (SF)</b></p> <p>Infantry it attached to gets a +1D6 when <b>defending</b> in all combats. <b>Unit does not retreat</b>, unless the attackers scores doubled. <b>“At risk”</b></p> <p style="background-color: #1a3d54; color: white; text-align: center;"><b>“Vigorous” (V)</b></p> <p>May Activate units for movement and use this traits on any two forces or Units</p> |
| <p style="background-color: #1a3d54; color: white; text-align: center;"><b>Commander at Risk</b></p>   | <p style="background-color: #1a3d54; color: white; text-align: center;"><b>Rally (Roll to Rally 3+)</b></p>  | <p style="background-color: #1a3d54; color: white; text-align: center;"><b>“Hero” (H)</b></p>  |
| <p><b>“At Risk”</b> 1D6; 6 = Killed,<br/>                     Replace with average Officer<br/> <b>Or</b> 5,6 = killed if Firer is <b>(SS)</b></p>   | <ul style="list-style-type: none"> <li>• Not Within 2 BW of Enemy (except attached Hero)</li> <li>• Unit must be activated</li> <li>• If roll successful remove 1 fatigue (not to fresh)</li> <li>• Unit treated as having moved if it succeeds or not</li> </ul>  | <p>Attach to rally unit. May rally within 2BW of enemy but if the enemy is <b>within 2BW</b>, <b>“At risk”</b></p>   |

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## Chamberlain ACW Movement

| Simple Move   |        | Difficult Move  |                              | Engaged Movement (1BW to front of Enemy)   |           |  |           |          |
|---|--------|---|------------------------------|--|-----------|--|-----------|----------|
| <ul style="list-style-type: none"> <li>1<sup>st</sup> Pivot in any direction</li> <li>2<sup>nd</sup> Move in straight line</li> <li>No difficult terrain &amp; End facing direction of move</li> </ul>  |        | <ul style="list-style-type: none"> <li>1<sup>st</sup> Move difficult terrain</li> <li>2<sup>nd</sup> End facing in any direction</li> </ul> |                              | <ul style="list-style-type: none"> <li>Move to be no longer engaged (<b>Simple or Difficult</b>)</li> <li>Pivot only</li> <li>Charge any legal target</li> </ul> |           |  |           |          |
| Charge Move (Must attack greatest threat)   |        |   |                              | Retire Movement  |           |  |           |          |
| <ul style="list-style-type: none"> <li>1<sup>st</sup> Pivot up to <b>45°</b>, <i>regardless of terrain</i>, (Target must be Visible)</li> <li>2<sup>nd</sup> Move Infantry 2Bw &amp; Mounted 4Bw (<i>May not be Fatigue</i>)</li> </ul>   |        |   |                              | <ul style="list-style-type: none"> <li>Not within 2BW of Enemy</li> <li>Must move in a straight line to friendly edge</li> </ul>                                 |           |  |           |          |
| Unit  | Simple | Difficult   | Unit                         | Simple   | Difficult | Reserve Move (12BW Once per game)  |           |          |
| <b>Infantry</b>   | 2 BW   | 1 BW  | <b>Artillery</b>             | 2 BW   | 1 BW      | <ul style="list-style-type: none"> <li>May not use Difficult terrain except by roads or crossings</li> <li>No movement within <b>4BW</b> of visible enemy</li> <li>Unit is revealed afterwards.</li> </ul> |           |          |
| <b>Cavalry</b>  | 4 BW   | 2 BW  | <b>Horse Artillery</b>       | 4 BW   | 2 BW      |  |           |          |
| <b>Reserve</b>  | 12 BW  | No  | <b>Dismounted Units</b>      | 2BW  | 1BW       |  |           |          |
| LOS (8Bw)   |        |   | Movement in Terrain          |  |           |  |           |          |
| LoS passes through obstructing terrain<br>1BW   |        |   | Terrain                      | Difficult  | Obstruct  | Cover  | Fire      | Melee    |
|   |        |   | <b>Visibility</b>            |  |           | <b>Rocky or Rough Ground</b>   | difficult | No       |
| May not attack an enemy it can't see.<br>Units friendly & enemy block visibility.   |        |   |                              |  |           | <b>Fields &amp; Marsh</b>  | difficult | No       |
|   |        |   | <b>Mobile</b>                |  |           | <b>Swamp</b>   | difficult | 1Bw      |
| <b>With a Difficult move:</b>   |        |   |                              |  |           | <b>Heavy Woods</b>   | difficult | 1Bw      |
|   |        |   | <b>Horse Artillery (HS):</b> |  |           | <b>Orchard &amp; Light Woods</b>   | simple    | 2Bw      |
| Limber or Unlimber & Fire Half  |        |   |                              |  |           | <b>Major River, Lake, or Pond</b>  | No        | No       |
|   |        |   | <b>(CC) Cavalry (RR):</b>    |  |           | <b>Minor River</b>   | difficult | No       |
| Fire half and move or move and fire half<br>& Mount or dismount (all 3 in one turn)   |        |   |                              |  |           | <b>Stream or Ford (Crossings)</b>  | simple    | No       |
|   |        |   |                              |  |           | <b>Entrenchment &amp; Hasty Works</b>  | simple    | 2Bw      |
|   |        |   |                              |  |           | <b>Urban &amp; Camps</b>   | difficult | 1BW      |
|   |        |   |                              |  |           | <b>Crest</b>   | simple    | At Crest |
| <p><b>Repeaters (RR):</b> Units are Mobile (fire half &amp; move or move &amp; fire half); <b>Horse Artillery (Hs):</b> If moved Difficult may Unlimber &amp; Fires half.</p> <p><b>Cavalry &amp; Mounted Infantry (CC):</b> may mount or dismount as part of a Difficult move and fire half if they are armed with repeaters (<b>RR</b>)</p> |        |   |                              |  |           |  |           |          |
| <p style="background-color: #008000; color: white; padding: 2px;"><b>Optional Over-head Artillery fire:</b> Requires the Artillery to be a terrain level above &amp; 1BW away from friendly unit.</p> <p>Additionally: the target unit must be 1BW away from intervening friendly unit. All fire half strength.</p>                           |        |   |                              |  |           |  |           |          |

