

THE ZOUAVE

Volume One

Number 1

JANUARY 1987



Albumen by Vannerson & Jones Photographic Artists; Richmond, Va. of five Confederates. They are, left to right: Lt. Charles Leverich, 2nd Co., Washington Artillery; Lt. Abe Leverich, 5th Co., Washington Artillery; Lt. William Palprey, 2nd and 4th Co's., Washington Artillery; Samuel Blanc, C.S.N.; and Lt. James McConnell, Co. E, 1st La. Heavy Artillery.

The Magazine of The American Civil Wargaming Society

RECREATING THE "FOG OF WAR"

By Brian Scherzer

=====

Playing pre-set scenarios on a constant basis can become boring for even the most ardent ACW enthusiast. They tend to be fairly confining and predictable, taking away the "joy" of the unknown. Most scenarios leave one stuck trying to undo mistakes made in deployment, etc. which were made by the historical commanders. In the same vein, I have come to dislike the idea of army lists such as exist in WRG Ancients and Renaissance, simply because they artificially even out the sides, making the contest a push/pull event. That kind of situation does not realistically test the competency of the wargaming commander.

I believe, as do many of my wargaming companions, that there is much fun in meeting for a day knowing what the objective is, but having no clear idea on what the numerical or qualitative odds are. Flexibility and quick decision making are the hallmarks of the truly great generals. Why not try to create an atmosphere of uncertainty to test your mettle as a skilled tactician? The thrill of taking a numerically inferior force and defeating your opponent is the ideal in ego gratification. Such is a true accomplishment and adds greatly to the flavor and enjoyment of getting together around the game table.

A further plus for this type of get-together is that it eliminates one of the more irritating components of personality clashes between players. It seems, from my experience, that when there is no pre-set scenario to work with and gamers are expected to show up for such a showdown, Union players tend to try and field Berdan's sharpshooters, the Iron, Irish, and Vermont Brigades, while Confederate commanders unpack Robert E. Lee or Stonewall Jackson, along with Hood's Texas Brigade, A.P. Hill's Light Division, the Stonewall Brigade, and the Washington Artillery (all 5 companies!). It's amazing how soon we forget that there were lesser troops involved.

In almost all real life battles the commander, once initial orders were given, was left chewing his nails and developing ulcers wondering whether or not units would arrive in time, or even at the specified spot. It is this "fog of war" that I am attempting to simulate with random factors.

Of course, one must decide how to throw random factors into a game without totally upsetting the purposes of a rules set. We use Johnny Reb rules, and have occasionally gamed with Rally 'Round the Flag. To my knowledge, the random conditions we use will work with most rules sets and any number of brigades, divisions, or corps. I accept that such conditions add time to the game, but our experiences using a division per side in an engagement show that all random conditions take a total of less than 10 minutes to determine. The added flavor is well worth such a small expenditure of time! The factors listed in the enclosed tables cover historical trends and strengths in both Confederate and Union forces during certain time periods in a general way. While we play with one reinforced division per side, and the article is written that way, players may choose to convert to multiple regiments, brigades, divisions or even corps.

BEGINNING THE GAME

Each side, whether there are one or more players per side is irrelevant, starts the game off with 3 brigades, cavalry, and artillery of unknown strength. Because of the differences in forces during certain times of the war, the people playing must determine what theatre (eastern or western) and what time period (1861 - 1863 or 1864 - 1865) their engagement will be representing. The Factor Tables cover the following assumptions:

1. That Eastern theatre Confederate generals were superior to their Union counterparts.
2. That Western theatre generals for both sides were equal in skill (or lack thereof).
3. That Confederate cavalry was far superior in morale and numbers in both theatres until 1864, at which time the quality and quantity gap was closed to a great extent.
4. That Union artillery was more numerous and had better guns than the Confederates during the entire war.
5. That the Union infantry were more numerous than the Confederates throughout the war.
6. That in the Eastern theatre, Confederate infantry had better morale, but that the Western theatre saw both sides relatively equal in their fighting skills.

If you can accept the above listed premises, this type of scenario is for you, and a roster sheet must be made to keep track of your troops and their morale when setting up the Order of Battle. The random factors used by us include number of regiments per brigade, number of cavalry regiments, number of batteries, along with number and type of guns in each battery, and morale of all troops involved. I have also included an optional table that we use covering small arms. It is somewhat subjective and is meant for use by those who do not have the patience or reference sources to decide for themselves who should be armed with what. The tables covering all of these random factors are weighted to bring out ratios that are fairly consistent with history, yet leave room for possible advantages for one side or another. Our experiences using the tables in our own battles show that the six suppositions listed are brought out quite well, frequently making commanders rethink and adapt their strategy without giving either side severe advantages.

A vital note to remember is that terrain is all-important to Civil War scenarios and the use of our random factors since, often enough, it allowed a numerically inferior force to hold its own. Very few ACW battles were fought out in the open as in Napoleonic times. With woods, ravines, hills and terrain obstacles such as houses, fences, walls, and even earthworks being more often used than not, small arms fire tended to equal out even if one was superior to the other. Examples include the smoothbore musket and the shotgun, both of which were limited in range and accuracy. However, in the woods, such deficits were little noticed, and in some cases those weapons proved to be superior! To use the random factors listed in this article to best advantage, one must THINK and ACT as a smart Civil War general would have done.

Step number 1 is to make a roster sheet to keep track of your units and their weapon and morale status. At the top of a sheet of paper you should make the following column headings: Brigade Name Or Number, Unit Name, Unit Morale, Weapon. Since, in our way of playing, there can be no more than 15 regiments on a side, you need not have more lines than this for the infantry. The remainder of the page should be set aside for the cavalry, artillery, and generals, listing their appropriate status. However, before you begin, you must decide among the players which theatre and which time period your scenario will be fought in.

Having done this, it is time to begin rolling for random factors. You will only need one regular six sided die for all factors other than for artillery, which requires two dice. Roll the die for each general and check Table 1 for the

TABLE 1

RANDOM FACTORS FOR LEADERS FOR ENTIRE WAR PERIOD

Eastern Theatre		Die Roll: Conf.	
Die Roll: Union		1	= Poor (+0)
1,2	= Poor (+0)	2,3	= Average (+1)
3,4	= Average (+1)	4,5	= Good (+2)
5,6	= Good (+2)	6	= Excellent (+3)
No Excellent Generals			

Western Theatre
(Use the above Union die rolls for both sides)

TABLE 2

BRIGADE SIZE FACTORS FOR ALL YEARS
(Per Brigade)

Union Roll:		Confed. Roll:	
1	= 3 Regts.	1,2,3	= 3 Regts.
2,3,4,5	= 4 Regts.	4,5	= 4 Regts.
6	= 5 Regts.	6	= 5 Regts.

TABLE 3

NUMBER OF CAVALRY REGIMENTS
1861 - 1863

Union Roll:		Confed. Roll:	
1,2,3	= 1 Regts.	1,2	= 1 Regts.
4,5,6	= 2 Regts.	3,4	= 2 Regts.
Only 2 Cav. Regts. Allowed		5,6	= 3 Regts.

