

THE AMERICAN CIVIL WAR

A RANK & FILE SUPPLEMENT



CRUSADER

4 - THE CIVIL WAR IN 1863

Eastern Theatre

Following the Union defeat at Fredericksburg both sides considered their next move. General Burnside attempted to outflank Lee in January but heavy rain storms reduced the roads to near quagmire conditions. Burnside's "mud march" was a fiasco and he was replaced by Joe Hooker, more out of a sense of desperation rather than any military credentials. That said he did re-organise the Union forces, created a large cavalry force and also set up an organisation to sift and collect military information.



General Lee was also contemplating what to do next. He needed to get his army on the move in the Spring. He felt correctly that he had the initiative and wanted to translate this into military success. He was only too aware that Confederate fortunes in the West were at a low point and unlikely to improve any time soon.

However before he could start any manoeuvring Hooker took the initiative and it would be fair

to say that he took Lee unawares. In late April Hooker had moved one third of his army across the Rappahannock above the Confederate left flank. The various columns of this force were to meet up at Chancellorsville house while the remainder of his army kept the Confederates pinned to their front. Lee's response was both bold and risky. He split his forces and one third of his army flanked marched in relative secrecy around the extreme right of those Union forces that had crossed the Rappahannock. Stonewall Jackson was in command of the Confederate flanking force and he displayed real aggression in his attack.

The flanking attack practically rolled up the Union line toward the Chancellorsville crossroads and it was the onset of nightfall plus the steadfastness of Union artillery that stabilised the situation. The great tragedy for the Confederacy was the accidental wounding of Jackson by friendly fire during a night-time reconnaissance. He had an arm amputated but complications set

in and he died on 10th May. The battle at Chancellorsville continued for three more days before the Union forces retired across the river. Hooker had been defeated but there was a widespread feeling amongst his men that they hadn't. Lee rightly claimed the victory but it was marred by the loss not only of Jackson but also the casualty levels had been high and the war was reaching a stage where the demands on Confederate manpower were starting to tell.

Confederate Forces Eastern Theatre

	1861	1862	1863	1864	1865
Morale Class (Inf)					
Green	01-50	01-30	01-10	01-10	01-10
Regular	51-100	31-80	11-65	11-65	11-60
Veteran (Elite)	-	81-100 (5+)	66-100 (4+)	66-100 (5+)	61-100 (6+)
Unit Size (Inf) Number of stands at 1:50 ratio					
Green	D4+8	D4+8	D4+7	D4+6	D4+5
Regular	D4+7	D4+7	D4+6	D4+5	D4+5
Veteran & Elite	-	D4+6	D4+5	D4+4	D4+4
Armament (Inf)					
1822 Smoothbore	01-10	-	-	-	-
1841 Smoothbore	11-60	01-40	01-20	01-15	01-15
1853 Enfield RM	61-70	41-60	21-41	16-35	16-35
1855 Springfield RM	71-90	61-80	41-70	36-65	36-65
1861 Springfield RM	91-95	81-90	71-90	66-90	66-90
1854 Lorenz	96-100	91-95	91-95	91-95	91-100
Brunswick Rifle Musket	-	96-100	96-100	96-100	-
Morale Class (Cav)					
Green	01-10	01-10	01-10	01-10	01-10
Regular	11-70	11-60	11-60	11-60	11-60
Veteran (Elite)	71-100	61-100 (5+)	61-100 (4+)	61-100 (5+)	61-100 (6+)
Unit Size (Cav) Number of stands at 1:50 ratio					
Green	D4+7	D4+7	D4+6	D4+5	D4+4
Regular	D4+6	D4+6	D4+5	D4+4	D4+4
Veteran & Elite	D4+5	D4+5	D4+4	D4+3	D4+3
Armament (Cav)					
Smoothbore Carbine	01-50	01-45	01-35	01-30	01-30
Rifled Carbine	51-100	46-100	36-100	31-100	31-100
Breech Loading Carbine	-	-	-	-	-
Morale Class (Art)					
Green	01-40	01-20	01-15	01-10	01-10
Regular	41-100	21-80	16-75	11-75	11-75
Veteran (Elite)	-	81-100	76-100 (5+)	76-100 (6+)	76-100
Armament (Art) Predominantly 4 gun batteries.					
6pdr (1841-44)	01-10	-	-	-	-
12pdr (1841-44)	11-35	01-25	01-20	01-15	01-10
12pdr Napoleon	36-70	26-60	21-55	16-50	11-50
10pdr Parrott	71-75	61-70	56-60	51-55	51-55
20pdr Parrott/3" Ordnance	76-80	71-80	61-75	56-75	56-75
12pdr Whitworth	81-85	81-85	76-80	76-80	76-80
12pdr Armstrong	86-90	86-90	81-90	81-90	81-90
12pdr (1841-44) Howitzer	91-95	91-95	91-95	91-95	91-95
24pdr (1841-44) Howitzer	96-100	96-100	96-100	96-100	96-100

