

UNION ARMY SHEET (1861-1865) v3.1

INFANTRY UNITS	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Pts
Green Infantry	34-38	Rifled Musket (18")	3	3	3	Green, Skirmishers	15
Seasoned Infantry	22-26	Rifled Musket (18")	3	4	4	Open Order, Skirmishers	25
Veteran Infantry	16-20	Rifled Musket (18")	3	4	4	Open Order, Skirmishers, Veteran	29
Infantry Detachment	6-8	Rifled Musket (18")	2	2	2	Light Infantry	14

CAVALRY UNITS	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Pts
Green Cavalry	15-16	Rifled Carbine (12")	1	2	2	Green, Dismounted Tactics	19
Seasoned Cavalry	12-14	Rifled Carbine (12")	2	2	3	Dismounted Tactics	28
Veteran Cavalry	9-11	Rifled Carbine (12")	2	3	4	Dismounted Tactics, Veteran	37
Mounted Infantry	9-14	Rifled Musket (18")	2	2	3	Mounted Infantry	30
Irregular Cavalry	9-14	Pistols (6")	1	2	2	Light Cavalry, Pistols, Swift	24
Cavalry Detachment	3-4	Rifled Carbine (12")	1	1	1	Dismounted Tactics	18

ARTILLERY UNITS	Cannon	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Pts
Light Artillery	1	Cannon (48")	1	2	2	Canister, Shell	24
Smoothbore Artillery	1	Cannon (54")	2	2	2	Canister, Shell	32
Rifled Artillery	1	Cannon (66")	2	2	2	Canister, Shell	34
Siege Artillery	1	Cannon (72")	2	2	2	Siege Artillery, Shell, Static	36

UNIT OPTIONS

Elite Units: Units can be elite. An elite unit can have up to 1 added to its fire value for 3 extra points (or 6 extra points if artillery), up to 1 added to its melee value for 2 extra points, and up to 1 added to its tenacity for 4 extra points.

Entrenchments: Infantry and artillery that are deployed at the start of a battle can have the entrenchments special rule for an extra 5 points each.

Understrength Units: Infantry and cavalry units apart from detachments can be fielded as understrength units for 5 less points. Halve the number of figures in an understrength unit and subtract 1 from its melee and tenacity values.

Weapon Options: Artillery apart from siege artillery can have the extra horses rule for an extra 2 points each. Infantry and Cavalry units can be upgraded to carry breach-loading or repeater weapons. Breach-loading weapons gain the rapid-fire rule and their points are increased by 4 points each. Repeater weapons gain the rapid-fire rule, 1 is added to their fire value, and their points are increased by 7 points each. Units with rifled muskets or carbines can replace them with smoothbore weapons. Reduce their range by 1/3rd and their points by 1 point each.

FATE CARDS

Any	Act on Initiative. You can play any card to allow 1 unit from a brigade that failed an activation test or that did not receive a message to take an action.		sight to the target across units that are not on a hill.
King	Battle Cry of Freedom. Play this card after a Union unit fails a valour test. Change the failed test to a successful test. In addition, add 1 to valour tests for Union units for the rest of the turn.	6	Deadly Attack. Play this card after a friendly unit fails 1 or more hit tests. Reroll the failed hit tests.
Queen	Professional Artillery. Play this card in your fire phase. You can reroll hit rolls of 1 for attacks made in that phase if all the attacking and supporting units are artillery.	5	See the Elephant. Play this card before a unit carries out an action. Remove 1 loss marker from that unit (even if it has 1 loss).
Jack	Replacements. Play this card in your fate phase. Pick 1 friendly routed unit. It returns to play as a reinforcement that arrives this turn, and no longer counts as being a routed unit.	4	Breakthrough. Play this card at the end of a melee phase. Pick 1 brigade. Units from that brigade can make 1 move (they cannot assault, retreat or double).
10	Capture. Play this card in your fate phase. Pick 1 enemy controlled objective. If you control it at the end of the game, it counts as 2 objectives when determining the winner of the game.	3	Sharpshooters. Play this card at the start of an enemy action phase. Pick an enemy leader who is within 24" of a friendly unit armed with rifled muskets (even if there is no LOS). If the leader is a brigade leader, their brigade cannot activate that turn. If the leader is an army leader, they cannot be used to automatically activate a brigade that turn.
9	Surprise Attack. Play this card before a unit makes an assault. That unit can carry out 1 move before it assaults.	2	Tide of Battle. Play this card immediately. Shuffle all your discarded fate cards (including this one) back into your fate deck.
8	Will of Iron. Play this card after a friendly player fails a valour test or fortitude test. The test is passed.	Ace	Hesitation. Play this card at the start of an enemy action phase. Before an enemy player can carry out an assault action with a unit in that phase, they must first roll a dice. On a 1-3 the unit cannot carry out an action that phase. On a 4+ it can assault.
7	A Withering Fire. Play this card when an enemy unit is chosen as a target in the fire phase. Add 1 to the fire value of units that attack the target. In addition, artillery units on a hill can trace a line of		

UNIT SPECIAL RULES

Canister

A unit that has the canister special rule **can either fire normally or it can use the following special rules:**

- Add 2 to its fire or melee attack value if the range to the target is up to 12" and the target is at least partially in its front arc.
- It counts as 2 units instead of 1 when it lends support if the range to the target is up to 12" and the target is at least partially in its front arc.

Dismounted Tactics

When this unit reforms, it can dismount or remount its horses in addition to changing formation.