TABLE 4
RANDOM FACTORS FOR SMALL ARMS

Key to abbreviations:

SBM = Smoothbore Musket, RM = Rifled Musket, P = Pistol
C = Carbine, RC = Repeating Carbine, SG = Shotgun
MLC = Muzzle Loading Carbine, RR = Repeating Rifle

Eastern Theatre Infantry

Union Roll:		Confederate Roll:	
1	= SBM	1	= SBM
2,3,4,5	= RM	2 - 6	= RM
6	= RM (See Below)		

(If 1864-65, roll again: 1-4 = RM, 5 = RC, 6 = RR)

Western Theatre Infantry

Union Roll:		Confederate Roll:	
1,2	= SBM	1,2,3	= SBM
3,4,5,6	= RM	4,5,6	= RM

(NOTE: In 1864-65 a roll of "3" for Confederates = RM)

Eastern Theatre Cavalry

Union Roll:		Confederate Roll:	
1 - 6	= C	1,2	= P
(NOTE: Union Cavalry of 1863-65		3,4	= RM
are armed with a RC if you roll		5	= MLC
a "6" on the die)		6	= SG

Western Theatre Cavalry

Union Roll:		Confederate Roll:	
(Same as above)		1	= P
		2,3	= MLC
		4,5,6	= SG

TABLE 4
ARTILLERY COMPOSITION FOR ENTIRE WAR

Number of Batteries Per Side

Union Roll:		Confed. Roll:	
1,2,3	= 2 Batteries	1,2,3,4	= 2 Batteries
4,5,6	= 3 Batteries	5,6	= 3 Batteries

Number of Guns In A Battery

1,2,	= 4 Guns	1,2,3,4	= 4 Guns
3,4,5,6	= 6 Guns	5,6	= 6 Guns

Composition of Batteries 1861 - 1863
(Use 2 dice)
(Western Theatre)

Union Roll: 1861-63		Confed. Roll: 1861-63	
2	= 12 lb. Howitzers	2	= 10 lb. Parrots
3	= 6 lb. Rifles	3,4	= 3 inch Rifles
4,5	= 3 inch Rodmans	5,6	= 6 lb. Smoothbore
6,7	= 6 lb. Smoothbore	7,8,9	= 12 lb. Napoleons
8-10	= 12 lb. Napoleons	10 - 12	= 12 lb. Howitzers
11,12	= 10 lb. Parrots		

(Eastern Theatre)
(Union Army Uses Western Rolls)

Confederate Roll:

2	= 6 lb. Smoothbores
3	= 12 lb. Howitzers
4,5	= 10 lb. Parrots
6,7,8,9	= 12 lb. Napoleons
10,11,12	= 3 inch Rodmans

1864 - 1865

Union Roll:		Confed. Roll:	
2,3	= 10 lb. Parrot	2,3	= 10 lb. Parrot
4,5,6	= 3 inch Rodman	4,5,6	= 3 inch Rodman
7 - 12	= 12 lb. Napoleon	7 - 12	= 12 lb. Napoleon

PLEASE NOTE: Union Ordnance was roughly the same in both theatres, so the same table applies. A western Confederate force in this period should use the same table as the 1861-63 Confederates.

TABLE 5
RANDOM FACTORS FOR TROOP MORALE

(Eastern Theatre Infantry)

Union Roll:		Confederate Roll:	
1	= Militia	1	= Green
2	= Green	2,3,4,5	= Average
3,4,5	= Average	6	= Elite
6	= Elite		

Western Theatre Infantry

(Use the Union infantry die rolls for both sides)

Cavalry 1861-63

(Use the same tables as for Eastern theatre infantry)

Cavalry 1864-65

Union Roll:		Confederate Roll:	
1,2	= Green	1	= Green
3,4,5	= Average	2,3,4	= Average
6	= Elite	5,6	= Elite

Artillery For Both Sides 1861-65

1	= Green
2,3,4,5	= Average
6	= Elite

results. Next, roll to see how many regiments will be in each of the brigades, using Table 2. The next steps involve rolling to see how many cavalry regiments will be available (Table 3), how many batteries, the number and types of guns in each battery (Table 4), the morale of all troops (Table 5), and the type of small arms for each fighting unit (Table 6).

Having completed your Order of Battle (OB) roster sheet, it's time to begin actual play. It is highly probable that each side has certain advantages and also areas of weakness. Players should not announce their OB results to opponents, leaving each side somewhat in the dark as to enemy strength in both numbers and arms.

The final portion of adding the "fog of war" involves placing the units on the table. In our games, we designate entry areas for each brigade, artillery battery, or cavalry regiment. Our only rule is that only one infantry brigade can enter the table at a certain area, meaning that we choose three entry points per army for our games. To make the game interesting and a challenge, such entrances should be on the far left side, the middle, and the far right side of your table edge. Artillery that is not attached to a brigade, and cavalry can enter at any designated area on your side of the table. We roll for each unit, a "5" or "6" allowing that particular unit to be activated. This gives you a 33% chance of getting all of your units on the table in any given turn, a highly unlikely possibility.

Such a random system is sure to throw monkey wrenches in even the best laid plans and leaves players in the same dilemma as the real commanders. We do not allow for a change of orders to be given to the brigade commanders until the 3rd turn, simulating a delay in knowledge from the front which division leaders usually had to deal with. Using our method of play, an army which is out-manned and out-gunned has a good chance of victory if they can get a sufficient force on the table early enough. An example of this was a recent game in which the Union force was outnumbered in cavalry AND infantry, plus had poorer morale in general than the Confederate force. Added to this was some poor die rolling which allowed the Rebels to get more infantry units on the table in the first turn. Fortunately, the Union force had both of its cavalry regiments enter the game on the first turn (and both had been lucky enough to roll well for morale), making it to the terrain objective before the Confederate foot. Further luck with the dice allowed the Federal cavalry to hold the objective until reinforced, winning the game!

There is certainly a need for players to keep on their toes and to write orders that allow for some independent decision making. It is the ability to be flexible and compensate in your plans that makes this type of scenario exciting. Think of how much more proud you will be of a single regiment that holds its own against superior odds in order to give the rest of the brigade time to be activated!

Future issues of THE 20UAVE will contain war table setups, complete with terrain maps and objectives, to assist members in playing random scenarios. For those who plan to use our scenarios, plan to acquire some HO scale railroad tracks, plenty of fences and buildings, and hills with more than one contour. As I said earlier in this article, terrain can make or break a real interest in a scenario. I think that you will become re-energized in your love of ACW miniature gaming. Remember that the tables on the next page represent actual historical trends, and while not totally representative of every engagement fought, are accurate when considering the Civil War as a whole. I would like to hear from members after they engage in battles with this concept, and would look forward to printing accounts of your own scenarios with the system. Good luck in your own "fog of war"!

THE ZOUAWE

Volume 1

Number 2

March 1987



UNIDENTIFIED CONFEDERATE ZOUAVE MILITIA OFFICER
Photo Courtesy: Bill Turner

MORE ON "THE FOG OF WAR"

By Brian Scherzer

In the first issue of THE ZOUAVE I presented my basic ideas on adding some uncertainty to current rules sets or pre-drawn scenarios. I further stated that our club uses "Johnny Reb" as our choice for rules. The article brought a fair number of letters from members who also use Johnny Reb, most asking for a way to add some measure of command control into the picture. I have to agree with those gamers who feel that a major flaw in the rules is the lack of command, with regiments pretty much doing as they please.

In my readings of the battles of the Civil War, this was simply not the case. Many battles were lost or won because a corps, divisional, or brigade commander was slow to follow orders. "Johnny Reb" seeks, whether intentionally or not, to make all generals equal unless they are leading a regiment....not a very accurate portrayal of history. The problem facing me then was to find some way of rating the effectiveness of generals on the table. While some letters asked me to rate the actual performance of Civil War leaders, this would prove to be a cumbersome task due to the fact that there were over 1000 generals!

For the purposes of this article, I will merely attempt to give gamers a basic foundation for using leadership skills, or lack thereof, in their randomly generated games as per my article in the last issue of THE ZOUAVE. For more advanced gamers who have a lot of reference material, and who wish to employ the system in historical scenarios, the tables provided herein can be used once you have determined for yourself what rating a general should be given. Perhaps in the future, I will attempt to rate all of the generals, but the system must, for accuracy's sake, be carefully thought out. If command control is of great importance to you, I would refer you to STARS 'N BARS by Scotty Bowden. That set of rules has a truly incredible way of handling the problem, leaving gamers faced with the best and the worst situations which would have been seen by real generals.