Totten, J.G.	+0	0	Wild, E.A.	+1	1	Bee, B.E.	+1	0	Cooper, S.	+1	0	Garrott, I.W.	+1	1
Tower, Z.B.	+0	0	Willcox, O.B.	+1	0	Bee, H.P.	+1	0	Corse, M.D.	+1	1	Gartrell, L.J.	+1	0
Turchin, J.B.	+1	0	Williams, A.S.	+1	0	Bell, T.H.	+1	0	Cosby, G.B.	+2	2	Gary, M.W.	+1	1
Turner, J.W.	+1	0	Williams, D.H.	+1	0	Benning, H.L.	+1	1	Cox, W.R.	+1	2	Gatlin, R.C.	+1	0
Tuttle, J.M.	+1	0	Williams, N.G.	+1	0	Benton, S.	+1	0	Crittenden, G.B.	+1	0	Gholson, S.J.	+2	1
Tyler, D.	+1	0	Williams, S.	+1	0	Blanchard, A.G.	+1	0	Cumming, A.	+1	0	Gibson, R.L.	+1	0
Tyler, E.B.	+1	0	Williams, T.	+1	0	Boggs, W.R.	+1	1	Daniel, J.	+1	1	Gilmer, J.F.	+1	0
Tyler, R.O.	+1	0	Williamson, J.A.	+1	1	Bonham, M.I.	+1	0	Davidson, H.B.	+1	1	Girardey, V.J.	+1	1
Tyndale, G.H.	+1	0	Willich, A.	+1	1	Bowen, J.S.	+1	0	Davis, J.R.	+1	0	Gist, S.R.	+1	0
Ullman, D.	+1	0	Wilson, J.H.	+1	0	Bragg, B.	+1	1	Davis, W.G.	+1	0	Gladden, A.H.	+1	0
Underwood, A.B.	+1	0	Wistar, I.J.	+1	0	Branch, L.O.	+1	0	Dearing, J.	+1	0	Godwin, A.C.	+1	0
Upton, E.	+1	0	Wood, T.J.	+1	0	Brandon, W.L.	+1	0	Deas, Z.C.	+1	0	Goggin, J.M.	+1	0
Van Alen, J.H.	+0	0	Woodbury, D.P.	+0	0	Brantley, W.F.	+1	0	DeLagnel, J.A.	+1	1	Gordon, G.W.	+1	1
Van Cleve, H.P.	+1	0	Woods, C.R.	+1	0	Bratton, J.	+1	0	Deshler, J.	+2	0	Gordon, J.B.	+1	0
Van Derveer, F.	+1	1	Woods, W.B.	+1	0	Breckenridge, J.C.	+1	1	Dibrell, G.G.	+1	0	Gordon, J.B.	+1	1
Van Vliet, S.	+1	0	Wool, J.E.	+1	0	Brevard, T.W.	+1	0	Dockery, T.P.	+1	1	Gorgas, J.	+1	0
Van Wyck, C.H.	+1	0	Wright, G.	+0	0	Brown, J.C.	+0	1	Doles, G.P.	+1	0	Govan, D.C.	+1	1
VanDever, W.	+1	0	Wright, H.G.	+1	0	Browne, W.M.	+1	1	Donelson, D.S.	+1	1	Gracie, A.J.	+1	1
Veatch, J.C.	+1	1	Zook, S.K.	+1	0	Bryan, G.	+1	0	Drayton, T.F.	+0	0	Granbury, H.B.	+1	0
Viele, E.L.	+1	0			Buckner, S.B.	+2	1	Dubose, D.M.	+1	2	Gray, H.	+1	0	
Vincent, S.	+1	0			Buford, A.	+1	1	Duke, B.W.	+1	1	Grayson, J.B.	+1	0	
Vinton, F.L.	+1	0			Bullock, R.	+1	1	Duncan, J.K.	+1	1	Green, M.E.	+1	1	
Vodges, I.	+1	0			Butler, M.G.	+1	0	Dunovant, J.	+1	0	Green, T.	+1	0	
