

GREAT BATTLES OF THE AMERICAN CIVIL WAR

Combat Examples in Cedar Mountain

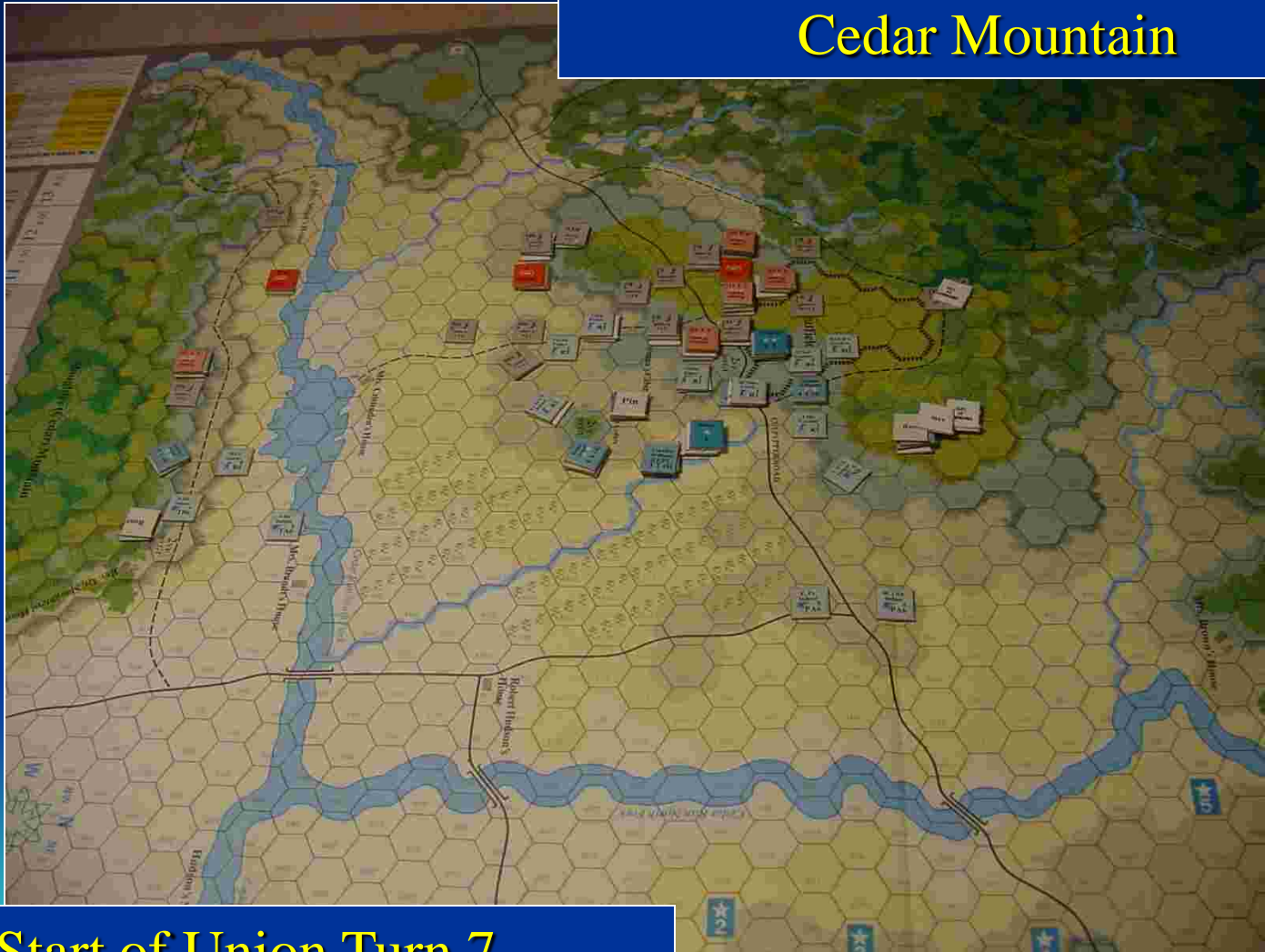


with Russ Gifford



Playing the GBACW System

Cedar Mountain



Start of Union Turn 7



Playing the GBACW System

In This Module

We will follow a player turn to see examples of:

- Command
- Movement
- Defensive Fire
- Offensive Fire
- Rout
- Melee



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Cedar Mountain



“Exploded” View



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Cedar Mountain



Start of Union Turn 7



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Checking for Command



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Checking for Command



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Checking for Command



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Defensive Fire



Playing the GBACW System

Defensive Fire

The Out of Command unit gets Defensive Fire:

- M3 (Musket) x 2 = 6 FP.
- Target is in Woods = - 1 Shift on Fire Table
- Target is not too large or too small
- Is not enfiladed

Thus the fire column is the 1-3 column.



