

AN AMERICAN ADVENTURE
OR
THE RICHMOND REVOLT

The crowd pressed closer to him. They were in a rebellious mood following the defeat of the "blue bellied Yankees" by Granny Lees's forces the previous week in the inhospitable malarial marsh lands of the Chicahominy River, thus saving the Confederate Capital and the puppet presidency of Jefferson Davies from total destruction. "Where are you from boy?" someone asked in a southern drawl, "you don't look like no Rebel. Indeed the stranger was no Southerner in the confederate sense of the word but a soldier of fortune. He belonged to Hessen aristocracy whose family throughout the ages had fought many great battles. It was claimed that his fighting liniage could be traced back to the days of ancient Egypt and the last days/hours of Tutinkamun. They had fought along side the dreaded Eric Blood Axe jnr. DEBA in the dark ages. A certain member of the family had fought during the Turkish invasion of Malta and taken a few scalps (and wives). In the early 17th century a relative had fought in the English Civil War (see Barfoots Bloody Battles vol 1 spring 1997 campaign) and regained family honour and eros centre debts to the fat Bishop of Mainz Mani Manta III. This wealth had founded the Frettloehr Fusiliers, a crack/craic unit who had served Blucher (and his wife) during the Napolionic wars. The fact that a relation Eric, Duc de Nice had sided with the French had long since been forgotten. An insurance manager by trade he had been sent to observe and insure the expensive cannon being turned out by the Richmond Foundry, "can you fight?" the southerner asked, "sure" he said, " then Granny Lee needs you".

Thus began the involvement of Oliver Graf von Nassau und Offenbach with the Confederate cause.

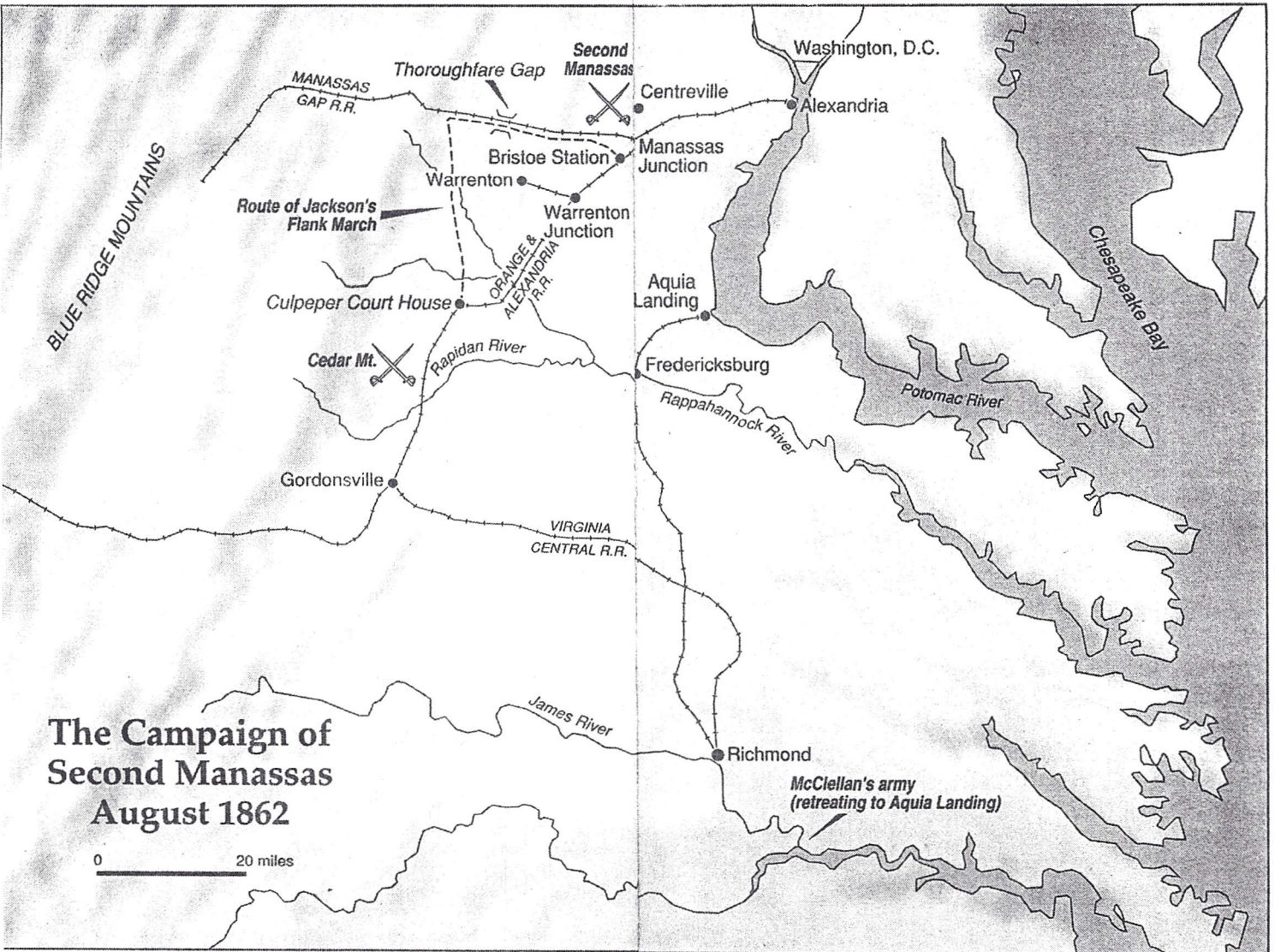
It is now Spring 1863 and McClelland, the young Napoleon has once again threatened Confederate Lands. Arriving at Aquila Landing a Legion of Neals Nasties the senior regiment in the Irish Brigade has arrived to reinforce the garrison town of Fredericksburg. It is full of much needed supplies of boots and coffee. Its capture/defence is vital to both sides. Is there a spy? can he cross enemy lines? can the river be crossed and the woods surrounding the town be navigated without detection? It will take the minds of two great military strategists to rise to the challenge. Will it be YOU???