Von Steinwehr, A.W.	+0	0			Cabell, W.L.	+1	1	Early, J.A.	+1	2	Greer, E.B.	+1	1	
Wade, M.S.	+0	0			Campbell, A.W.	+1	0	Echols, J.	+1	1	Gregg, J.	+1	2	
Wadsworth, J.S.	+1	0			Cantey, J.	+1	0	Ector, M.D.	+1	0	Gregg, M.	+1	1	
Wagner, G.	+0	0			Capers, E.	+1	1	Elliot, S.J.	+1	0	Griffith, R.	+1	2	
Walcutt, C.C.	+1	0			Carroll, W.H.	+1	0	Elzey, A.	+1	0	Grimes, B.	+1	0	
Wallace, L.	+1	0			Carter, J.C.	+1	1	Evans, C.A.	+2	0	Hagwood, J.	+1	0	
Wallace, W.H.	+0	0			Chalmers, J.R.	+2	1	Evans, N.G.	+1	0	Hampton, W.	+1	2	
Ward, J.H.	+0	0			Chambliss, J.R.	+2	0	Ewell, R.S.	+1	0	Hanson, R.W.	+1	0	
Ward, W.T.	+1	0			Cheatham, B.F.	+1	2	Fagan, J.F.	+2	1	Hardee, W.J.	+1	2	
Warner, J.M.	+1	0			Chesnut, J.J.	+1	0	Featherston, W.S.	+1	0	Hardeman, W.P.	+1	2	
Warren, F.	+1	0			Chilton, R.H.	+2	0	Ferguson, S.W.	+1	1	Harris, N.H.	+1	1	
Warren, G.K.	+1	0			Churchill, T.J.	+1	1	Field, C.W.	+1	0	Harrison, J.E.	+1	0	
Washburn, C.C.	+1	0			Clanton, J.H.	+1	0	Finegan, J.	+1	1	Harrison, T.	+1	1	
Watkins, L.D.	+1	0			Clark, C.	+1	0	Finley, J.J.	+2	0	Hatton, R.H.	+1	1	
Webb, A.S.	+1	1			Clark, J.B.	+1	0	Floyd, J.B.	+1	0	Hawes, J.M.	+1	0	
Weber, M.	+1	0			Clayton, H.D.	+2	0	Forney, J.H.	+1	0	Hawthorn, A.T.	+1	0	
Webster, J.D.	+1	0			Cleburne, P.R.	+2	2	Forney, W.H.	+2	0	Hays, H.T.	+1	0	
Weed, S.H.	+1	0			Clingman, T.I.	+1	1	Forrest, N.B.	+2	2	Hebert, L.	+2	0	
Weitzel, G.	+1	0			Cobb, H.	+1	0	Frazer, J.W.	+1	0	Hebert, P.O.	+1	1	
Wells, W.	+1	0			Cobb, T.R.	+1	1	French, S.G.	+1	0	Helm, B.H.	+1	1	
Welsh, T.	+1	0			Cocke, P.S.	+1	0	Frost, D.M.	+0	0	Heth, H.	+1	0	
Wessells, H.W.	+1	0			Cockrell, F.M.	+1	1	Fry, B.D.	+1	0	Higgins, E.	+1	1	
West, J.R.	+1	0			Colquitt, A.H.	+1	1	Gano, R.M.	+1	1	Hill, A.P.	+1	2	
Wheaton, F.	+0	0			Colston, R.E.	+1	1	Gardner, F.	+1	0	Hill, B.J.	+1	1	
Whipple, A.W.	+1	0			Conner, J.	+1	0	Gardner, W.M.	+1	2	Hill, D.H.	+1	2	
Whipple, W.D.	+1	0			Cook, P.	+1	0	Garland, S.J.	+1	2	Hindman, T.C.	+1	1	
Whitaker, W.C.	+0	0			Cooke, J.R.	+1	0	Garnett, R.B.	+1	0	Hodge, G.B.	+1	1	
White, J.	+1	0			Cooper, D.H.	+1	1	Garnett, R.S.	+1	1	Hogg, J.L.	+1	1	

