

EPIC ACW (Think of cool name)

FORMATION	CORE UNITS	Disillusioned (Init 4+)	Motivated (Init 3+)	Inspired (Init 2+)	EXTRAS
Infantry Brigade	10 Green Infantry OR 8 Infantry OR 6 Veteran Infantry AND one Color Party Character	300	350	425	
Skirmishers	5 Skirmishers OR 4 Veteran Skirmishers OR 3 Sharpshooters				
Union Cavalry	5 Green Cavalry OR 4 Cavalry OR 3 Veteran Cavalry AND one Color Party Character				
Confederate Cavalry	6 Green Cavalry OR 5 Cavalry OR 4 Veteran Cavalry AND one Color Party Character				
Union Dragoons	5 Green Dragoons OR 4 Dragoons OR 3 Veteran Dragoons AND one Color Party Character				
Confederate Dragoons	6 Green Dragoons OR 5 Dragoons OR 4 Veteran Dragoons AND one Color Party Character				
Union Guns	6 units of the same type chosen from the following list: Napoleon Guns, Howitzers, Rifled Guns				All units receive either a limber each OR the Dug In special rule
Confederate Guns	Any 4 units chosen from the following list: Napoleon Guns, Howitzers, Rifled Guns				All units receive either a limber each OR the Dug In special rule

NAVAL CRAFT

		DC3 – 400	DC3 –	DC3 –	Up to 300 points of Ship Weapons
Ironclad	1 Ironclad, either DC 3, 5 or 7	DC5 – 550	DC5 –	DC5 –	Up to 400 points of Ship Weapons
		DC7 – 750	DC7 –	DC7 –	Up to 500 points of Ship Weapons
		DC3 – 250	DC3 –	DC3 –	Up to 300 points of Ship Weapons
Steamer	1 Steamer, either DC 3, 5 or 7	DC5 – 400	DC5 –	DC5 –	Up to 400 points of Ship Weapons
		DC7 – 600	DC7 –	DC7 –	Up to 500 points of Ship Weapons
Small Craft	Any number of Rafts				

AMERICAN CIVIL WAR

Strategy Rating: 3

Initiative: 3+

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
General	Inf	20cm	3+	5+	6+	Cold Steel	Base Contact	Assault Wpn	Supreme Field Commander, Inspiring
Major	Inf	20cm	4+	5+	6+	Cold Steel	Base Contact	Assault Wpn	Field Commander
Color Party	Ch	na	na	na	na	Cold Steel	Base Contact	Assault Wpn, +1A	Leader, Inspiring?, Inv save (6+/5+)?
Infantry	Inf	10cm	5+	5+	4+	Muskets	(15cm)	Small Arms	
						Harassing Fire	30cm	AP5+, Fwrd Arc	
Green Infantry	Inf	10cm	5+	5+	5+	Muskets	(15cm)	Small Arms	Armour is scaleable with veterancy? Or not. Give all a 4+?
						Ineffective Fire	30cm	AP6+, Fwrd Arc	Maybe make the harassing fire scaleable with veterancy too as above?
Veteran Infantry	Inf	10cm	4+	4+	3+	Muskets	(15cm)	Small Arms	Could give veterans higher armour? Maybe FF should be 4+.
						Effective Fire	30cm	AP4+, Fwrd Arc	
Skirmishers	Inf	15cm	5+	6+	6+	Muskets	(15cm)	Small Arms	Skirmisher
						Skirmish Fire	30cm	AP5+,	
Veteran Skirmishers	Inf	15cm	4+	6+	5+	Muskets	(15cm)	Small Arms	Skirmisher. Could give disrupt to Skirmishers and Sharpshooters? Prob not.
						Skirmish Fire	30cm	AP5+,	
Sharpshooters	Inf	15cm	4+	6+	5+	Rifles	(15cm)	Small Arms	Skirmisher
						Accurate Fire	40cm	AP5+, Sniper	
Cavalry	Inf	20cm	5+	4+	6+	Revolvers	(15cm)	Small Arms	Infiltrators, Mounted
						Sabres	Base Contact	Assault Wpn, First Strike, +1A	
Green Cavalry	Inf	20cm	5+	5+	6+	Revolvers	(15cm)	Small Arms	Infiltrators, Mounted
						Sabres	Base Contact	Assault Wpn, First Strike, +1A	
Veteran Cavalry	Inf	20cm	4+	4+	6+	Revolvers	(15cm)	Small Arms	Infiltrators, Mounted
						Sabres	Base Contact	Assault Wpn, First Strike, +1A	
Dragoons	Inf	10cm (20cm)	5+	5+	4+ (6+)	Shotguns and Carbines	(15cm)	Small Arms	Cavalry Transport, (Infiltrators, Mounted)
						Harassing Fire	20cm	AP5+, Fwrd Arc	
Green Dragoons	Inf	10cm (20cm)	5+	5+	5+ (6+)	Shotguns and Carbines	(15cm)	Small Arms	Cavalry Transport, (Infiltrators, Mounted)
						Ineffective Fire	20cm	AP6+, Fwrd Arc	
Veteran Dragoons	Inf	10cm (20cm)	4+	4+	3+ (5+)	Shotguns and Carbines	(15cm)	Small Arms	Cavalry Transport, (Infiltrators, Mounted)
						Effective Fire	20cm	AP4+, Fwrd Arc	
Napoleon Gun	LV	5cm (10cm)	5+	6+	5+ (6+)	12 Pounder	60cm	AP5+/AT6+ OR	Unit may not fire in a turn in which it has moved, other than to turn on the spot.