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## Chamberlain ACW Fire Combat

| Procedure for Fire   |   | Artillery Bonus (Only one)  |  |
|--|---|---|--|
| <ol style="list-style-type: none"> <li>1. LoF from center point to Target in 45° arc.</li> <li>2. INF rolls # of dice equal to élan.</li> <li>3. ART rolls #D6 = to ammo # &amp; Marks off 1</li> <li>4. Halve #D6 <u>only once</u></li> </ol> | <ol style="list-style-type: none"> <li>5. Sixes to hit (Repeaters 5, 6)</li> <li>6. Each hit causes 1 fatigue</li> <li>7. If target is <b>Artillery</b>, 1 hit causes <b>retreat or &gt;1 hit causes to retire</b></li> </ol> | <p><b>RH firing Counter battery (CB) = +1d6 &amp;</b><br/> <b>Firing Cannister = +1d6 &amp; Firing at Flank = +1d6 &amp;</b><br/> <b>Artillery Range Trait = +1d6 &amp;</b><br/> <b>Attached Artillery (A) officer = +1d6</b></p> |  |
| Infantry Penalties (1/2 once)  |   | Artillery Penalties: (1/2 once)   |  |
| <ul style="list-style-type: none"> <li>• Firing at Skirmish range <b>or</b></li> <li>• Firing unit is <b>Impetuous</b> <b>or</b></li> </ul>  | <ul style="list-style-type: none"> <li>• Firing unit is Mounted <b>or</b></li> <li>• Firing unit moved (<b>RR</b>) <b>or</b></li> <li>• at target on crest <b>or</b></li> </ul>   | <ul style="list-style-type: none"> <li>• at Artillery <b>or</b></li> <li>• at mounted cavalry</li> </ul>  | <ul style="list-style-type: none"> <li>• Is in cover <b>or</b></li> <li>• Is concealed <b>or</b></li> <li>• Is uphill <b>or</b></li> </ul> |
| <ul style="list-style-type: none"> <li>• <b>Moving Fire (HS)</b> <b>or</b></li> <li>• Is obstructed <b>or</b></li> <li>• Is Counter Battery</li> </ul>   |   |   |  |
| Infantry & Cavalry Bonus   | Infantry Fire Range   |   | If Defending artillery is hit:   |
| <b>Firing at Flank = +1d6 &amp;</b><br><b>(+1/0, or +1/-) = +1d6</b>   | <b>Volley 1 BW</b>  | <b>Skirmish 2 BW</b>  | <b>1 hit = retreats</b><br><b>2 hits = retires</b>   |
| Sharpshooters (SS):  | Retreat due to fire   |   | Artillery Fire Range   |
| Attached Officers takes an “at risk” check (5’s & 6’s to kill)   | Passive mounted troops that take at least one hit from fire must immediately retreat away from the attacking unit 2BW.  |   | <b>Cannister 2 BW</b>  |
| <b>Long Range 8 BW</b>   |   |   |  |
| Repeaters (RR)   |   |   |  |
| <b>Repeating Carbine (RR)</b>  | 5,6/0 Repeater (Range 1Bw)  | <b>Repeating Rifle (RR)</b>   | 5,6 Repeater (Range 2Bw)   |
| <b>Breechloading Carbine (RR)</b>  | 5,6/0 Repeater (Range 1Bw)  | <b>Breechloading Rifle (RR)</b>   | 5,6 Repeater (Range 2Bw)   |

