

American Civil Warmaster (ACWarmmaster)

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INTRODUCTION

These trial rules and army list variants allow players to recreate large American Civil War battles using Games Workshop's *Warmaster* rules. Although originally written for fantasy gaming in a medieval setting, the basic rules of *Warmaster* have been successfully adapted to many historical periods from Ancients through the 19th Century, without the fantasy elements, obviously. While some purists may loathe the idea of using mechanics from a fantasy game, especially one from Games Workshop, we ask that players keep an open mind before judging these rules, which we feel capture the ebb, flow and feel of brigade-level American Civil War battles. This *Warmaster* variant is also an excellent introduction to the fascinating world of ACW gaming, a game that new players can pick up and understand within a few turns, making it an excellent choice for conventions or schools. Players will need at least one copy of the *Warmaster* rules in order to play this variant.

BASING CONVENTIONS

First, *Warmaster* bases all its calculations on stands and not miniatures. In *Warmaster*, all stands are the same dimension: 40mm frontage by 20mm depth. Each stand has three values: Attack, Hits, and Armor. A stand's Attack value is the basic number of dice rolled during ranged and close combat—the higher the number, the better. A stand's Hits value is the number of hits it can suffer before being removed from play. Finally, a stand's Armor value indicates the chance of nullifying hits scored against it, though *ACWarmaster* interprets this as a defensive value for certain troops because no one in the 19th century wore armor.

Next, most types of troops fight in formations of several stands, which *Warmaster* generically calls a unit. In *ACWarmaster*, each unit of infantry represents one historical brigade, which can run from less than 1,000 to over 2,500 men. A unit of artillery represents 10-12 cannon, whereas a unit of cavalry represents a typical brigade of cavalry. For example, a basic 1,500 three-stand unit (brigade) of infantry has a stat line of 3 Attacks, 3 Hits, and no Armor save. In *ACWarmaster* there is no need to calculate attack values based on miniatures present on a stand or count pips on a die. All the stats are included in the stand, so to speak. This allows the player to base his figures as he sees fit.

Most current Civil War gamers have already based their figures on non-*Warmaster* sized stands (approximately 1"x1") often using 15mm figures. This is no problem really because in *ACWarmaster* neither the number of figures per base nor the scale of the miniatures matter, just the stand size. Simply use two of these stands to create a single rectangular 2"x1" *Warmaster* stand. Cavalry and artillery can remain based as is. Commanders ("characters" in *Warmaster* terms), since they do not technically take up table space, can be based individually or in small scenes.

We have also designed sets of paper counters for the game and are always creating more. These allow players to test the game and decided whether or not they like it, without having to spend any money on miniatures. Counters typically have images of various soldiers and equipment; plus some sets have stats or organizational information printed on them. You can download these counter sets at the historical-warmaster email list at Yahoo Groups. (See the Comments section below for the URL.)

RULES CHANGES

We have kept rule changes and additions to a bare minimum, just enough to capture the uniqueness of the Civil War period. Actually, all the normal *Warmaster* rules and mechanics apply in *ACWarmaster*, except for a few special rules presented with the army lists. One of the largest changes is the way a player chooses infantry units. In traditional *Warmaster* games, the player does not know the number of troops in any unit, simply accepting that the units contain a large force. This would not do for an American Civil War game, where brigade sizes could vary by thousands of men. As a result, we have created a unique system, combining stands and hits to represent larger and smaller brigade sizes.

We have also changed the way a player chooses leaders. Instead of the traditional minimum and maximum of characters based on total army points, *ACWarmaster* allows players to choose the type and amount of commanders based on the number of infantry units the player purchases. This represents the more structured nature of 19th century warfare, with its division, corps, and army commanders assigned to a specific number of units. As a result, the Union player will have more commanders ordering a smaller number of units, whereas the Confederate player will have the reverse situation. Of course, this applies when creating an army using the point value system only. When designing historical scenarios, some players may wish to recreate an Order of Battle using the actual division, corps, and army commanders. This is entirely up to the player. One final word about commanders (characters). *Warmaster* allows characters to issue commands to any unit within range on the battlefield. This just did not happen in the American Civil War, except under highly unusual and rare circumstances. To compensate for this without adding another layer of command rules, we have designated the Division Commanders as “wizards” without the magic; therefore, Division Commanders have a command range of only 20cm, which keeps the commanders near their troops while prohibiting them from issuing orders to units other than their own. Furthermore, commanders at all levels range from uninspiring—those commanders who couldn’t even get their own mothers to love and follow them—to the exceptional. Again, this should help players capture the feel for the period without overly complex leadership rules.