						Canister Shot	30cm	AP4+, Disrupt	Disrupt to all Gun fire, maybe just to canister shot?
						Canister Shot	(15cm)	Small Arms, +1A, Disrupt	
Rifled Gun	LV	5cm (10cm)	5+	6+	5+ (6+)	10 Pounder	80cm	AP5+/AT5+	
Howitzer	LV	5cm (10cm)	5+	6+	5+ (6+)	Explosive Shells	30cm	AP5+/AT6+, Ignore Cover	Howitzers may use the Indirect Fire rules normally only allowed to units that can fire barrages.

SPECIAL UNITS

Ironclad	WE	10cm	4+	5+	5+	See weapons list			DC*, Reinforced Armour Critical Hit Effect: 1-2 Weapon Hit: Randomly choose one of the Ironclad's weapons. It is destroyed and can no longer be used. 3-4 Fire: Roll D6 at end of each turn (1 Destroyed and units within 5cm take hit on D6 roll of 5+, 2-3 Take point of Damage, 4-6 Repaired) 5-6 Engine Room: Unit now has a Speed of 1D6. Roll each time it moves.
Steamer	WE	15cm	4+	5+	5+	See weapons list			DC*, Critical Hit Effect: 1-2 Weapon Hit: Randomly choose one of the Ironclad's weapons. It is destroyed and can no longer be used. 3-4 Fire: Roll D6 at end of each turn (1 Destroyed and units within 5cm take hit on D6 roll of 5+, 2-3 Take point of Damage, 4-6 Repaired) 5-6 Engine Room: Unit now has a Speed of 2D6. Roll each time it moves.
Raft	AV?	15cm	5+	6+	6+	See notes			Armed as per a Napoleon Gun OR Rifled Gun OR Howitzer OR has Transport 5
Locomotive									
Carriage									Armed as per a Napoleon Gun OR Rifled Gun OR Howitzer OR has Transport 5
Supply Wagon	LV	10cm	5+	6+	6+	-	-	-	Scenario Objective