CSA

Adams, D.W.	+1	0
Adams, J.	+1	0
Adams, W.W.	+1	1
Alexander, E.P.	+1	1
Allen, H.W.	+1	0
Allen, W.W.	+1	0
Anderson, D.H.	+1	0
Anderson, G.B.	+1	1
Anderson, G.T.	+1	0
Anderson, J.P.	+2	0
Anderson, J.R.	+1	0
Anderson, R.H.	+1	2
Anderson, S.R.	+1	1
Archer, J.J.	+1	0
Armistead, L.A.	+1	2
Armstrong, F.C.	+1	1
Ashby, T.	+1	1
Baker, A.	+1	0
Baker, L.S.	+1	0
Baldwin, W.E.	+1	0
Barksdale, W.	+1	0
Barringer, R.C.	+1	0
Barry, J.D.	+1	0
Barton, S.M.	+1	1
Bate, W.B.	+1	0
Battle, C.A.	+1	0
Beale, R.L.	+1	1
Beall, W.N.	+1	0
Beauregard, P.G.	+1	2

The battle starts at 9.30 am with the Union forces entering in march columns along roads A and B in the following order.

Road A - Milroy, Schenk, Clusteret.

Road B - Stahel, Bohlen, Kotes.

The union objective is to push past the Confederates along the road to Port Republic. They need to exit at least four regiments of infantry off the table at point C as well as remain above their force break point while at the same time reducing the Confederate force to *its* break point.

The Confederates win by stopping the Union forces exiting the required number of regiments off table while remaining above their force break point.

Any result other than the two above counts as a draw. The game lasts 12 turns, all of the buildings count as heavy cover, Mill Creek is fordable all along its length.

The battle should be fought on a 6 foot by 4 foot table.



Photograph courtesy of Wargames Illustrated



his army. If you are a serious student of the war then this is a topic that is well worth exploring further if only to clarify why things went wrong. The classic example is the falling into enemy hands of Lee's Order 191 during the Antietam Campaign which was almost certainly down to poor staff work, the consequences were almost fatal to the Confederate cause.

Into action with JEB Stuart's artillery

"At a point nicely screened by the woods from Lewisville, I sent forward, under Major Terrill, a portion of his command, stealthily to reach the woods at a turn of the road and reconnoitre beyond; this was admirably done, and the Major soon reported to me that the enemy had a piece of artillery in position in the road. I directed him immediately to post his riflemen so as to render it impossible for the cannoniers to serve the piece, and if possible capture it. During the subsequent operations the cannoniers tried ineffectually to serve the piece, and finally after one was shot in the head, the piece was taken off. While this was going on a few shots from Rosser's section at a cluster of the enemy a quarter of a mile off, put the entire force of the enemy in full retreat, exposing their entire column to flank fire from our pieces....."

JEB Stuart September 1861.

Artillery

The basic building block of the artillery was the battery and this was under the command of a captain. Each battery was split into sections of two guns under the command of a lieutenant and the individual piece within the section would come under the control of a sergeant. Both sides would have an artillery officer on the general staff and he, working in conjunction with the Corps and divisional commanders, would organise the deployment of artillery depending on the prevailing strategy - either an attack or defence role.

During the early part of the war there was a tendency to fragment artillery amongst brigades and this diluted its overall effectiveness. However as the war progressed artillery became much more autonomous and its use and deployment could have decisive consequences, the most famous being the role of the Union batteries in destroying the cohesion of Pickett's charge at Gettysburg.

