

A.C.W RULES v.5.7

Basic outline of the game system

The game is run by playing order cards at the start of each move. The sets of cards are selected by both sides before the start of play. Each Brigade commander plays their own card (**Note:** a set of cards is used by each player not a set for every Brigade, if a player controls more than one Brigade their set of cards applies to all Brigades they control, however each Brigade can react to each card differently).

Decide before the game begins how many cards will make one set (Normally 5). Cards can only be played once in each set. All cards in the pack become available for selection at the start of each set. After the set of cards has been selected by both sides roll a d10, the side that rolls the highest can decide to play first or second for that set of cards. The side to play first turns their top card over and carries out the order, then the second side does the same. When all the cards in a set have been played choose another set and roll for who plays first or second during the latest set or cards.

SEQUENCE OF PLAY

There is no hard and fast sequence of play to be followed, other than each side move, fire and melee alternately.

The sequence that each player uses within their turn is upto them, as long as what they do complies with the card played and is within the rules below. Each player may have a completely different sequence depending on which card they have played and in what order they want to carry out their orders.

Although there is no actual sequence of play any move or action that is carried out cannot be taken back to allow another move or action to happen before it. Players from the same side can coordinate their actions if they want to, but if one player moves into melee with a unit that another player wanted to fire at the firing unit will not be able to fire.

ANY REGIMENTS THAT ARE MOVED CANNOT BE REPOSITIONED*

* if an opponent wants to enforce this rule they must challenge the replacement but do not have too. The player juggling their bases cannot move back to one of their previous positions once challenged.

MOVEMENT

The order card selected will show how far units can move on that turn. All compulsory head down moves will move as the card shows, if a non moving card is played compulsory moves are infantry move 8" and mounted cavalry / limbered artillery 12".

The list below shows movement for certain types no matter what movement card is played.

Officers *	16"
Messenger *	16"
Manhandle Art in open	2"
Manhandle Art in wood	1"

* can move every turn even if a move card is not played

MOVEMENT MODIFIERS

Cross wall/fence	-2" and go into disorder.
Cross wall/fence	-6" and stay in good order.
Cross bush	-4" and go into disorder.
Cross creek	-2"*
Cross minor river	-4"* and go into disorder.
Cross major river	N/A
Cross Defence Barrier	-6" and go into disorder
Woods (Formed)	Infantry -4" / Cavalry -8"
Woods (Disorder)	Infantry -2" / Cavalry -4"
Orchard	-2"
Corn field (Inf/Cav)	-4"
Rough	-2"
Normal facing change	-2"
Move obliquely	-2"
Form up / Reform***	-6"
Charge	+1" per melee bonus used**
Limber/Unlimber Artillery	-6"
Limbers cannot cross creeks/rivers or bushes.	
Limbers cannot move in woods.	
Cavalry cannot cross bushes/walls or fences.	

* = If in a wood do not deduct the wood modifier.

** = For every extra 1" of movement used deduct 1 melee bonus point.

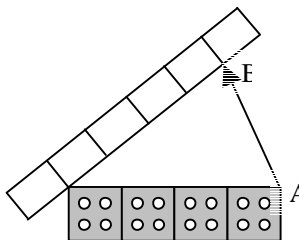
*** = A unit can move one base to face any direction and reform the remaining stands along either side. If the unit has more than 6" movement the base can be moved that distance before reforming or move after it has reformed.

Units that are on the edge of a wood (in the first inch) that want to move out do not have to pay the wood modifier.

Units that are head down and in disorder may form up when a move card is played but will remain head down until a Routs & Rally card is played.

Wheeling

When a unit wants to wheel use a template correct for the number of bases that are in the unit. Place the template alongside the outer most base and reposition the base, then place the remaining stands adjacent to it.



Measure the distance from point A to point B and deduct it from the allowed movement of the unit. Then move all bases along the stick and continue the move.

Oblique movement

Units can move obliquely up to 45 degrees at a cost of 2" from their movement.