Of course, any random generation system that involves too many factors is likely to take away from the ease and joy of using any rules set. Having already added a fair number of minutes to initial set-up times in my last article, I would like to keep any additional time for such to a minimum. To this end, the tables contained in this article are geared for those who would like to engage in non-historical battles or campaigns, where each side mirrors historical trends, but is not bound by pre-determined faults. Everyone in this type of engagement has a chance to be a Stonewall Jackson type of leader, or (heaven forbid!) a Gideon Pillow, based on both the luck of the dice and the percentage chance for quality leadership for the particular army, period of the war, and theatre.

It is important for me to start with certain assumptions. One is that the Rebel armies had better leaders than the Federals at the outbreak of the war. The Confederacy had a decided edge in the East, but began, during the middle of the war, to lose commanders such as Jackson. The Union fielded inferior generals in the beginning of the war, but began to find better leaders as the war dragged on. The western theatre was, perhaps, better balanced in the quality (or lack of same) than the East. Even there, attrition tore into the ranks of the better Southern generals, starting with the death of Albert Sidney Johnston, and culminating with the loss of Patrick Cleburne at the battle of Franklin.

In the meantime, Lincoln was looking for fighting generals. 1861 and 1862 saw politics deciding who would lead the northern forces. As the debacles mounted, Lincoln began sifting through his leaders, finding the likes of Grant, Sherman, Thomas, Sheridan, Wilson, and Hancock. As southern arms were faltering for lack of manpower and supplies, the Union was finding men who could exhibit a

desire to fight a relentless war of attrition. These facts are represented in the random tables.

For a randomly generated game, I decided to incorporate the effects that army, corps, division, and brigade leaders would have had on their troops, keeping simplicity in mind. To get closer to specifics, I added the time periods (1861-63 and 1864-65) and theatres (Western or Eastern). The final step before making the tables was to do a subjective analysis of the generals in the various departments and come to some conclusions regarding command ability percentages for each sub-group.

The following ratings, and their definitions will be found in the tables:

Exceptional - If an army or corps commander, he has a genius for developing and carrying through grand tactical movements. If a division or brigade leader, he is precise, highly dependable, and has a genius for tactical combat. Examples in history would be Lee, Sherman, Forrest, or Jackson.

Excellent - Denotes an army or corps commander who is prudent, but aggressive when an opportunity arises, sometimes showing genius in his abilities. If a division or brigade leader, he is very dependable and is likely to exploit any openings provided for him by an enemy's mistakes. Examples would be Grant, A.P. Hill, Thomas, and Sheridan.

Good - This is a general who, more often than not, can be depended to carry the fight to the enemy, but who may not be able to organize his command well enough to turn a battle into a complete rout of the enemy. Examples are Rosecrans at Stones River or Bragg at Chickamauga.

Average - The bulk of generals who showed no real initiative, but were able to carry out orders if circumstances were right.

Poor - These were often political generals or leaders who were given more troops to command than their talent dictated. Examples would be Hood as commander of the Army of Tennessee or McClellan as head of the Army of the Potomac. This classification would also refer to the less capable division or brigade leaders such as Gideon Pillow.

Refer to Table 1 in this article and roll 2 regular dice to see what command capability each of your army, corps, division, or brigade leaders has. If you are using Johnny Reb rules, Exceptional and Excellent generals would give a +3 to any unit they were personally directing, Good generals would give a +2, and Average generals would give a +1. Poor generals have no effect on troops that they personally lead.

Having determined your leader capability factors, you are ready for the battle. Using regular Johnny Reb rules, the tables included in this article will tell you whether or not you are able to have troops receive orders based on your factor rolls.

Table 2 is used to see whether or not your leader can "activate" the orders issued by or to him (Sorry Scotty Bowdin, I looked for some other term than "activate" and couldn't find one that would work!). This is the essence of a Civil War battle. The best laid plans could go awry because someone in the chain of command did not issue orders or did not follow them.

Using the basic Johnny Reb orders, you must roll 2 regular dice to activate your initial orders, and must roll any time those orders are changed. Once orders are activated, troops will try to carry them out to the best of their ability. Familiarize yourself with the tables before reading any further.

TABLE 1
LEADER COMMAND ABILITY

1861 - 1863

Ability	Eastern Theatre		Western Theatre	
	Union Roll:	Conf. Roll:	Union Roll:	Conf. Roll:
Exceptional =	None	11,12	None	None
Excellent =	11,12	9,10,	11,12	10,11,12
Good =	9,10	7,8	8,9,10	7,8,9
Average =	5,6,7,8	4,5,6	4,5,6,7	3,4,5,6
Poor =	2,3,4	2,3	2,3	2

1864 - 1865

Exceptional =	11,12	11,12	None	None
Excellent =	9,10	9,10	10,11,12	11,12
Good =	7,8	6,7,8	7,8,9	9,10
Average =	4,5,6	3,4,5	4,5,6	5,6,7,8
Poor =	2,3	2	2,3	2,3,4

TABLE 2
ACTIVATION OF ORDERS

Poor = 9 - 12; Average = 7 - 12; Good = 6 - 12; Excellent = 4 - 12;
Exceptional = Automatic Activation.

Having read through the above tables, it is time to understand how this system will work with Johnny Reb rules. Orders are given at the beginning of the random "Fog of War" engagement, and all commanders are assumed to have received orders prior to the first turn. If you are playing a game using all of the random factors listed in Issue #1 (my article on the Fog of War) and are adding this section on command control, you will not be rolling for each regiment or battery to enter the table. Instead, roll for each BRIGADE, moving all elements of the brigade onto the table at once if the die roll succeeds. However, to move forward you must now roll to see if the order for that brigade has been activated. You will add or subtract from each brigade order activation roll based on the following system (to simulate division, corps, or army commander effect). What you add or subtract will depend on the size of your total force.

If you are playing with more than one division per side, there will be a corps leader. If you are playing with more than one corps per side, there will also be an army commander in addition to the corps leaders. These will have a CUMULATIVE effect by adding the total positive or negative numbers to the brigade

leader activation roll. Army, corps, and divisional leaders will have the following effects:

Poor/ -2; Average/ -1; Good/ 0; Excellent/ +1; Exceptional/ +2

By adding the cumulative numbers of superiors to the Brigade leader roll, you are simulating the effect of leadership in the chain of command. This may seem confusing at first, but is actually quite simple. Let's say that you are playing with one corps per side. The chain of command would include both a division and the corps leaders, so their net effect would be included in the Brigade roll. EXAMPLE: The Brigade leader is Average, the Division Leader is Good, and the Corps leader is Good. The Division and Corps leaders each add a +1 to the Brigade activation roll, for a net effect of a +2. Since the Brigade leader would need a "7" or better to activate orders, you need only to roll a "5" or better with the added plusses. Remember that you may also have a negative net effect if the Division or Corps leaders are Poor!

Remember that you will no longer roll for each unit to enter the table at the beginning of the game. Instead, you will roll to activate an order to enter the table at a certain point (which should be specifically designated in the orders). This would simulate historical trends in that better generals managed to get their men to move faster. A quick reading of Stonewall Jackson's Valley Campaign will give you an idea of how important this can be!

Being able to move onto the table edge represents, in my system, marching to the field of battle. It is unlikely that all brigades will arrive at the same time, causing a commander to make decisions based on what troops are currently available to him. However, making it to the table is merely a prelude to the battle. Having arrived, orders must be given as per the Johnny Reb rules, and you must roll to see whether or not such orders are activated. Until an order in the initial part of the game is activated, the brigade involved is assumed to have "Hold" orders. Once an order is activated, it stays in effect until a new order is issued and activated, or until units are forced into other conditions by battle events.