COMMENTS - QUESTIONS

If you have any questions about the rules, you can contact John L. Martin at <jlmartin@wi.rr.com>. He is the real brains behind the project! Bob Waller—the guy writing this—only came up with a few ideas really and designed the paper counters for the game. We really encourage you to join the historical-warmaster email list at Yahoo Groups at <<http://groups.yahoo.com/group/historical-warmaster/>>, where we discuss and design historical variants from Biblical times through the 20th century in a non-threatening environment. If you have played a game using these rules, drop us a line and let us know how it went. If you have created a scenario using these rules, we’d like to see it and possibly share it with others. We hope that you enjoy using these rules as much as we have enjoyed creating them.

Union Army Selector

Troop	Type	Attack	Hits	Save	Size	Points	Min/Max	Notes
Regular Infantry (1000- men)	Inf	2/1	2	None	3	30	-/-	1
Regular Infantry (1500 men)	Inf	2/1	3	None	3	45	-/-	1
Regular Infantry (2000 men)	Inf	2/1	3	None	4	60	-/-	1
Regular Infantry (2500+ men)	Inf	2/1	4	None	4	75	-/-	1
US "Inferior" Cavalry	Cav	2/2	2	None	3	65	-/1	2, 3
US "Inferior" Cav (Dismted)	Inf	2/2	2	5+	3	--	-/1	3, 3
US Cavalry	Cav	2/2	2	None	3	80	-/1	3, 4
US Cavalry (Dismted)	Inf	2/2	2	5+	3	--	-/1	3, 4
Smoothbore Cannon	Art	1/2+	2	None	2	75	-/2	5, 7
Rifled Cannon	Art	1/2+	2	None	2	85	1/3	6, 7
Limbered Artillery	Cav	1	2	None	2	--	---	7

Union Commander Selector

Commander	Quality	Type	Attack	Command	Points	Min/Max	Notes
Division Cmdr	Uninspiring	Wiz	+0	6	30	1 per 3 Inf	8
Division Cmdr	Average	Wiz	+1	7	55	1 per 3 Inf	8
Division Cmdr	Exceptional	Wiz	+1	8	90	1 per 3 Inf	8, 11
Corps Cmdr	Uninspiring	Hero	+1	7	45	1 per 6 Inf	9
Corps Cmdr	Average	Hero	+1	8	80	1 per 6 Inf	9
Corps Cmdr	Exceptional	Hero	+1	9	110	1 per 6 Inf	9, 11
Army Cmdr	Uninspiring	Gen	+2	8	95	1	10
Army Cmdr	Average	Gen	+2	9	125	1	10
Army Cmdr	Exceptional	Gen	+2	10	170	1	10, 11

Special Rules

When it fires, ACW artillery can choose to fire on *only* enemy artillery. This counter battery fire is a modification of the requirement that all shooting be at the closest unit. ACW artillery can therefore choose to shoot at the closest unit or the closest artillery unit (ignoring the others).

All units receive a +1 to hit die roll modifier the first time it fires in the game, either during the Shooting phase or as part of a Stand & Shoot.

- Infantry are the backbone of the army and can be armed with a number of weapons, though mostly rifled muskets. A unit can represent from somewhat less than 1,000 men to beyond 2,500 men, depending on the hit value and size of the unit. Infantry can also be classified as "Elite" or "Poor" as per the rules below.

Elite Infantry: For an additional 5 points for a 3 stand unit or 10 points for a 4 stand unit, a unit of Regular Infantry can be designated as "Elite." Elite infantry are veteran troops who have seen so much action that they have become battle hardened, meaning they can take more punishment than their Regular counterparts. Elite Infantry suffer 1 less die roll when rolling for drive back. While some individual regiments might have been more elite, it was rare indeed for an entire brigade of elite infantrymen, though it did happen. Only 1 unit of Elite Infantry per 1000 points is allowed.

Poor Infantry: For 5 points less for a 3 stand unit or 10 points less for a 4 stand unit, a unit of Regular Infantry can be designated as "Poor." Poor Infantry are either fresh recruits or poorly trained soldiers who are more apt to run away during a battle. Poor Infantry receive 1 extra die when rolling for drive back. There are no min/max restrictions for Poor Infantry.
- US Inferior Cavalry are available during scenarios taking place in 1861 until early 1862 only. US Inferior Cavalry are armed with a large percentage of pistols and lower quality carbines; therefore, they have a shooting range of 15cm but may fire all around.