Interpenetration

A unit in disorder can pass through a friendly unit but will force the formed unit to take a morale test. If the unit fails the test it will go into disorder (Officer morale **cannot** be added to this roll).

Loose order

Units can form into loose order (form with a space of about 10mm between bases) which will be half effect when fired at and half effect when firing. If a unit in loose order is charged the attacker is doubled. A unit in loose order cannot charge a formed infantry/cavalry unit but can attack disordered units and unlimbered artillery. It will cost 6" to move into loose order and 6" to reform.

Formation Change

Units that want to change formation within musket range must pass a morale test. If they fail they will go into disorder.

Disordered Movement

Disordered units **cannot** voluntarily move within 2" of the flank of a formed enemy unit unless moving from the rear or flank of that unit in order to get back to their own lines.

If a unit wants to voluntarily go into disorder they must take a morale test to see if they will do so. If the test is failed the unit will go into rout but will take no losses if they do.

Refusing the Flank

Units can turn up to half of their stands to 45° during any order card played. If the stands are moved during a fire card the moved stands cannot fire.

INFANTRY/ARTILLERY FIRE

For a regiment to be able to fire at another regiment you must be able to get at least 2 stands in range of at least 2 stands of the target. Artillery must also be able to get 2 stands within range.

Infantry	10"	% per stand depends on card played
Cavalry*	0 – 4"	Add 10% per stand depends on card played
	4" – 8"	% per stand depends on card played

* Cavalry, due to the different weapons carried have shorter range but greater fire power at short range.

Artillery - Smoothbore	0 - 8"	160% per gun
	8" - 30"	80% per gun

Optional:

Artillery - Rifled	0 – 8"	140% per gun
	8" – 36"	60% per gun

FIRE MODIFIERS

Target head down	1/2 effect
Firer Low on Ammo	1/2 effect
Firer mounted	1/2 effect
Firer in loose order	1/2 effect
Target in loose order	1/2 effect
Firer head down	1/2 effect
Target unlimbered art	1/2 effect
Target in earthwork	1/2 effect
Target mounted/Limbered Art	Doubled

Target enfiladed Doubled
Firer in disorder 1 stand in any direction
Massed target* Any casualties inflicted will be the same for all regiments in the mass.
Target Wagon Doubled

* Two or more regiments in disorder, after a melee. This still applies even if the total number of stands is less than a normal regiment.

Double Fire

A unit can double fire when ever a fire card is played, this will double the effect for that round of firing but will leave the unit low on ammo until they re-supply. A unit that is low on ammo can double fire which will allow them to fire normal for that fire card but after that they will not be able to fire until a re-supply card is played. Place some white smoke to denote low on ammo and black smoke to show out of ammo.

If a supply limit game is being played it will cost two units to re-supply a unit that has no ammo.

SAVING ROLLS

	SMALL ARMS	ARTILLERY
Behind wall 30%	N/A
Behind fence/bush 20%	N/A
In woods 20%	N/A
Defence Barrier 20%	N/A
In orchard N/A	N/A
Earth Works 30%	30%

OFFICER CASUALTIES FROM FIRE

When a unit takes a morale check after taking casualties from fire, you can add an officer's morale rating to the unit if he is within 2" of the unit. You **must** declare you are using the officers morale modifier before the role is made. If a double is rolled for the morale check the officer is killed.

Optional: Use the 'OFFICER CASUALTY IN MELEE' table.

If generals or messengers are within musket range of an enemy unit and are **not** within 4" of a friendly unit they can be fired at if a fire card has been played.

0 - 5" 10%*

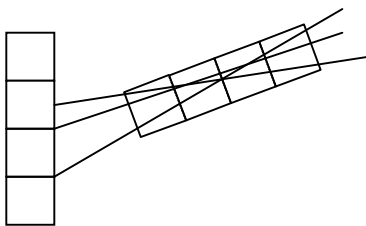
5" - 10" 5%*

* Per base firing. Only bases from the same regiment can be combined for each attempt.

