

DDWG ACW

INFANTRY ACTION ONE PAGE RULES CREATED FOR COLOURS 2010 BY PHILIP MACKIE

ORDER OF PLAY

- 1 Orders - place an order chit behind each unit
- 2 Initiative - each CinC roles one d6
highest has the initiative for that game turn
can decide to move first or second
- 3 Movement Units move alternatively based on initiative
and commander rating
- 4 Shooting Infantry in range may fire if they have orders
- 5 Combat Only happens as the result of a Charge order
- 6 React Retire from combat
Remove combat casualties
Remove routed units
Use opportunity fire to shoot at targets
coming into range/arc

INITIATIVE, GAME TURN MOVEMENT & ORDERS

Each CinC roles one d6

The player with the highest score has the initiative for that game turn can decide to move first or second.

Movement is taken alternatively so a Brilliant Tactician may move up to three units then his opponent gets to reveal orders or move however many units he is allowed to. This continues until all units on the table have their orders revealed or have moved.

INFANTRY MOVEMENT

Normal infantry **MOVE** up to 12" a turn.

FAST ADVANCE allows a move of up to 18"

CHARGE is a 12" move to engage in combat

Units cannot move into contact without a Charge order.

A unit that has been charged and contacted is pinned so may not retire or make other movement other than fight.

Artillery is placed at the start of the game and do not move.

INFANTRY SHOOTING (AIMED FIRE)

Infantry weapons	up to 12" short range	456 hit
	12" - 18" long range.	56 hit

Throw one die per stand at a nominated enemy stand.

Any hit removes an infantry stand.

ARTILLERY FIRE

Canister	up to 10"	3,4,5,6 hit
Close range	up to 18"	4,5,6 hit
Long range	18" - 36"	5,6 hit

Each gun throws 2 x d6. Any hit destroys an infantry stand
Aim at one enemy stand if two hits scored roll d6 and 123 the stand left facing stand the nominated stand is hit otherwise the right hand stand.

Only a double six can destroy another battery.

COMBAT OUTCOME

If line broken in one place - retire 2" for each stand lost and regroup, unless enemy routed then form up on spot. Any order allowed
If line broken in two places - retire full move back and regroup, unless enemy has routed then form up on spot. Any order allowed
If line broken in three places or unit falls below half strength - **ROUT**. Routed units must fall back for two full moves. No Charge moves thereafter and all firing reduced by 1.

COMMANDERS

At start of the game decide who is to be the CinC and roll two d6. The results below give the commanders ability rating for the game:

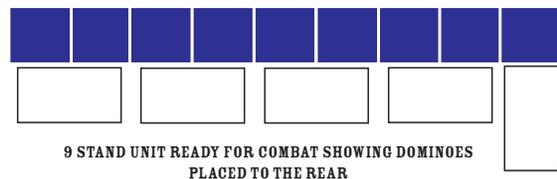
- 10-12** What a brilliant tactician. Inspirational and may move up to three units per movement phase.
- 7-9** Average leader and may move up to two units per movement phase.
- 2-6** Was that left or right? Good family connections got this guy the post. May only move one unit per movement phase.

INFANTRY COMBAT

Only a **CHARGE ORDER** can result in hand to hand combat.

Hand to hand combat is worked out by drawing dominoes without looking at the face side.

One half of a dominoe must be aligned against a stand. For odd numbers turn a dominoe sideways.



You may look at one dominoe and decide where to place it; the others have to be placed blind. ie a full strength unit will have five dominoes behind it.

Dominoes are placed at the start of the chargers move.

If a charger is shot at during the chage, casualties are not taken as with aimed fire. Just place a die on top of the dominoe behind the targeted stand.

NB the firing unit has to have a **FIRE** or **OPPORTUNITY FIRE** order to shoot.

A hit reduces the number of spots on the dominoe face by one in combat.

Any unit charged fights back by also drawing dominoes, looking at one to decide where it is placed (akin to placing your best or worse men where you want in the line) and placing the others blind.

COMBAT RESOLUTION

Turn over your dominoes! What is on the face is the score for that stand in combat.

If there is a blank face roll 1 d6 and the score is what you fight with,

Results are stand against stand

Confederates charging	+2
Union charging	+1
Shooting casualty when charging home	-1
Enemy uphill or behind linear obstacle	-1
Enemy in wood	-2
Outflanked	-2