3. All cavalry units may change from mounted to dismounted before or after a move, but not both in a single move. While dismounted, cavalry units are given a 5+ save, which represents their use of skirmish or loose order formations, making defended dismounted cavalry tough opponents for infantry. Use the profile appropriate for its current mode.
4. US Cavalry units are armed with quality repeating carbines from manufacturers such as Sharpes and Spencer. US Cavalry units have good firepower and a shooting range of 20cm.
5. Smoothbore Cannon are 12lb Napoleons and smaller smoothbores. One unit represents about 10-12 cannons. Treats defended targets as in the open, and fortified targets as defended. Shooting attack penetrates 5cm from the end of the first stand hit, doing 1 attack per additional stand hit. When charged, fires canister shot for 3 shooting attacks, no penetration, and target saves as normal. When smoothbore cannon fire canister shot, they receive a +1 to hit die roll modifier, reflecting the deadly power of this type of artillery at close range. Cannons cannot use initiative to charge. Smoothbore cannon have a 40cm range.
6. Rifled Cannon are 10-12 pound artillery. One unit represents about 10-12 cannons. Treats defended targets as in the open, and fortified targets as defended. Shooting attack penetrates 5cm from the end of the first stand hit, doing 1 attack per additional stand hit. When charged, fires canister shot for 3 shooting attacks, no penetration, and target saves as normal. Cannons cannot use initiative to charge. A rifled cannon has a range of 60cm.
7. 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.
8. The Union player may take 1 Division Commander for every 3 full units of infantry. If creating an historical scenario, follow the order of battle when taking and assigning Division Commanders.
9. The Union player may take 1 Corps Commander for every 6 full units of infantry. If creating an historical scenario, follow the order of battle when taking and assigning Corps Commanders.
10. A player is allowed only 1 Army Commander per game.
11. Exceptional Commanders are those that not only can inspire their troops more than the average commander, they also have more command talent than their average colleagues. The Union player may choose a maximum of 1 exceptional quality commander per game.

Confederate Army Selector

Troop	Type	Attack	Hits	Save	Size	Points	Min/Max	Notes
Regular Infantry (1000- men)	Inf	2/1	2	None	3	30	-/-	1
Regular Infantry (1500 men)	Inf	2/1	3	None	3	45	-/-	1
Regular Infantry (2000 men)	Inf	2/1	3	None	4	60	-/-	1
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CSA Cavalry	Cav	2/2	2	None	3	65	-/1	2, 3
CSA Cavalry (Dismtd)	Inf	2/2	2	5+	3	--	-/1	2, 3
Smoothbore Cannon	Art	1/2+	2	None	2	75	1/3	4, 6
Rifled Cannon	Art	1/2+	2	None	2	85	-/2	5, 6
Limbered Artillery	Cav	1	2	None	2	--	---	6

Confederate Commander Selector

Commander	Quality	Type	Attack	Command	Points	Min/Max	Notes
Division Cmdr	Uninspiring	Wiz	+0	6	30	1 per 4 Inf	7
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Corps Cmdr	Exceptional	Hero	+1	9	110	1 per 12 Inf	8, 10
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Elite Infantry: For an additional 5 points for a 3 stand unit or 10 points for a 4 stand unit, a unit of Regular Infantry can be designated as "Elite." Elite infantry are veteran troops who have seen so much action that they have become battle hardened, meaning they can take more punishment than their Regular counterparts. Elite Infantry suffer 1 less die roll when rolling for drive back. While some individual regiments might have been more elite, it was rare indeed for an entire brigade of elite infantrymen, though it did happen. Only 1 unit of Elite Infantry per 1000 points is allowed.

Poor Infantry: For 5 points less for a 3 stand unit or 10 points less for a 4 stand unit, a unit of Regular Infantry can be designated as "Poor." Poor Infantry are either fresh recruits or poorly trained soldiers who are more apt to run away during a battle. Poor Infantry receive 1 extra die when rolling for drive back. There are no min/max restrictions for Poor Infantry.
- CSA Cavalry units are armed mostly with pistols and shotguns, with some Enfield carbines thrown in, which are inferior to their Northern cousins. CSA Cavalry units have a shooting range of 15cm but may fire all around.

3. All cavalry units may change from mounted to dismounted before or after a move, but not both in a single move. While dismounted, cavalry units are given a 5+ save, which represents their use of skirmish or loose order formations, making defended dismounted cavalry tough opponents for infantry. Use the profile appropriate for its current mode.
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6. 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.
7. The Confederate player may take 1 Division Commander for every 4 full units of infantry. If creating an historical scenario, follow the order of battle when taking and assigning Division Commanders.
8. The Confederate player may have 1 Corps Commander for every 12 full units of infantry. If creating an historical scenario, follow the order of battle when taking and assigning Corps Commanders.
9. A player is allowed only 1 Army Commander per game.
10. Exceptional Commanders are those that not only can inspire their troops more than the average commander, they also have more command talent than their average colleagues. The Confederate player may choose a maximum of 2 exceptional quality commanders per game of any type or types of commanders.