By using command control, gamers are mirroring history. It will no longer be a sure thing that all brigades in a division will attack when told to, leaving the possibility that some of your units will "go in unsupported". When using more than one division, the result can play havoc with the best laid plans.....a true reproduction of the typical Civil War battle. I hope that you find this added "fog of war" as interesting as we have. It has helped us from becoming bored and has taught us to make the same kind of decisions real commanders had to make. When you have inferior generals, even if you have a superior force, it may be wise to go on the defensive!

THE BLUE AND THE GRAY
and the brown, and the black, and the tan....

Stephen A. Thomas
19th Century Miniatures

After many years of teaching, wargaming, and re-enacting, it has come to my attention that both the wargaming public and figure manufacturers are pretty much in the dark as regards the actual uniforms and colors of the basic ACW vintage infantryman. Perhaps I can shed some light on the topic while helping the

THE ZOUAVE

Volume II

Number 4

Winter 1988



COLONEL FRANK C. ARMSTRONG

This unique photograph shows Armstrong when he was a colonel of the 3rd Louisiana Infantry in late 1861 or early 1862. He is the only general to have served both sides in the Civil War, having been in the Union army during the battle of First Manassas. Having resigned from the Federal army in August 1861, Armstrong served on the staffs of Generals McIntosh and McCulloch, being a few feet away when the latter met his death at Pea Ridge. Subsequently promoted to Colonel of the 3rd Louisiana Infantry, he was soon made commander of the cavalry under Sterling Price. Thereafter, Armstrong served under Forrest, Wheeler, S.D. Lee, and Chalmers, becoming one of Forrest's most dependable leaders.

The Magazine of The American Civil Wargaming Society

RANDOM FACTORS TABLES FOR STARS 'N' BARS, 3RD EDITION ORDERS OF BATTLE
By Brian R. Scherzer

In our very first issue of THE ZOUAVE, some two years ago, we ran a set of random tables for use with JOHNNY REB rules. Shortly thereafter, I began receiving requests to do a similar, but more exhaustive, set for SNB3. Our decision was to wait for a period of time until there were enough new members who had not seen the first set that was based on JRI. Now is that time.

My rationale for devising the following random factors tables stems from my desire to occasionally play non-historical scenarios that still present realistic orders of battle. In this way, you are no longer bound to have the arguments over whether one's army is headed by R.E. Lee or Stonewall Jackson, and you are also not forced into situations that you, as the general, would not have placed yourself in in the first place. If you play a game with at least one corps per side, you will find that the random factors will give an accurate percentage chance of fielding an army representative of that period of the Civil War. To accomplish this, my tables were broken down to cover both the Eastern and Western theatres during the periods of 1861-62, 1863, and 1864-65. I suggest that one of the gamers roll a regular die to see what theatre and period of the war will be played on any given day. A 1, 2, or 3 will be Eastern, while a 4, 5, or 6 will make it a Western engagement. To determine what time period is involved, another roll is needed. A 1 or 2 will mandate 1861-62, a 3 or 4 will be 1863, and a 5 or 6 will represent 1864-65. The final determination should be the size of the forces involved, meaning army, corps, or division level engagements. Obviously, this should be mandated by the number of players and figures available.

The concept of randomly generated orders of battle is certainly not a new one. They, combined with a "fog of war" scenario, allow one to have some interesting battles where neither side is sure of what the opposing army consists of, either in number of men and guns or quality of troops. Most "fog of war" battles are basically all-out brawls...the last troops on the table winning the engagement. There is a "fog of war" scenario included in this issue for use with SNB3 rules that requires the use of the random tables, and we expect to print other such scenarios for use with different rules sets in the future.

All terminology used in the random factors tables is compatible with SNB3. Others who might want to use these tables for other rules sets have need only to change the terms. For example, if using JR2, "Crack" and "Elite" would be the same as "Elite"; "Veteran Regular" and "Veteran" would be "Regular"; and all else would remain the same. If using RALLY ROUND THE FLAG, "Crack" and "Elite" would equal "Elite"; "Veteran Regular" would be the same as "Crack"; "Veteran" would equate to "Regular"; while "Green" and "Militia" would be the same as "Green". All rolls should be done with two 10 sided dice, one representing tens, with the other representing single numbers.

The factors listed in the tables are well researched from reliable manuscripts and have been checked by several historians and other experts for relative accuracy. Historical perfection is difficult, if not impossible, to achieve when attempting to set up randomly generated tables. Instead, it was the author's desire to have the correct "feel" in each order of battle, and to allow variations of disappointment and glee for the people rolling for their forces.

Once you have completed a sheet to keep track of your troops, you have merely to begin rolling, and once completed with this phase, should go right into a randomly generated battle using Stars 'N' Bars. The order of battle sheet should contain enough lines for a division and its artillery, plus all of the necessary headings such as unit name, size, morale, weapons type, General's skill level, and General's influence level. Having done this, you are ready to either use one of our published "fog of war" scenarios or write your own. Good luck on the gaming table!

RANDOM FACTORS FOR USE WITH STARS 'N BARS

TABLE 1
LEADER RATINGS

Army, Corps, and Division Commanders:

Eastern Theatre

	Superior	Excellent	Good	Mediocre	Poor	Despicable
Union 1861-62	1-10	11-15	16-35	36-70	71-90	91-100
Conf. 1861-62	1-15	16-20	21-60	61-80	81-95	96-100
Union 1863	1-12	13-20	21-40	41-70	71-90	91-100
Conf. 1863	1-20	21-25	26-65	66-80	81-95	96-100
Union 1864-65	1-15	16-30	31-45	46-75	76-95	96-100
Conf. 1864-65	1-20	21-30	31-50	51-75	76-90	90-100

Western Theatre

Union 1861-62	1-10	11-20	21-40	41-70	71-90	91-100
Conf. 1861-62	1-10	11-20	21-50	51-75	76-90	91-100
Union 1863	1-15	16-22	23-45	46-75	76-95	96-100
Conf. 1863	1-15	16-20	21-50	51-75	76-90	91-100
Union 1864-65	1-15	16-28	29-55	56-85	86-99	100
Conf. 1864-65	1-9	10-20	21-35	36-65	66-90	91-100

Brigade Commanders

Superior	Union 1861-63 1-9	Union 1864-65 1-17	Conf. 1861-63 1-28	Conf. 1864-65 1-17
----------	----------------------	-----------------------	-----------------------	-----------------------

INSPIRATIONAL IMPACT

	Charismatic	Inspirational	Impersonal	Uninspiring
Union 1861-62	1-5	6-15	16-80	81-100
Union 1863	1-10	11-25	26-85	86-100
Union 1864-65	1-15	16-35	36-90	91-100
Conf. (Eastern) 1861-62	1-10	11-30	31-85	86-100
Conf. (Eastern) 1863	1-12	13-65	66-95	96-100
Conf. (Eastern) 1864-65	1-9	10-50	51-89	90-100
Conf. (Western) 1861-62	1-2	3-20	21-85	86-100
Conf. (Western) 1863	1-10	11-25	26-85	86-100
Conf. (Western) 1864-65	1-2	3-16	17-80	81-100

TABLE 2

DIVISION SIZES (All Years)

	4 Brigades	3 Brigades	2 Brigades	1 Brigade
Union	1-20	21-85	86-98	99-100
Confederate	1-15	16-80	81-95	96-100

TABLE 2 Cont....
BRIGADE SIZES (All Years)

	7 Regts.	6 Regts.	5 Regts.	4 Regts.	3 Regts.
Union	1-8	9-35	36-90	91-100	-
Confederate	1-8	9-25	26-80	81-95	96-100

REGIMENT SIZES

	640 men	480 men	400 men	320 men	200 men
Union 1861-62	1-75	76-95	96-100	-	-
Conf. 1861-62	1-60	61-90	91-100	-	-
Union 1863	1-25	26-60	61-85	86-95	96-100
Conf. 1863	1-5	6-40	41-75	76-90	91-100
Union 1864-65	1-5	6-30	31-75	76-85	86-100
Conf. 1864-65	-	1-15	16-60	61-80	81-100