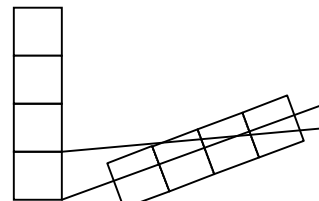
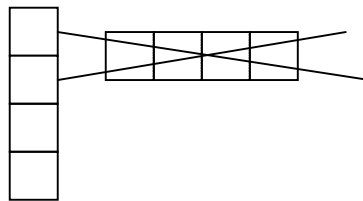
If a hit is scored roll on the 'OFFICER CASUALTY IN MELEE' table for result.

Enfilading Fire

If a firing unit can get at least two stands that can fire the entire length of the target unit it will count as enfilading fire.



Enfilade fire allowed



Enfilade fire **Not** allowed

MELEE

Criteria and conditions of melee:

- Units in column of march or in disorder **cannot** charge.
- Units in loose order **cannot** charge formed infantry units, they **can** charge unlimbered artillery and disordered or routing units.
- A charge must move in a straight line to make contact, the charging unit can wheel upto **half** of its available move before charging. All modifiers that any base incurs must be added when moving or charging.
- You can only charge a unit that you can see at the start of your move.
- Only one base of a regiment needs to be able to make contact with the target to get into a melee.
- When moving a regiment into melee it **cannot** be moved across the front of an enemy regiment within 3".
- If a unit that has been contacted in the front and rear loses a melee it must surrender.

When charging with more than one regiment into a single target, make sure you move the attackers in the correct order. All modifiers apply **only** to the first unit to hit.

Charges Not making contact

You must declare charging units before measuring the distance to the target. Units that cannot reach an enemy unit must still be moved towards that unit. The charging unit will fall into disorder and can continue with the charge on their next card played (no matter what card is played) but will count as disordered for the melee. The charging unit will still count the bonus for the original charge card played. The charging unit does not have to continue the charge. If the charging unit continues with the charge they will move at the speed of the next order card or 8" if the next card is not a move order.

Melee Procedure

Roll 2 d6 add total, +1 for each stand in combat +/- modifiers

Melee Modifiers

Head down	(first turn)	-3	
Low/No ammo		-2	
In disorder	(first turn)	-2	+2 if second round
Hit in flank or rear	(first turn)	-3	
Defending Up hill	(first turn)	+1	
Behind wall/fence or bush	(first turn)	+2	
Behind Fraise	(first turn)	+4	
Behind Chevaux-de-Frise	(first turn)	+3	
In earthwork	(first turn)	+4	
Charging a Loose order unit	(first turn)		Double no of bases attacking
Charge card	(first turn)	+1/+3	
Officer present*		+1/+2/+3	
Cavalry charging	(first turn)	+2	

* When an officer is used in a melee there is a chance he will become a casualty, consult the table below to see what dice to roll for him to become a casualty. The officer can still become a casualty even if regiment does not sustain any casualties. If an officer does become a casualty he does not count as one of the casualties inflicted on the regiment.

OFFICER CASUALTY IN MELEE

Brigade roll 2 d10
Division roll 2 d6
C in C roll 2 average

Optional: - If you roll a double, roll % dice and consult table.

00 - 10 Killed
11 - 50 Serious wound
51 - 90 Light wound
91 - 99 Minor wound (If second minor wound roll again)

Any but Minor wound, the officer can take no further part in battle.

MELEE LOSSES

0 - 5 = 0	
6 - 9 = 1	The winner holds ground in disorder.
10 - 12 = 2	Loser retreats, 10" for INFANTRY, 14" for CAVALRY,
13 - 17 = 3	then takes a morale test.
18 - 20 = 4	
21+ = 5	

MELEE MORALE TEST RESULTS

Equal to or less than half: O.K. Turn and face enemy in disorder.

More than half but less than normal: Turn and face enemy but go head down in disorder.

