

# Eagle Games' The American Civil War Campaign system for ACWarmaster

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I believe the board game titled The American Civil War (published by Eagle Games: [www.eaglegames.net](http://www.eaglegames.net)) can be used as the strategic over-game for a two level ACW campaign where ACWarmaster is used to fight the tactical battles.

What is presented here is a system in which The American Civil War forces that are involved in a tactical game are converted into ACWarmaster armies and how the aftermath of the Warmaster tactical battle is translated back into The American Civil War game. By converting the strategic game forces “on the fly”, one can eliminate the need for recordkeeping and the use of detailed rosters. This is at the expense of some detail in the tactical game troop choices but hopefully the larger campaign game adds more than is lost.

## ***Translating the Armies***

The first step is to translate the pieces that make up an American Civil War army into an ACWarmaster army. The American Civil War game uses the following pieces in the game: Infantry, Cavalry, Elite Cavalry, Artillery, Leaders. How each piece is translated is given in each section that follows.

### **Infantry**

Each infantry piece is turned into an infantry brigade (Warmaster unit) with the following profile:

Unit	Type	Attacks	Hits	Save	Size
Infantry Brigade	Inf	2/1	3	None	3

Playtesting will determine if the one to one translation creates large enough battles. If it does not, then each piece would create two Warmaster units. Also, players may wish to develop detailed rosters and if so, the different strength units could be represented. Each new infantry piece purchased in the strategic game would be a 2500+ man unit as listed in the 1.3 trial rules with combat losses reducing the unit profile accordingly.

### **Cavalry**

Each cavalry piece is turned into a cavalry brigade with the following profile:

Unit	Type	Attacks	Hits	Save	Size	Notes
Cavalry	Cav	2/2	2	None	3	1,2
Cav Dismtd	Inf	2/2	2	5+	3	1,2

1. Cavalry may change from mounted to dismounted before or after a move (but not both in a single move). Use the profile appropriate for its current mode.

- Cavalry has a range of 15cm but may shoot all round.

Note that this is Confederate or “Inferior” US Cavalry.

## Elite Cavalry

Each elite cavalry piece is turned into a cavalry brigade with the following profile:

Unit	Type	Attacks	Hits	Save	Size	Notes
Union Cavalry	Cav	2/2	2	None	3	1
US Cav Dismtd	Inf	2/2	2	5+	3	1
CSA Cavalry	Cav	2/2	2	None	3	1,2,3
CSA Cav Dismtd	Inf	2/2	2	5+	3	1,2,3

- Cavalry may change from mounted to dismounted before or after a move (but not both in a single move). Use the profile appropriate for its current mode.
- Cavalry has a range of 15cm but may shoot all round.
- Confederate Elite Cavalry units may re-roll all shooting or close combat dices once per game.

## Artillery

Each artillery piece is turned into an artillery battery with the following profile based on this type. Artillery batteries are of the dominant type (Rifled for USA, Smoothbore for CSA) with the exception of a player’s second, fifth, eighth, etc. which is of the other type. This should create a historical mix of artillery

Unit	Type	Attacks	Hits	Save	Size	Notes
Rifled Artillery	Art	1/2+Bounce	2	5+	2	1,3
SB Artillery	Art	1/2+Bounce	2	5+	2	2,3
Limbered Arty	Cav	1	2	None	2	3

- Range 60 cm. Treats defended targets as in the open and fortified targets as defended. Ignores armor. Ball bounces 5cm from end of first stand hit doing 1 attack per additional stand hit. Fires canister when charged, 3 shooting attacks, no penetration and target saves as normal. Cannot use initiative to charge.
- Range 40 cm. Treats defended targets as in the open and fortified targets as defended. Ignores armor. Ball bounces 5cm from end of first stand hit doing 1 attack per additional stand hit. Fires canister when charged, 3 shooting attacks, no penetration and target saves as normal. Cannot use initiative to charge.
- Artillery may change from limbered to unlimbered before or after a move (but not both in a single move). Use the profile appropriate for its current mode. Even while limbered, it still may not use initiative to charge.

## Leaders

Each leader piece allows the player to upgrade an ACWarmaster leader to exceptional. The other leaders are computed by dividing the number of infantry units in the army by the numbers in the chart below dropping all fractions.

	USA	CSA
Division Commanders	3	4
Corp Commanders	6	12
Army Commanders	Always 1	

For example, a Union army of 9 infantry units would have 3 (9 / 3) division commanders and 1 (9 / 6) corps commander plus the army commander. If the player also had a leader piece then any one of these 5 commanders could be exceptional.

Unit	Type	Attacks	Cmd	Notes
Division Cmdr	Wiz	+1	8 / 9	1
Corps Cmdr	Hero	+1	8 / 9	1
Army Cmdr	Gen	+2	9 / 10	

1. Two command ratings are given for characters. An exceptional leader has the higher command rating.

## ***Terrain***

Tactical games are played on a 4x6 table. Players should divide the table into six 2x2' sections and then roll on the special terrain chart found on page 29 of The American Civil War rulebook. Below is an explanation of each special terrain feature and how it affects ACWarmaster

Roll	Special Terrain	Effects
2	River Behind Entire Army	Units moving off the player's base edge do not return. In the strategic game, there is +2 to pursuit rolls per the rules.
3 – 4	Stream	Starts in this section and moves off table, if possible, it connects a stream in an adjacent location as well. Units defending at a stream count as defended
5 – 6	Village	Dense terrain per Warmaster
7 – 8	Woods	Dense terrain per Warmaster
9 – 11	Hill/Ridge	Elevated terrain per Warmaster
12	River in Front of Entire Army	A river runs down the middle of the table. There is one bridge in each section. . In the strategic game, no pursuit is possible per the rules

## ***Initiative***

Players should determine initiative as described on page 27 of the The American Civil War rulebook. If one side wins by 5 or more, their ACWarmaster units may make a single full pace move before the game starts.

## ***Capturing Artillery***

ACWarmaster artillery units that are destroyed in the first round of combat (not shooting) are considered captured. They are removed from the tactical game but the player will add the corresponding pieces to their army after the battle.

## ***Entrenchments***

A player may build entrenchments for their units in a 2x2 board section as described on page 27 of the The American Civil War rulebook. The unit nominated to build the entrenchments is placed as reinforcements and the other units are marked on the table as having entrenchments. Entrenchments, once placed, may not be moved or created. Entrenchments give defended status to infantry or artillery; late war entrenchments give fortified status to the units.

## ***Reinforcements***

As described on page 28 of the The American Civil War rulebook, when more than one army (group of units) moves into a region, once army is the main army and the others are deployed as reinforcements. Roll for turn of arrival and place units accordingly. Arriving units may make one full pace move automatically on the turn they arrive (unless set up at the start of the battle) and may not charge or move further.

Players may, if they wish, determine the direction of the arriving armies and use all four sides of the table for attacker deployment.

## ***After Battle***

When the ACWarmaster game ends, players convert their units back into pieces. Any unit that survived the game (even if only one stand remains) is turned into a piece. Exceptional leaders that survive are also turned back into a piece. Destroyed units are lost forever.

Once the game pieces have been created, the winning player may make pursuit rolls for any pieces that came from full strength ACWarmaster units.