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## Chamberlain ACW Melee Combat (charge the enemy unit that is the greatest threat)

| Combat Resolution   | How Many Dice & Hits (Hit 4+)  | DEFENDER's score $\geq$   | DEFENDER was outscored:   |
|---|--|---|---|
| <ol style="list-style-type: none"> <li>1. Attacker allocates dice</li> <li>2. Calculate defense scores</li> <li>3. Calculate attack scores</li> <li>4. Resolve combats</li> </ol> | <ul style="list-style-type: none"> <li>• <b>Infantry</b> = Elan <math>\pm</math> Modifiers</li> <li>• <b>Cavalry</b> = Elan <math>\pm</math> Modifiers</li> <li>• <b>Artillery</b> = Ammo <math>\pm</math> Modifiers</li> <li>• <b>Mounted Infantry</b> = Elan <math>\pm</math> Modifiers</li> </ul> | <ul style="list-style-type: none"> <li>• Takes 1 fatigue</li> </ul>   | <ul style="list-style-type: none"> <li>• Takes Difference in Fatigues</li> <li>• If not broken, retreat 2BW Facing away unless Steadfast which must be doubled.</li> </ul>  |
| <b>Defender Is Artillery</b>  |  | <b>DEFENDER <math>\geq</math> ATTACKER:</b>   | <b>If ATTACKERS &gt; DEFENDER:</b>  |
| <ul style="list-style-type: none"> <li>• Doubled, it breaks</li> <li>• Outscored, it retreats 2BW &amp; -1 ammo</li> </ul>  | <ul style="list-style-type: none"> <li>• Otherwise, it wins the combat &amp; -1 ammo</li> </ul>  | <ul style="list-style-type: none"> <li>• Attacker takes 2 fatigues &amp; retreat 2BW Facing Enemy</li> </ul>  | <ul style="list-style-type: none"> <li>• Take 1 fatigue &amp; May advance</li> </ul>  |
| <b>Combat Modifiers</b>   |  | <b>Flanked</b>  |   |
| -1D6  | <ul style="list-style-type: none"> <li>• <b>Attacking Uphill Or</b></li> <li>• <b>in Difficult Terrain Or</b></li> <li>• <b>Attacking Hasty works Or</b></li> </ul>  | <ul style="list-style-type: none"> <li>• <b>Streams &amp; Crossing Or</b></li> <li>• <b>Light Woods &amp; Orchards Or</b></li> <li>• <b>Attacking Entrenchment</b></li> </ul> | <ul style="list-style-type: none"> <li>• <b>Attacking unit is not in Engagement zone &amp; Center point is behind defenders' front line at contact with the enemy unit.</b></li> <li>• Re-roll successes</li> </ul> |
| <b>Cavalry &amp; Mounted Infantry vs. Infantry &amp; Artillery</b>  |  |   |   |
| +1D6  | <b>Yankee Hurrah! (YH) &amp; Or Rebel Yell! (RY) &amp; Or</b><br>Defender with <b>Steadfast leader (SF)</b>  | <ul style="list-style-type: none"> <li>• Frontally Attacking Infantry &amp; Artillery</li> </ul>  | <ul style="list-style-type: none"> <li>• Re-roll successes</li> </ul>   |
| <b>Defending in Frontal Melee +1d6</b>  |  |   |   |
| Smoothbore Muskets +1/-   | Repeaters (RR) 5,6   | Shot guns +1/0  |   |
| <b>Advance After Combat (Impetuous must advance)</b>  |  | <b>Retreat (Retreat 2BW)</b>  |   |
| Move up to 1BW directly forward, no enemy contact   |  | <b>Attacker:</b> Facing the enemy   | <b>Defender:</b> Facing Away from Enemy   |

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