Cavalry

The cavalry regiment was commanded by a colonel and he had a staff of a lieutenant colonel a couple of majors and two or three lieutenants to handle the commissary and quartermaster issues. The squadrons within the regiment were commanded by captains and troops by lieutenants. Later in the war cavalry formations became larger and brigades were formed (not necessarily used as brigades on the battlefield but as part of the organisation within the Army structure). At the wars end the Union army was able to have complete cavalry corps, something the Confederate could only dream about as they were starved of manpower and horseflesh.

Command & Control in Rank & File

The basic command rules in Rank and File are made simple to allow for a fast, easygoing multi-player game. For particularly large battles or those where players want more detail the following optional command rules can be implemented.

Orders

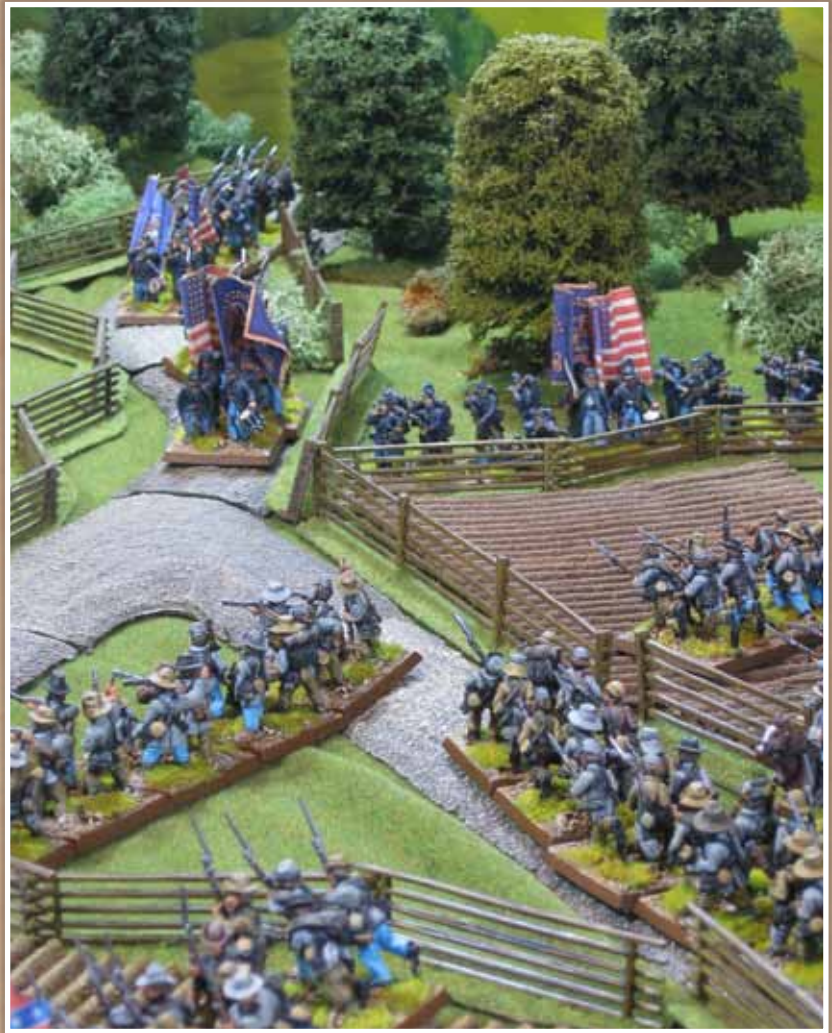
Each formation on the table will need to be acting under one of the following orders at all times.

- Attack
- Defend
- Support
- Manoeuvre
- Retire

The American Civil War supplement for Rank & File includes a historical background to the war as well as game aids that can be used with any rules system.

There are optional and period specific rules as well as detailed weapon statistics, command ratings and army organisation.

More than 1000 leader ratings for both sides of the conflict and army lists that are broken down by theatre and year allow players to design their own scenarios, create balanced forces for pick up games or calculate troop quality and strength for historical battles.



This supplement adds a further level of detail to the command and control aspect of Rank & File with a comprehensive order system that takes account of leader ratings, orders issued, distances and staff quality. Optional army morale rules allow large or small games to be played to a definite conclusion within an evening. This allows players to game larger conflicts with all of the problems and uncertainty of command that was a factor in so many ACW battles.

While much of the material included is of use with any rules system a copy of the Rank & File rules are required to gain the most from this supplement.