SHIP WEAPONS

Weapon	Range	Firepower	Points
Dahlgren 12pdr	80cm	AP5+/AT5+, Choose an arc (Fwr, Rear, Left, Right) Make most ship weapons MW?	50
Dahlgren 24pdr	80cm	AP5+/AT4+, Choose an arc (Fwr, Rear, Left, Right)	75
Dahlgren 32pdr	60cm	AP5+/AT3+, Choose an arc (Fwr, Rear, Left, Right)	75
Brooke Rifle	100cm	AP6+/AT5+, Choose an arc (Fwr, Rear, Left, Right)	75
XI Dahlgren	120cm	MW4+, Slow firing, Choose an arc (Fwr, Rear, Left, Right)	100
Twin XI Dahlgren	120cm	2x MW4+, Slow firing,	250
Ram	Base Contact	Assault Wpn, First Strike (gives this ability to all of the units attacks) Or MW?	75

ACW SPECIAL RULES

	Field Commanders	<p>Having any Field Commanders grants the owning player +1 to their Strategy Roll while on the field.</p> <p>Field commanders are not targetable by ranged weapons, but may be engaged as normal in CC and FF. The only exception to this is for Sniper weapons. A field commander gives a +1 to activation rolls to any formation within 10 (15?) cms. Or maybe only one per turn. They also follow the normal rules for Commanders and so can run combined assaults. The ordered formations only have to be within 10cm of a Field Commander rather than the 5cm of a Commander.</p> <p>Supreme Field Commanders follow the above rules, but instead grant a +2 to the Strategy Roll while on the field (non-cumulative with Field Commander bonus) and give a +2 to activation rolls to formations (maybe not, could help two units instead of one if that limitation gets instated). They follow the normal rules for Supreme Commanders but can only use their reroll on units within their 10 cm range of influence.</p>
	Black powder Weapons	<p>All Ranged attacks (unless otherwise noted) suffer a -1 to hit modifier if shooting at a target over half range.</p>
	Banners and Bugles	<p>A lack of radios requires slightly different command rules. A player may retain as normal at -1 initiative.</p> <p>However, a player that has more formations than their opponent and therefore is able to activate multiple formations at the end of a turn with impunity will incur a cumulative -1 to initiative roll for each formation he attempts to activate in a row. A natural 6 will always result in successful activation.</p> <p>Coherency also works differently. Unless otherwise noted, all ACW formations have 0cm coherency, effectively limiting them to base to base contact. All other coherency rules must be followed.</p> <p>Scouts have 5cm coherency (maybe 10)?</p>
	Transport Cavalry	<p>Units that are Transport Cavalry may mount or dismount as part of a movement action. Exchange 5cm 'move' to do so. The mounted variant is noted in brackets. So, a march action allows a unit to mount, move once and then dismount. A mounted unit that was ordered to double would allow them to move and then dismount etc. While mounted, a unit may make no attacks using the weapons listed on its profile, though it may use its FF and CC value as normal in an engagement.</p> <p>This may need tweaking to make it so mounting / dismounting costs a move. So cannot mount / dismount as part of an engagement etc?</p>
	Skirmishers	<p>Skirmishers follow the Scout special rules in all ways apart from the following differences:</p> <p>Skirmishers must remain within 10cm of another unit from their formation rather than the 20cm of Scouts.</p> <p>They also receive a 5+ invulnerable save against ranged shooting attacks, but not against hits inflicted in an assault. (different levels for sharpshooters? Actually a cover save (can be ignored by howitzers then?). Maybe easier to just say gets a +2 to armour save outside of assaults, less rolling then.</p>
	Dug In	<p>Units that have Dug In gain the Reinforced Armour rule until they make any short of move, at which point it is lost.</p>
	Unused Rules	<p>Confederate formations gain +1 to all combat resolutions? Or all Confed infantry have +1 to CC, all Union to FF (or just Union have better arty?).</p> <p>Union commander gains +1 to Strategy roll?</p> <p>Infantry could all have 10cm move, Skirmishers 15 and Cav 20?</p> <p>Snipers can target Field Commanders as if they were normal units, but only if they are the closest target?</p> <p>Napoleon Guns can choose between canister or solid shot, or is it kept to guns used in FF use canister, otherwise use their solid shot?</p> <p>Units block line of site for friendlies within a formation.</p> <p>Cannot move over your own units, apart from Skirmishers.</p>