CAVALRY REGIMENTS (Per Division of Foot)

	3 Regts.	2 Regts.	1 Regt.
Union 1861-62	1-5	6-40	41-100
Conf. 1861-62	1-25	26-90	91-100
Union 1863	1-15	16-80	81-100
Conf. 1863	1-25	26-90	91-100
Union 1864-65	1-25	26-95	96-100
Conf. 1864-65	1-15	16-85	86-100

TABLE 4
ARTILLERY

NUMBER OF BATTERIES (Roll Per Division)

	4 Batteries	3 Batteries	2 Batteries
Both Sides	1-20	21-90	91-100

NUMBER OF GUNS IN A BATTERY (Roll Per Battery)

	6 Guns	4 Guns
Union	1-80	81-100
Confederate	1-40	41-100

(NOTE: For each cavalry brigade add one 4 Light Rifle Horse Battery)

TABLE 4 Cont...
ARTILLERY BATTERY COMPOSITION

(Notes: SB = smoothbore; LIGHT = 6 lb. SB, 6 lb. Rifle, 10 lb. Parrot, 3" Rodman, 3" Ordnance Rifle, James Rifle, and 12 lb. Howitzer at more than 5"; MEDIUM = 12 lb. Napoleon, Blakely and Whitworth Rifles, 20 lb. Parrot, and 12 lb. Howitzer at less than 5"; HEAVY = 24 lb. Howitzer)

	Light Guns	Light Rifle	Medium Guns	Medium Rifle	Heavy Guns	Heavy Rifle
Union (East & West) 1861-62	1-12	13-80	81-97	98-100	-	-
Union (East & West) 1863	-	1-53	54-99	100	-	-
Union (East & West) 1864-65	-	1-50	51-95	96-100	-	-
Conf. (Western) 1861-62	1-60	61-82	83-98	99-100	-	-
Conf. (Western) 1863	1-35	36-63	64-96	97-98	99-100	-
Conf. (Western) 1864-65	1-8	9-28	29-99	100	-	-
Conf. (Eastern) 1861-62	1-36	37-80	82-98	99	100	-
Conf. (Eastern) 1863	1-7	8-53	54-95	96-99	100	-
Conf. (Eastern) 1864-65	-	1-42	43-92	93-98	99-100	-

TABLE 5 TROOP MORALE
Infantry Brigades

	Crack	Elite	Vet. Reg.	Regular	Green	Militia
Union 1861-62	-	1-5	6-15	16-40	41-80	81-100
Union 1863	1-5	6-13	13-30	31-75	76-91	92-100
Union 1864-65	1-7	8-19	20-39	40-85	86-95	96-100
Conf. (Western) 1861-62	1-2	3-10	11-25	26-70	71-93	94-100
Conf. (Western) 1863	1-5	6-20	21-44	45-85	86-96	97-100
Conf. (Western) 1864-65	1-6	7-20	21-39	40-80	81-95	96-100
Conf. (Eastern) 1861-62	1-5	6-19	20-39	40-76	77-93	94-100
Conf. (Eastern) 1863	1-9	10-24	25-50	51-90	91-100	-
Conf. (Eastern) 1864-65	1-9	10-20	21-45	46-90	91-98	99-100

Cavalry Regiments

Union 1861-62	-	-	1-10	11-35	36-90	91-100
Union 1863	-	1-5	6-18	19-70	71-95	96-100
Union 1864-65	1-5	6-15	16-30	31-90	91-100	-
Conf. 1861-62	1-6	7-15	16-60	61-95	96-100	-
Conf. 1863	1-9	10-25	26-70	71-96	97-100	-
Conf. 1864-65	1-9	10-20	21-65	66-90	91-98	99-100

ARTILLERY BATTERIES

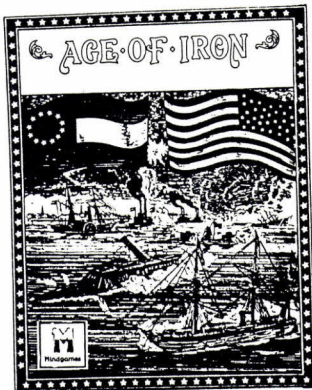
Union 1861-62	1-5	6-10	11-25	26-80	81-95	96-100
Union 1863	1-7	8-19	20-40	41-90	91-100	-
Union 1864-65	1-9	9-20	21-50	51-98	99-100	-
Conf. 1861-62	1-3	4-10	11-25	26-65	66-85	86-100
Conf. 1863	1-4	5-12	13-29	30-75	76-95	96-100
Conf. 1864-65	1-5	6-15	16-40	41-90	91-97	98-100

TABLE 6

RANDOM FACTORS FOR SMALL ARMS

Key To Abbreviations: SBM = Smoothbore Musket, RM = Rifled Musket, RR = Repeating Rifle, C = Carbine, RC = Repeating Carbine, SG = Shotgun.

	SBM	RM	RR	C	RC	SG
Union Foot (East)1861-63	1-19	20-100	-	-	-	-
Union Foot (East)1864-65	1-7	8-95	96-100	-	-	-
Union Foot (West)1861-63	1-24	25-97	-	-	-	-
Union Foot (West)1864-65	1-15	16-97	98-100	-	-	-
Conf. Foot (East)1861-63	1-21	22-100	-	-	-	-
Conf. Foot (East)1864-65	1-15	16-100	-	-	-	-
Conf. Foot (West)1861-63	1-49	50-100	-	-	-	-
Conf. Foot (West)1864-65	1-39	40-100	-	-	-	-
Union Cav. (East or West) 1861-63	-	-	-	1-96	97-100	-
Union Cav. (East or West) 1864-65	-	-	-	1-75	76-100	-
Conf. Cav. (East All Years) 1-10	11-49	-	-	50-87	-	88-100
Conf. Cav. (West All Years) 1-18	19-30	-	-	31-69	-	70-100



AGE OF IRON is an uncomplicated and fast moving set of rules for playing naval battles in the American Civil War. It is not just an ironclads game, but a system to realistically depict all aspects of that naval conflict. These rules are designed for playing 1:1200 scale miniatures with each piece being one vessel. Ship to ship combat, including large fleet actions with forts and land units can all be played in an evening. Well received at ORIGINS, ATLANTICON, HISTORICON, and regional conventions throughout the USA, AGE OF IRON will bring players hours of enjoyment and an accurate feeling for the ships that brought about the change from wood and sail into iron and steam.

\$8.00 (postage paid)
Outside USA add \$2.00.

TACTICAL CONFLICT SYSTEMS, 257 Beachwood Drive, East Greenwich, F.I. 02818

THE ZOUAVE

Volume III

Number 2

Summer 1989



BRIGADIER GENERAL ALPHEUS S. WILLIAMS
Photo Courtesy The Brian Scherzer Collection

Williams was commissioned a Brigadier General on August 9, 1861 and commanded a division during the 1862 Shenandoah Campaign and at Cedar Mountain. Being a part of the XII Corps in the Army of the Potomac, Williams commanded the corps for a short time after General Mansfield was killed at Antietam. Performing well at both Gettysburg and Chancellorsville, Williams was transferred west when the XI and XII Corps were consolidated into the XX Corps, Army of the Cumberland. He went on to fight in the Atlanta and Carolina Campaigns, and Sherman's March To The Sea. This previously unpublished image was purchased by the editor from Henry Deeks, noted Civil War photograph dealer, several years ago.

"CLEAR THE FIELD, BOYS!" - A DESIGNER SCENARIO FOR ANY RULES SET
By Brian R. Scherzer

The New Orleans club has probably had its greatest fun playing what I call "designer" scenarios...randomly generated orders of battle, with all people having orders to simply take as much ground as possible. These tend to be all-day affairs and, since the mortality of the troops is fictitious, we tend to let regiments and brigades get decimated, all in the name of "Glory".