THE RULES OF ENGAGEMENT

- 1) Capture / defend town 50 points
- 2) Discover spy before he reaches his masters 20 points
- 3) Kill all enemy troops (necessary to make capture/ defence a success) 30 points

NB standard battle rules apply.

have a nice day!!!!!!



The Campaign of Second Manassas August 1862

0 20 miles

AMERICAN CIVIL WAR

BATTLE SIMULATION RULES

1. Movement distance

Terrain Troop type	Open plain / Road	Forest	Traversing fences or walls
Infantry	20 cm 10cm carrying objects	10 cm 5 cm carrying objects	10cm
Cavalry	30 cm	15 cm	not possible
Artillery	20cm (field gun/limber/ wagon)	field gun/limber/wagon not possible.	not possible

2. Firing Handguns and Artillery

Range Type of gun	Effective range	Long range	Saving throw
Pistol	10 cm (hit on group 5,6 / on individual 6 required)	not possible	5,6 for hard cover (wall / x2 loop-hole)
Musket	20 cm (hit see above)	not possible	5,6 for hard cover (wall / x2 loop-hole)
Field gun <i>firing: Solid shot / Grape shot</i>	50 cm for grape shot (% dice) 100 cm for solid shot (% dice - max. drift 10 cm in front/behind) 30cm range= hit Solid shot ricochets 10 cm	100-150 cm solid shot (% dice - max. drift 15 cm to NW, NE, SW or SE. Solid shot ricochets 10 cm	5,6 for grape shot. 5,6 for hard cover Direct hit or ricochet destroys gun. To destroy wall or barricade with solid shot 5,6 required <i>(to destroy building or bridge entirely 15 points accumulated on %dice required)</i>

Field Gun <i>firing: Grenade</i>	100 cm for grenade (% dice - max. drift 10 cm in front/behind) 30cm range= hit	100-150 cm (% dice - max. drift 15 cm to NW, NE, SW or SE.	Ø 0-4 cm no saving throw, gun, wall or barricades destroyed. Roof set on fire. Ø 4-6 cm 5,6 saving throw. To destroy gun, wall or barricade 5,6 required. 6 to set roof on fire. <i>(to destroy building or bridge entirely 15 points accumulated on %dice required)</i>
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Field guns must be handled by atleast two men of which at least one must be a gunner in order to fire or move gun. Changing firing direction (beyond 70° firing arc) requires one move.

Maximum 6 shots per game (for above guns / indicated by dice)
Pistols and muskets unlimited.

3. Combat status

Troop type	Permanent Points	Attack
Officer / Sergeant	+ 1	Additional +1 if attacking enemy who has fired during round
Cavalry	+ 1	Additional +1 (if attacking enemy in flank +2 / rear +3)
Elite / Grenadiers / Zouaves	+ 1	Additional +1 if attacking enemy who has fired during round
Regular troops / gunners	0	Additional +1 if attacking enemy who has fired during round

4. Miscellaneous

To open defended doors (1,3,5) one man entering per move if door remains open.
To open defended gates (1,6) three man entering per move if door remains open.
Setting fire to buildings (see separate fire rules)

5. Tactical Battle Orders

Orders are executed by staff officers, unit commanders, sergeants and ensigns. If unit is without above command (at least within 20 cm shouting range) it will only defend or retreat.

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|---------------------------|---|
| Maneuver | Order to advance unit according to movement distance rules. |
| Maneuver Intercept | Order to advance and in case any enemy unit is within reach to immediately attack this unit. This order can only be given to individual units not whole army. |
| Attack | Order to attack pin-pointed enemy unit leading to combat. This is followed by two combat rounds at the end of which the combat result is calculated (*) |
| Defend | Order to defend position. No movement of unit. This order may be combined with bombard |
| Bombard | Order to fire artillery or handguns at beginning of move in accordance with firing rules. No movement possible after firing. Attacker receives +1 against firing unit. |
| Redeploy | Order given to change formation or face of unit (e.g. line to column, line to square etc.). Also required after completed combat. |
| Break off | This order may be given at the beginning of the second round of a combat, if commander believes his unit could otherwise be routed. 20 cm retreat / front to enemy. Two consecutive retreat moves = rout (then 6 by commander required) |
| Withdraw | An order given to the whole army to end battle and withdraw in formation from the battle field. Important in campaigns to save troops for future battles. |
| Abandon Artillery | This is no order but an indication that a gun is either not sufficiently manned or has run out of ammunition. |

Orders are to be provided to each unit (red marker) or whole brigades/divisions/army (white marker) at the beginning of the battle move, placed face down next to unit(s). Both players will simultaneously reveal and execute orders.

(*) Combat calculation - 10cm retreat (if lower value is 99.9% - 75% of higher value) or 20cm retreat (if lower value is 74.9% - 50% of higher value) or disordered rout (if < 50%)

6. Artillery Effective / Long Range Hit Indicator