Playing the GBACW System

Defensive Fire

The Out of Command unit gets Defensive Fire:

Grapeshot	03 or less	04 to 08	09 to 11	12 to 15	16 to 21	22 to 28	29 to 35	36 to 43	44 to 52	53 to 62	63+	
Small Arms and Counter-Battery	00 or less	01 to 03	04 to 06	07 to 10	11 to 14	15 to 20	21 to 27	28 to 34	35 to 42	43 to 50	51 +	
<i>Column # --></i>	2	3	4	5	6	7	8	9	10	11	12	
Ammo Depleted?	1	-	-	-	-	P	R	P/R	1	1	1	1*
	2	-	-	-	P	R	P/R	1	1	1	1*	2*
	3	-	-	P	R	P/R	1	1	1	1*	2*	2*
	4	-	P	R	P/R	1	1	1	1*	2*	2*	2*
	5	-	P/R	P/R	1	1	1	1*	2*	2*	2*	3*
	6	P/R	1	1	1*	1*	1*	2*	2*	2*	3*	3*



Playing the GBACW System

Defensive Fire

The - 1 fire shift for works moves it down one column:

Grapeshot	03 or less	04 to 08	09 to 11	12 to 15	16 to 21	22 to 28	29 to 35	36 to 43	44 to 52	53 to 62	63+
Small Arms and Counter-Battery	00 or less	01 to 03	04 to 06	07 to 10	11 to 14	15 to 20	21 to 27	28 to 34	35 to 42	43 to 50	51 +
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Ammo Depleted?	1	-	-	-	P	R	P/R	1	1	1	1*
	2	-	-	P	R	P/R	1	1	1	1*	2*
	3	-	P	R	P/R	1	1	1	1*	2*	2*
	4	-	P	R	P/R	1	1	1	1*	2*	2*
	5	-	P/R	P/R	1	1	1	1*	2*	2*	3*
	6	P/R	1	1	1*	1*	1*	2*	2*	2*	3*



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Ammo Depleted?	1	-	-	-	-	P	R	P/R	1	1	1	1*
	2	-	-	-	P	R	P/R	1	1	1	1*	2*
	3	-	-	P	R	P/R	1	1	1	1*	2*	2*
	4	-	P	R	P/R	1	1	1	1*	2*	2*	2*
	5	-	P/R	P/R	1	1	1	1*	2*	2*	2*	3*
	6	P/R	1	1	1*	1*	1*	2*	2*	2*	3*	3*



Playing the GBACW System

Cedar Mountain



Defensive Fire



Playing the GBACW System

Cedar Mountain



Union Offensive Fire

Playing the GBACW System

Offensive Fire

The Pinned unit does not fire,

The unit under Gordon is an R6.

- R4 (Rifles) x 2 = 8 FP.
- Target is in Woods = - 1 Shift on Fire Table
- Target is not too large or too small
- Is enfiladed = + 1 on the fire chart



Playing the GBACW System

Defensive Fire

The Result:

Grapeshot	03 or less	04 to 08	09 to 11	12 to 15	16 to 21	22 to 28	29 to 35	36 to 43	44 to 52	53 to 62	63+
Small Arms and Counter-Battery	00 or less	01 to 03	04 to 06	07 to 10	11 to 14	15 to 20	21 to 27	28 to 34	35 to 42	43 to 50	51 +
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	4	-	P	R	P/R	1	1	1	1*	2*	2*
	5	-	P/R	P/R	1	1	1	1*	2*	2*	3*
	6	P/R	1	1	1*	1*	1*	2*	2*	2*	3*



Playing the GBACW System

Defensive Fire

The die roll is a '6'

Grapeshot	03 or less	04 to 08	09 to 11	12 to 15	16 to 21	22 to 28	29 to 35	36 to 43	44 to 52	53 to 62	63+
Small Arms and Counter-Battery	00 or less	01 to 03	04 to 06	07 to 10	11 to 14	15 to 20	21 to 27	28 to 34	35 to 42	43 to 50	51+
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	4	-	P	R	P/R	1	1	1	1*	2*	2*
	5	-	P/R	P/R	1	1	1*	2*	2*	2*	3*
	6	P/R	1	1	1*	1*	1*	2*	2*	2*	3*



Playing the GBACW System

Fire Result

A 6 on the 7 to 10 table is a 1*

- The 1 means the M3 loses 100 men. Place a '2' under the unit.
- Any loss requires a morale check.
- The morale is 3, but since the fire was an enfilade, add 1 to the morale check die roll.
- The unit rolls a 2, meaning it passes! They stand!

But...



Playing the GBACW System

Offensive Fire

The Result was a '1*' – the * means if it passes the morale check, check a second time to see if it pins!

- Same modifiers (+1 for enfilade.)
- Die roll is a 4 – it is pinned!

Good news – it stood.