It doesn't matter what rules set you use or how many people participate. This article gives you the parameters to decide on the forces and gives the objectives of the battle. EVERYTHING else is up to the players.

To determine your orders of battle you must first decide how many units each person wants to handle. If playing OTR, these units will be brigades. If playing any of the other major rules sets, units will be regiments. If there is only going to be one person per side, I advise that each person field a lot of troops. If there are as many as 6 players per side, each should control a smaller number of troops.

You begin developing your order of battle by rolling for the size of each brigade present. If using a regimental level rules set, brigades must be broken down to regiments, with each brigade being divided into no less than 3 regiments, and no more than 7 regiments. If using JR or SNB3, the minimum size of a regiment would be 200 men, with the maximum being 600 men. Roll a six sided die (D6) and use the following table for each brigade, using the correct column for your rules set:

Die Roll	Brigade Size (JR, SNB3)	Brigade Size (RRTF)	Brigade Size (OTR)
1	1200	1200	1200
2	1400	1200	1500
3	1600	1600	1800
4	1800	1600	1800
5	2000	2000	2100
6	2200	2400	2400

If you wish to throw a cavalry brigade or so into the fight, I suggest that you roll a D6, with a 4,5 or 6 allowing for the brigade. Roll for strength as with infantry. Next, you must determine the quality of each general's casting. Since RRTF rules do not have ratings for generals, such are not included in the table.

Die Roll	JOHNNY REB	STARS 'N BARS 3RD	ON TO RICHMOND
1	0	Poor	Poltroon
2	+1	Mediocre	Cautious
3	+1	Good	Aggressive
4	+1	Good	Aggressive
5	+2	Excellent	Firebrand
6	+2	Superior	Exceptional

The final part of putting your OB together is to determine what your artillery will consist of. Each brigade will have the chance of having between 4 and 6 guns. Roll a D6 for each brigade, a 1-3 being a 4 gun battery, while a 4-6 will be a 6 gun battery. For the sake of simplicity, we will only have two types of rifled guns and two kinds of smoothbores, leaving out fancier types and howitzers. To determine composition of the ENTIRE battery, roll a D6 and consult the table on the next page:

Die Roll	Gun Type
1	6 pdr. Smoothbores
2	3" Ordnance Rifles
3	3" Ordnance Rifles
4	10 pdr. Parrott Rifles
5	12 pdr. Napoleons
6	12 pdr. Napoleons

The Actual Scenario

It would be unfair to call this a scenario. Being that both the troops and the terrain will be determined in a random fashion, the "scenario" can be played over and over, with very little chance that it will become repetitive. Terrain can be rolled for as per the article in this issue of THE ZOUAVE, or can be determined in whatever way your group wishes. After setting the terrain up, the fun begins.

The scenario begins at 6:00 a.m. with both sides entering the table on the first turn. HOWEVER, instead of placing troops on the table, put counters down to represent the actual units. You may place a "dummy" counter (one that does not actually represent troops) for each two real counters that are used. You can either assume that it is still dark, or that there is a fog covering the land. In either event, visibility at this point will be no more than 5 inches. This leaves both sides in a sort of guessing game. Which counters represent real units? Using counters for the first two or three turns simulates a genuine fog of war. Perhaps scouts are coming in giving the positions of sounds they hear.

After about an hour (a few turns depending on the rules set being used) the front line troops should be placed on the table, leaving anything that would be outside of the line of sight as counters. Now comes the action!

The orders for both sides are to clear the field at all costs. Divide the table into sections, one foot by one foot is just fine. The player or team that is in possession of the greatest number of these sections will be the winner, regardless of the number of casualties received. Such a fight will likely take all day.

Obviously, there will be terrain features that are worth owning, such as hills that dominate various parts of the field or woods that allow one to make a stand against greater numbers. These are bound to be areas that are hotly contested. The greater the variance in terrain pieces, the more interesting the battle that will ensue. We've had an engagement where there was a stream going across the length of the table. It might as well have been Antietam Creek, because it was sheer death for both sides as they attempted to charge across the stream. In another battle, there were woods going across the table, leaving visibility as almost nothing until the counters were so close together that planning was out of the question. These engagements tended to be hot firefights, with each commander so occupied with surviving that coordinated attacks were a moot point.

One thing that needs to be addressed for maximum entertainment is the concept of communication between players. Each side is allowed up to ten minutes as a planning session BEFORE any units are placed on the table. Once counters have entered the battlefield, players MUST NOT talk back and forth without sending messages per the rules set you are using.

By choosing a non-historical scenario such as this, one isn't confined to what history dictates. Your brigade(s) can be whatever you wish to name them. Glory is obtained, even in defeat, if you have more than held your own. How much greater the valor if your troops were the ones that turned the tide!

THE ZOUAVE

Volume IV

Number 3

AUTUMN 1990



ANOTHER QUIZ PHOTOGRAPH!

This is a truly tough one to identify and will probably require readers to do some extensive research, which, of course, is the purpose in our running this image on the front cover. Gamers need to link up the historical aspects of the Civil War with their miniatures activities. Whoever identifies this Union officer will receive an authentic Civil War photograph of a Union soldier.

RANDOM GENERATION OF INFANTRY SMALL ARMS

By Anthony De Lyall, Australian Member, ACW Society

Assoc. Fellow, SACWH

I have just finished reading a recently published wargaming book by Paul Stevenson called *The American Civil War* [Wargaming In History Series, Argus Books, Hertfordshire, 1990]. This book is full of juicy facts and figures. What particularly attracted my attention was a table showing the percentages of various small arms used throughout the Civil War.

I have expressed these percentages as ranges of numbers between 0 and 99, and presented this in the table shown below. To use this table you throw 2 decimal dice to generate a number between 0 and 99 for each of your infantry units. Then look up the number in the table to determine the armament of your unit. This enables you to randomly generate an appropriately armed force for the year and theater of your scenario.

EASTERN THEATER								
WEAPON	EARLY WAR		1862		1863		LATE WAR	
	USA	CSA	USA	CSA	USA	CSA	USA	CSA
Smoothbore	00-29	00-34	00-11	00-19	00-07	00-02	-	-
Rifled Musket	30-97	35-99	12-96	20-98	08-96	03-97	00-92	00-97
Breechloader	98-99	-	97-99	99	97-99	98-99	93-97	98-99
Repeater	-	-	-	-	-	-	98-99	-

WESTERN THEATER								
WEAPON	EARLY WAR		1862		1863		LATE WAR	
	USA	CSA	USA	CSA	USA	CSA	USA	CSA
Smoothbore	00-49	00-74	00-29	00-54	00-22	00-34	00-04	00-14
Rifled Musket	50-99	75-99	30-98	55-99	23-97	35-98	05-94	15-98
Breechloader	-	-	99	-	98-99	99	95-97	99
Repeater	-	-	-	-	-	-	98-99	-

I use *On To Richmond* rules, which are grand tactical in scope. When I constructed the random generation table I joined a number of the weapon classes given in the book into general groupings more appropriate for these rules. However, those of you who use tactical rules such as *Johnny Reb* should still find the table of use. *On To Richmond* players will have noticed that although I have included smoothbore muskets in the random generation table, Mr. Koch does not cover them in his rules. I do not know if he has ignored them, considering their use minor, or whether he has factored their effect into the rifled musket class. However, the numbers given in the table indicate smoothbores were rather prevalent, especially in the early years of the war. They should be taken into account. I suggest that you can incorporate smoothbore muskets into *On To Richmond* by giving them a range of 6", but treat them like rifled muskets otherwise.

The table also indicates that only a small percentage of repeating and breechloading rifles were used during the war. If you use the table to generate your armament then you are less likely to see a disproportionate number of units armed with such powerful weapons and more likely to see an historical balance. Hopefully, this will add to the realism of the simulation.