More than normal: Circle 2 box's and rout*

*Infantry units in rout move at 10" every move no matter what card is played.

Cavalry & limbered artillery units in rout move at 14" every move no matter what card is played.

Unlimbered artillery remove the crew from the table.

Routing units must move the quickest route from the table and must if possible not move closer to a known enemy.

Loser of Melee

The losers of a melee must retreat along a continuing line that the charger took to make contact i.e. the defender will turn and continue along the attacker's path and the attacker will turn and return down the path taken to charge. If the unit contacts an

organised enemy unit (no matter what its facing is), it must surrender. If it contacts an immovable object (a major river or mountain) circle 2 box's and roll for which way they run (the whole unit moves in the same direction).

If a unit is forced to pass through a friendly unit that unit must take a morale test. If the unit fails the test it will be forced to go head down.

PRISONERS

One stand must be allocated to guard every four stands or less of prisoners. The prisoners must be led away each turn no matter what card is played.

MORALE

Basic morale: 80% - 70% - 50%

A morale check must be taken after any regiment receives a hit or a stand loss. On the turn a regiment losses a whole level of morale it must immediately roll on the lower level.

The basic morale will decrease every time a stand is lost.

RALLYING UNITS

A routing unit's morale is half of its current normal rating. (Round fractions up)

If a head down unit fails a morale check, circle 2 box's and rout.

If a routing unit fails its morale check, circle 4 box's and continue to rout.

All units that are in disorder and within 2" of an officer can form up.

Units that are head down or routing within 2" of an officer can have the officers morale rating added to theirs when they attempt to rally.

If the units fail to rally the officer trying to help must roll to see if he routs with them. To test the officer, double the morale rate that was used by the testing officer and on a roll equal to or less than this amount the officer routs with the unit.

MORALE MODIFIERS

Behind wall	+10%	If a 00 is rolled for any morale check circle 4 boxes as casualties and rout.
In entrenchment	+20%	
Behind Defence Barrier	+10%	
Officer upto	+30%	
In disorder	-10%	does not apply when losing a melee

Head Down

Units that fail their morale and have to go head down will continue to move away from the enemy, until they reach cover. Units that are already in cover do not have to leave that cover, just place a Head Down marker with them. Units that are forced to go head down can move in any direction as long as they do not move nearer a known enemy position. Once in position the unit can form up from disorder when any 'Move' type card is played but will remain head down until a rout and rally card is played. A head down unit once positioned **cannot** change facing until they are rallied.

Artillery Morale

When a battery of artillery is forced 'Head Down' they must limber up if unlimbered and begin to move beyond the range of any enemy that are able to fire at them. The battery must remain out of range and cannot move nearer a known enemy until a 'Rout and Rally' card has been played.

VISIBILITY

In woods	4"
Into woods	1"
In corn field*	2"
Into corn field (same level)*	N/A
Into corn field (higher level)	Normal
In orchard	Normal
Into orchard (same level)	Normal
Into orchard (higher level)	N/A

* does not apply to mounted cavalry

If a unit that is over 1" in a wood fires, you may fire at it or charge it if the next card played permits. If the unit does not fire when the next card is played you lose sight of it again. Any unit that is in the 4" band of a wood can see out as far as terrain allows.

BUILDING BARRICADES

This is not possible during the game.

DEFENCE BARRIERS

Immovable barriers cannot be dismantled during a game. Moveable barriers can be moved upto their length by one stand per length per card.

1" rule

You must have at least a 1" gap between units or casualties inflicted on an adjacent unit will also be inflicted on any unit not attempting to comply with the 1" rule (1" does not mean 1" to the micro dot, just an attempt at 1" will suffice). This rule does not apply to unlimbered Artillery.

DISMANTLE WALLS OR FENCES

It will take one infantry or dismounted cavalry stand one movement card to clear a path one stand wide. The stand must be in contact with the obstacle for one whole movement card to clear it.