Bad news – pinned means no retreat before melee!



Playing the GBACW System

Cedar Mountain



Offensive Fire



Playing the GBACW System

Cedar Mountain



Offensive Fire



Playing the GBACW System

Checking LOS

The Artillery is on the 75 foot height

The Target is on the 100 foot height

The potential block – the trees – are 95 feet.

(75 foot level + 20 for the trees)

Range to Target: 6

Range to Lower Unit: 3

Result: ?



Playing the GBACW System

Checking LOS

Result: **Blocked!**



Playing the GBACW System

Cedar Mountain



Union Melee Phase



Playing the GBACW System

Melee Phase

The Confederate unit is pinned –

NO Retreat Before Melee!

But because the 3 Wisconsin is also pinned, it can't initiate melee either!

But the 2 Me (stacked with Gordon) can – and will!



Playing the GBACW System

Melee Phase

2 Me is stacked with a leader,

so no melee initiation die roll required.

- R6 means 6 points, but it has a 4 chit – so it is 4.
- Leader: adds + 1
- Morale differential: Defender is 2 less = +1!

Defender has a 2 strength chit, so it is 2.

- Total difference: $4 + 1 + 1 - 2 = +4!$



Playing the GBACW System

Melee Phase

Total difference is +4:

[12.98] MELEE COMBAT RESULTS TABLE

Melee Strength Differential (Attacker minus Defender)

<i>DIE</i>	-4	-3	-2	-1	0	+1	+2	+3	+4
1	Attkr: R2 Defdr: -	Rpls Rpls	Eng Eng	K C1R2	- C1R2	- C1R2	- C1R3	- C2R3	- C2R3
2	Attkr: C1R2 Defdr: -	R2 -	Rpls Rpls	Eng Eng	K C1R2	- R2	- C1R2	K C1R2	- C2R2
3	Attkr: C1R2 Defdr: -	C1R2 -	R2 -	Rpls Rpls	Eng Eng	K C1R2	- C1R2	- C1R2	K C1R2
4	Attkr: C1R2 Defdr: -	C1R2 -	C1R2 -	R2 -	Rpls Rpls	Eng Eng	K C1R2	- C1R2	- C1R2
5	Attkr: C2R2 Defdr: -	C2R2 -	C1R2 -	C1R2 -	R2 -	Rpls Rpls	Eng Eng	K C1R2	- C1R2
6	Attkr: C3R3 Defdr: -	C3R2 -	C2R2 -	C1R2 -	C1R2 -	C1R2 -	Rpls Rpls	Eng Eng	K C1R2



Playing the GBACW System

Melee Phase

Total difference is +4:

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<i>DIE</i>	-4	-3	-2	-1	0	+1	+2	+3	+4
1	Attkr: R2 Defdr: -	Rpls Rpls	Eng Eng	K C1R2	- C1R2	- C1R2	- C1R3	- C2R3	- C2R3
2	Attkr: C1R2 Defdr: -	R2 -	Rpls Rpls	Eng Eng	K C1R2	- R2	- C1R2	K C1R2	- C2R2
3	Attkr: C1R2 Defdr: -	C1R2 -	R2 -	Rpls Rpls	Eng Eng	K C1R2	- C1R2	- C1R2	K C1R2
4	Attkr: C1R2 Defdr: -	C1R2 -	C1R2 -	R2 -	Rpls Rpls	Eng Eng	K C1R2	- C1R2	- C1R2
5	Attkr: C2R2 Defdr: -	C2R2 -	C1R2 -	C1R2 -	R2 -	Rpls Rpls	Eng Eng	K C1R2	- C1R2
6	Attkr: C3R3 Defdr: -	C3R2 -	C2R2 -	C1R2 -	C1R2 -	C1R2 -	Rpls Rpls	Eng Eng	K C1R2



Playing the GBACW System

Melee Results

The Union loses 1 SP – but also checks to see if Gordon dies! (Roll 2 dice.)

The Confederate loses one SP – leaving 1SP, which Retreats 2 hexes, And THEN takes a morale check.

If it fails, it is flipped and routs 3 more hexes!



Playing the GBACW System

Your Next Step?

Ready to learn more?

I suggest it is time to start playing!

Toss some units on the board. Count out your movement points, try shooting at each other. Look up the rules you have questions about, but – give it a try. You'll enjoy it.



GREAT BATTLES OF THE AMERICAN CIVIL WAR

Russ Gifford is best known in the gaming community as an Advanced Squad Leader player and tournament director.



GREAT BATTLES OF THE AMERICAN CIVIL WAR



In real life, Gifford is a trainer and writer, with over 300 articles in national and regional magazines. Those include *The General*, *The Boardgamer*, *At the Point*, *Fire for Effect*, *4th Street Review* and *The Weekender*.

He is currently working on a similar training series for ASL.