THE ZOUAVE

Volume VIII, No.3

Fall, 1994 \$4.50



John Singleton Mosby, 1833-1916

A scout for J.E.B. Stuart, Mosby organized the Partisan Rangers in 1863 and conducted guerrilla warfare in northern Virginia.

The Magazine of The American Civil Wargaming Society

Dicing for Unit Size

by George Arnold

Inspiration comes from funny places. So does dissatisfaction.

Ever looked closely at orders of battle for a series of historical conflicts? Even the same army, fighting several battles over a period of time, is a living thing, constantly growing or shrinking. It's never completely the same, even from one battle to the next in the same campaign. Units are raised or disbanded, are attached or detached, or lose troops to sickness or casualties.

So, in our own campaigns, why field a carbon-copy army every time out? The same units reappear time after time, in a way that is completely unhistorical. How about a little variety?

Well, that's the dissatisfaction for me. I muster, for example, two finely organized ACW armies, one Union, one Confederate. When I painted them, each and every infantry regiment consisted of twenty figures – each an independent battalion of twelve. I fought some battles and enjoyed them very much, until the above dissatisfaction crept in. This organization was just too clean and predictable.

Then, I read an article by Paul Koch, author of the *On to Richmond* rules. In the article, Koch explained how he deployed some methods of fighting "second day battles," or conflicts that came to the table in the middle of a battle, with a day's fighting already having occurred, though not in the actual game.

The trick was to whittle down the units involved (fairly) to reflect the casualties they'd suffered the day before, then to take command of them on the morning of the second day and to game away!

That concept gave me the inspiration to move away from the carbon-copy armies with which I'd been gaming. The time-honored solution was obvious: Roll the bones. Get the dice involved.

My home-grown rules are different from *On*

To Richmond, so the following concept won't necessarily apply directly to *On To Richmond* or any other rules set. But I think the concept can be customized to match any set of rules or armies and can put some unpredictability into a battle (or especially a campaign) setup. For this example, I will refer to my own ACW armies, whose basic units remain individual regiments and battalions. Those units are, of course, organized into brigades and the brigades are organized into divisions.

I made the arbitrary decision that my Union brigades would muster from two to five regiments and Confederate brigades would have four to seven regiments. To decide how many regiments are in each brigade, I use the following charts:

U.S.A.: 2 regiments on a 6D roll of 1; 3 regiments on a 6D roll of 2 or 3; 4 regiments on a 6D roll of 4 or 5; 5 regiments on a 6D roll of 6.

C.S.A.: 4 regiments on a 6D roll of 1; 5 regiments on a 6D roll of 2 or 3; 6 regiments on a 6D roll of 4 or 5; 7 regiments on a 6D roll of 6.

After some experimentation, I devised the following chart (on page 12) for rolling 2D6 and fixing the number of stands per regiment (or battalion.) This chart applies to both the U.S. and Rebel armies, the only difference in their overall organization being the size of their brigades, which was already addressed in the previous chart.

Depending on the type of battle I am fighting, a unit of two stands is invariably an understrength battalion, but a three-stand unit can be either a full-strength battalion or a reduced strength (usually veteran) regiment. Larger units are regiments.

Each unit gets its own command stand and

Roll	Number of Stands
2	2
3	8
4	3
5	4
6	6
7	5
8	7
9	4
10	3
11	9
12	10

the appropriate number of other stands to bring it to the strength noted on the chart above. For those who are interested, the average unit size using the above chart is five stands. The most common number of stands that will come up on the chart, however, is four, which should appear

about twenty-two percent of the time. Units of two and ten stands appear only about three percent of the time each. The other unit sizes are spread percentage-wise between those high and low figures.

When I use these charts for my infantry units, I get brigades of varying numbers of regiments and regiments of varying numbers of stands. I can dice up a Union brigade of three units, consisting of seven, five, and three stands, for example. That could easily be a green brigade of two good-sized regiments and a full-strength battalion.

In campaigning, I usually field twice as many brigades as I have stands to represent on the table and enter half of them at the beginning of the game, the others entering as the game develops. If a situation occurs in which more stands are engaged than I can represent, I simply shift the scale.

Usually, each of my stands represents 100 infantry. But I can have them represent 200 easily by doubling all the distance scales (100 yards becomes 200) and doubling the time scale (one hour becomes two hours). Movement lengths thus remain the same, but ranges are halved.

Charts based on the same principles as those above can be easily developed to set the size of your cavalry units and the number of your artillery batteries. You can also use such a system to randomly select the morale level of each unit, adding even more diversity to your Civil War armies.

After that, all you need is a method to keep track of these brigades as they campaign. Your original units will lose stands to casualties and perhaps gain them through reinforcement. Their morale level also can change depending on their battle experience.

But, whatever happens, you will be fighting battles or campaigns with highly-individualized units, none of them quite like any other. No carbon copies anywhere.

Bicorne Miniatures

Complete Line of 25MM Miniature Masterpieces For
American Civil War Collectors, Dioramists & Wargamers.

Also: Napoleonic & Seven Years War Ranges.



Send \$3.00 for catalogs and sample (additional samples \$1.25 ea.)
to: Steven Phillips • 4761 N. Bear Canyon • Tucson, AZ 85749
(602) 749-0703 • Trade inquiries welcome.

THE ZOUAVE

Volume X, No. 3

Fall, 1996 \$5.50



Washington I. Warren, 1828 - 1909

First Sergeant, Company E, 22nd Iowa Infantry.

Great, great, great godfather of ACW

Society member Rick Nance.

Random Generic Scenario Generation

by Mark Piper

The following system details a method for random generation of scenarios for ACW games. The aim is to allow games to simulate some of the pre-battle maneuvering and to also produce more interesting games. Unfortunately, there is nothing to stop players from simulating West Point graduates by attempting to turn the same flank, a sort of ACW "take your partners, swing them around" concept.

STEP 1.

Both sides should organize their armies first. The armies could be the same; randomly generated, perhaps by using cards with variants on a theme.

STEP 2.

Both sides should set up the board, either one terrain piece at a time or by general agreement. Each side should then roll a six-sided die. The highest die picks a table side (either of the two long sides.)

STEP 3.

Next, the overall commanders on both sides should decide (perhaps after a brief war council with other players) the "approach."

The approach options are: frontal attack, left flank attack, right flank attack, defend, withdraw.

Each option will generate different scenarios with different victory conditions. The order of march and/or table top positions should be noted on paper. Generally, the attacker in a scenario will move first.

STEP 4.

Having made their respective decisions, both players should declare their choices. By consulting the table at the bottom of this page, the type of scenario to be played can be determined.

STEP 5. GENERATED SCENARIOS

A. Meeting Engagement 1 (Attack/Attack)

The battle is played with each side deployed anywhere up to 12" of the center line or either end of the table. Actual unit placement should be drawn on a map or a screen (e.g. boards from a board game) used to hide units from view. Alternatively, some form of block or counter could be used, perhaps in conjunction with dummy counters to facilitate hidden movement. Victory conditions should be based on casualties inflicted.

	Player B				
	Attack	Left Flank	Right Flank	Defend	Withdraw
Player A					
Attack	M	M	M	A/D	R
Left Flank	L/A	M	M	LF/D	R
Right Flank	R/A	M	M	RF/D	R
Defend	D/A	D/L	D/R	TA	TA
Withdraw	R	R	R	TA	TA

M = meeting engagement
 L/A = left flank attack vs. defend
 R/A = right flank attack vs. defend

D/A = defend against frontal attack
 R = rearguard action
 TA = try again

B. Meeting Engagement 2 (Attack/Left Flank/Right Flank)

The battle is played as per Meeting Engagement 1 above, but in addition, the flanking player may deploy up to the edge of the table corresponding with his flanking movement (either left or right).