Counteractions

Spells have been eliminated from the game. This is a true historical game, not *Deadlands/Doomtown*, though that might make for another interesting variant! What we have included, on the other hand, are what we call “counteractions.” There were certainly plenty of remarkable events that took place during a battle, times when a leader or group of brave soldiers faced unimaginable odds but through inspiring words or deeds counteracted their fear and turned the tide of battle. This list of counteractions attempts to capture some of the flavor of those moments without unbalancing the game. Union and Confederate players use the same list to purchase and use counteractions the same way they do magic items in *Warmaster*. If creating historical scenarios, decide before hand what counteractions players may or may not use. For complete rules for each countermeasure below, see its corresponding magic item in the *Warmaster* rulebook.

For God’s Sake Forward! (Crown of Command)

100 Points

Whether the commander was Reynolds, Armistead, or Jackson, the truth was never put so clearly as, “Ya can’t lead from behind.” Unfortunately this has the side effect of putting the commander at greater risk. The Army Commander can choose to issue his first order each turn against an unmodified Command value of 10. No command penalties apply. Applies to Army Commander’s first order each turn; subsequent orders must be given normally. On a roll of 11 or 12 during the first order, the counteraction ceases to work for the duration of the game.

Unusual Alacrity (Helm of Dominion)

50 Points

Some commanders were able to rise above their usual level of leadership and inspire the troops at a critical - juncture of the battle. A Division, Corps, or Army Commander increases his Command value +1 up to a maximum value of 10. Affect lasts one turn only. Must announce use before first order test.

Protect the Colors! (Banner of Fortitude)

50 Points

To the 19th Century soldier the unit colors (standard) was the symbol for their cause and a point of pride. If the colors were threatened, many men would defend it to the death. A unit increases the Hits value of each of its stands by +1 during its first Combat phase of fighting. The effect only lasts for the unit’s first combat engagement of the battle, including any additional pursuit or advance during the same phase.

Bayonets! (Battle Banner)

50 Points

The Bayonet charge and true hand-to-hand fighting was somewhat rare during the civil war. However, a bayonet charge could break the enemy in an otherwise even fight. A unit increases the Attack value of each of its stands by +1 during its first Combat phase of the battle. Effect lasts only for the entire first combat engagement of the battle.

Jackson’s Foot Cavalry (Orb of Majesty)

30 Points

Stonewall Jackson had the legendary ability to get his troops to march faster than anyone else. The men seemed to march so fast that this led to the nickname “foot cavalry.” An Army Commander only may disregard a single failed Command test to issue an order, which is automatically issued and the Army Commander can continue issuing further orders in the usual way. One use per game only.

Stand Your Ground, Boys! (Banner of Steadfastness)

30 Points

Some commanders were able to rally their men while taking fire under the most extreme circumstances, keeping men in the battle that would have otherwise fled the field. The first shooting hit each turn that is inflicted on the unit after saves have been made is ignored. After a unit has lost a stand, the counteraction has no affect.

Boys Got Their Dander Up! (Banner of Fortune)

20 Points

Just as commanders were sometimes prone to acts of bravery at just the right moment, units that may have been previously unspectacular, for whatever reason, outperform expectations during this battle. Player may re-roll all a unit’s Attack dice, including those that have scored hits, once either in the Shooting or Combat phase. One use per game only.

Give Them One More Fire And The Day Is Ours! (Sword of Cleaving)

10 Points

Crack units like the Stonewall Brigade and Iron Brigade didn't get their status by losing engagements! A unit may re-roll one unsuccessful Attack dice each round of combat.

Hotheads From The Old 2nd Maine (Sword of Might)

10 Points

Men in the civil war served with their regiment until it was disbanded. A fortunate transfer of men with three-year papers from a disbanded unit, however, will certainly help during the upcoming battle. During any turn, adds +1 bonus to the Attack value of one stand. May be used more than once.

Rebel Yell (Sword of Fate)

5 Points

The Rebel Yell it is said can turn a man's blood cold. Union soldiers also would yell, but it is generally accepted that it was never as good as the true rebel yell. The first time a unit fights in the Combat phase, adds +1 bonus to the Attack value of one stand. One use per game only.