- While mounted it is counted as light cavalry. It cannot shoot.
- While dismounted it is counted as light infantry. It must be set up in open order and cannot assault.

Entrenchments

This unit counts as being entrenched until it moves, assaults, retreats or reforms. Add 1 to the melee value of an entrenched unit, subtract 2 from hit rolls for attacks that target it in the fire phase, and it wins tied fights unless its opponent is also entrenched.

Extra Horses

Add 6" to this unit's move distance when it is limbered.

Green

This unit cannot move in the same action phase that it reforms. In addition, the first time this unit suffers a loss during a battle, the attacking player can roll a D6 to see how the unit reacts to "Seeing the Elephant". On a roll of 4+, this unit suffers 1 extra loss.

Light Cavalry

This unit has the Open Order special rule. In addition, add 2 to messenger tests for it.

Light Infantry

The following rules apply to a Light Infantry unit:

- It has the Open Order and Skirmishers special rules.
- Add 2 to messenger tests for it if it is a detachment or part of a brigade that consists only of light infantry units.
- Its losses are halved in the fire phase if it is in defensible terrain.
- It can occupy defensible terrain after it has made a move or retreat.

Mounted Infantry

When this unit reforms, it can dismount or remount its horses in addition to changing formation.

- While mounted it is counted as light cavalry. It cannot shoot, it cannot assault and its melee value is halved.
- While dismounted it is counted as light infantry.

Open Order

This unit can be set up in a deployed formation called open order. It must be set up in 1 to 4 ranks with a ¼" to ½" gap between ranks and files. The following rules apply to a unit in open order:

- Halve the losses it suffers in the fire phase.
- Halve its fire value if it has 3 or 4 ranks.
- It has a move distance of 9" if it is infantry, and of 18" if it is cavalry.
- If it is light infantry its movement is not affected by rough terrain.
- Subtract 1 from its melee value unless it is in cover.
- It only adds 1 to a unit's melee value if it lends it melee support.
- It can move across figures from a friendly unit that is also in open order even if they are not from the same brigade.

Pistols

If a hit test for this unit is a 6 or more, then it inflicts 2 losses on the target instead of 1.

Rapid-fire

If a hit test for this unit is a 6 or more, then it inflicts 2 losses on the target instead of 1. If the range to the target is 12" or less, or the target is cavalry or a unit in march column, attack column or square, it inflicts 2 losses on a roll of 5 or more instead of 6 or more.

Shell

Add 1 to hit rolls for this unit if the target is in hard cover and/or is in a column, attack column or square formation.

Siege Artillery

Add 1 to this unit's attack value if the target is in hard cover or entrenchments. In addition, this unit must be set up unlimbered, cannot change its facing or reform, and cannot be a reinforcement.

Skirmishers

When this unit shoots, the commanding player can choose to use the unit's skirmishers. If they do so, the unit's fire value is halved and its range increased by 6", and it can carry out any action in the same turn apart from an assault. A unit can only use skirmishers to lend fire support if the attacking unit is also using skirmishers.

Swift

Add 6" to the move distance of this unit.

Veteran

This unit can reform after it carries out a double action and can attempt to rally after it carries out a retreat action. In addition, it benefits from a minus 1 hit modifier if it is shot at while in open order (see the open order rule).

DESIGN NOTES

Unit Sizes: It is something of a simplification to have the size of a unit determined by its quality – newly raised units of green troops were not always larger than seasoned or veteran units, for example. However, we found that doing so made it much easier to identify the quality of a unit in a war where the uniforms used by units were often identical!

Cavalry Ratings: There is considerable dispute about the relative quality of Confederate and Union cavalry. I have opted for treating cavalry the same on both sides, with the exception that Union cavalry receive the option to upgrade their carbines to breech-loading or repeater weapons with the rapid-fire rule. If you feel that Confederate cavalry were superior to their Union counterparts at the start (or throughout) the war, I would recommend upgrading them to elite status with either +1 added to their melee value, and/or +1 added to their tenacity value.

Civil War Artillery Categories: Light artillery is used to represent Civil War 6-pounder Napoleons, and mountain or pack guns. Smoothbore artillery represents 12-pounder Napoleons, and rifled artillery represents artillery such as the 10-pounder Parrot or 3" Ordnance. Siege artillery represents the heavy guns used to pound entrenched positions, and is included to allow players to create siege scenarios should they wish to do so (in other words, we recommend it not be used in field battles!).

Dismounted Cavalry Tactics: You can represent dismounted units with dismounted cavalry figures, or you can turn some of the mounted figures in the unit around to face the opposite direction to shown when a unit has dismounted.

Extra Horses (Artillery): Although some civil batteries were called 'horse artillery' they were rather different to the horse artillery of the Napoleonic period, in that it simply meant that each member of the unit had their own horse to ride. This meant the unit could travel faster and more efficiently but wasn't capable of carrying out the 'shoot and scoot' tactics used by Napoleonic horse artillery. If you wish to represent the handful of units trained to be 'proper' horse artillery, I recommend you give them the horse artillery rule and increase their points value by +8 points.

Irregular Cavalry: Irregular cavalry represent the numerous guerrilla and partisan cavalry units that were used by both sides during the war, such as Quantrill's Raiders and the Jessie Scouts.

Pistols & Rapid Fire: These rules apply to attacks made in the fire phase and melee phase.

Open Order: I have allowed all infantry units apart from green troops to use open order to reflect the growing use of ad-hoc 'extended order' formations and of troops lying prone.