C. Left Flank Attack/Right Flank Attack vs. Defend)

The defender deploys first, up to 12" of the center of the board or up to 24" of the ends of the table. The attacker then deploys up to 12" of the respective left or right flank from the perspective of the attacker. Victory conditions should be calculated by a combination of terrain and casualties.

D. Defend Vs. Frontal Attack

The defender deploys *first*, up to 12" of the center of the board or the ends of the table. The attacker deploys *second*, up to 12" of the center of the table or within 24" of the edges. Victory is calculated by a combination of terrain and casualties.

E. Rearguard Action

The retiring army must have 25% of its force deployed within 12" of the center line of the table. The remainder of the army should be in march column/limbered within 12" of the center line. The attacker deploys within 12" of the center line.

STEP 6.

In any scenario where one side is considered the defender, there is a chance that side will also be surprised by the other. A six-sided die is rolled by the defender.

- a. Eastern Theatre: 6 = Surprised, the attacker sets up to the center line or flank.
- b. Western Theatre: 5,6 = as above

STEP 7.

Once units are deployed, roll for placement (optional):

- 1,2,3 = no move
4 = left
5 = right
6 = delayed/back

Distance is rolled:

- 1,2 = 6 inches
3,4 = 12 inches
5,6 = 18 inches

STEP 8. VICTORY CONDITIONS

a. Terrain Objective - Points are assigned to key terrain or vital ground; e.g., crossroads, towns, bridges, or fords dominating ground.

b. Casualties - (as per *Fire & Fury* rules):

- 1 victory point per enemy infantry stand killed or dispersed.
2 victory points per enemy cavalry stand killed or dispersed.
5 victory points per enemy artillery stand killed or dispersed.
5 victory points per enemy commander stand killed or wounded.

Stands that voluntarily leave by their own baseline are not counted toward victory points of the other side.

Overall, the side that has possession of the field at the end of the allotted time is considered to have achieved a strategic victory. Otherwise, a tactical victory goes to the side with the most points. If the points are the same, the game is considered a draw.

There you have it, a simple method for simulating pre-battle maneuvering and a way of generating a range of random scenarios. The intention was that this system should be generic and hopefully can be easily modified to suit any particular set of rules.



ISSUE 50

ZOUAVE

THE MAGAZINE OF AMERICAN CIVIL WAR
HISTORY & MINIATURE WARGAMING





SCENARIO GENERATOR BY A NATION ON TRIAL DESIGNER JIM DUFFY

Mr. President,
"I Need
MORE
Troops!"

A Formula
for Generating
Scenarios



One of the difficulties of historical miniatures and re-creating historical battles is that the sides are not always balanced, either due to the historical situation or the varying skill level of the gamers involved. One way to get around these difficulties is by playing hypothetical battles. But how do you insure that the opposing sides in such a battle are equal?

The idea of a point system for games is well known, especially with non-historical games such as Warhammer. Thus, if such a system can work well when creating a fight between Space Orcs and Turbo Marines, it can be used for the advantage of Civil War enthusiasts.

This system includes rules for the placement of terrain as well as the cost of creating a force of varying size. For a quick battle, players should purchase 400-500 points worth of forces. For corps-sized battles, 1500-1750 points works well, and for army-sized battle, players can select 3000-5000 points.

Finally, I would encourage players to modify this system or apply it to different scales of games. With some tweaking (mainly to the points used for purchasing commanders), this system can easily be applied to Johnny Reb and other regimental rules sets.

Players using this system purchase their force with a set number of points. Each figure they purchase, whether it is infantry, cavalry, artillery, or an officer, has a point cost. Players may also spend points (or save them) on other things such as fortifications, starting units off-table, or improving the forces level of supply.

ARTILLERY - Artillery costs are dependent on the quality of the unit and the size of the gun. First determine the quality of the crew and multiply that cost by the size of the gun. A force may never consist of more batteries than infantry or cavalry (whichever is greater) brigades.

ARTILLERY POINTS			
QUALITY	COST PER CREW	GUN TYPE	CREW COST MULTIPLIED
Militia	10	Light	x1
Raw	30	Medium	x2
Veteran	40	Heavy	x2
Elite	60	Siege	x3

COMMANDERS - The cost of commanders depends on their rank and their ability level. To determine the cost, multiply their Leader Rating with their rank multiple. This also means that leaders with a negative rating provide a discount to the cost of your army. This assumes the leaders will be used properly and fairly. If this could present a problem, do not allow officers with negative ratings. Leadership ratings range from -10 to +30 (average is +5 or +10)

COMMANDERS
DIVISION: Multiply rating x2
CORPS: Multiply rating x3
ARMY: Multiply rating x5

SUPPLY - Units may choose to follow the normal game rules regarding running out of ammunition. If this is the case, no points need to be spent. A player may wish however to spend his points to create an improved supply line. An improved supply line means that units do not run out of ammunition the first time they roll doubles; instead, they only run out of ammunition the sec-

INFANTRY & CAVALRY POINTS			
INFANTRY QUALITY	COST PER FIGURE	CAVALRY QUALITY	COST PER FIGURE
Militia	1	Militia	2
Raw	2	Raw	4
Veteran	3	Veteran	6
Elite	4	Elite	8

SUPPLY
EXCELLENT
SUPPLY
300 Points

and time the unit rolls doubles.

DELAYED ENTRY -

Players may also receive a discount on the cost of some units by delaying their entry from the board. The number of turns units will be delayed **MUST** be determined when purchasing those units. It cannot be decided or altered once the game has begun. For each turn a unit is delayed beyond the first, the purchasing player may deduct 10% from its cost.

DELAY

Multiply Unit Cost by:
0.1 x (# of turns until arrival - 1)

TERRAIN - Players may also lay any available terrain down. A good guideline is to place one piece of terrain for every two square feet of table space being used. This does **NOT** mean the terrain must be evenly spaced; it simply tells the total number of terrain objects that will be on the table. A player may choose, rather than place a new terrain piece, to "upgrade" a piece of terrain on the board. Thus, if one side had previously placed a hill, a player can choose to make that hill a heights rather than place a new terrain feature.

If a player selects a Stream, he may place 24" of stream (no more than 1" wide) in a continuous line starting at one board edge. Any further purchases of streams must then be connected to what has already been placed. The stream is considered fordable and each player may choose to place one bridge across the stream (this does not count as terrain placement).

As a rough guideline, each piece of terrain (hills, woods, towns) should be roughly 2"x2", but never let that interfere with your enjoyment or the pieces of terrain you have available.

FORTIFICATIONS - Players may also begin the game with fortifications and entrenchments in place. These may be placed on units after everything for the game is set up, but must be purchased before the game (i.e. when everything else is being purchased). Players may purchase up to 10 levels of fortifications, but the cost increases for each level purchased beyond 5. Fortifications are purchased by the inch. Remember that brigades usually contain four or more regiments (stands), and units not completely in works receive no benefit from them.

FORTIFICATION POINTS

LEVEL	COST PER LEVEL PER INCH
1 - 5	3 points
6 - 10	5 points

SETUP - Once units have been purchased and terrain has been placed, players may now place their armies. Starting with the Union player, each side alternates placing one unit on the board. For small battles, players should alternate placing brigades; for larger battles, players should alternate placement by division. Artillery should be placed when the final unit of its division is placed while officers are placed after all units have been setup. Officers may begin the game anywhere on the board, but not within 6" of any enemy forces. These armies may be setup anywhere along one table side as long as the units are within 18" of the map's edge. If this would put units less than 6" apart, the unit may **NOT** be placed in that location.

VICTORY - Players may choose the duration their battle will last. The standard battle length should be between 8-12 turns. Players may determine victory using mutually agreeable conditions or may use the system for determining victories listed in the A NATION ON TRIAL rules booklet. ♪