

De Bellis Antiquitatis Extension for the American Civil War

By Craig Cartmell

These rules are intended to be an addition to WRG's DBA ancients rule set. The simplicity of the DBA approach is retained throughout. Base sizes are intended to maximise compatibility with other rule sets. As ever, battles between non-contemporary armies are not recommended. See the playsheet for details not given below. Thanks are due to Phil Barker and Richard Bodley Scott for DBA rules and the inspiration to extend their usefulness. The rules are a part of the 1500-1900 DBA extension which were written for Humberside Wargames Society.

TROOP TYPES

All DBA troop classes are replaced with those below.

CAVALRY (CV) covers all men mounted on horseback and moving and fighting on horseback. Base 40mm deep with three mounted cavalry figures. Early war Cavalry units often did not have the capability to fight effectively dismounted being armed primarily with sabres, shotguns, pistols and (rarely) lances.

DISMOUNTED CAVALRY (Dc) represents all cavalry equipped with effective ranged firearms and so are classed as foot troops. Base 40mm deep with 3 dismounted cavalry figures and a horse, with either a rider or a horse holder. Alternatively, mount a single horse on a 40mm x 20mm base and temporarily position it behind a suitably equipped regiment. Any late war cavalry unit may become dismounted (and vice versa) at a cost of one movement pip.

MUSKETS (Ms) covers all regular, close order, volley-firing foot troops fighting in lines and columns with smoothbore muskets, all having bayonets for defence against mounted troops. The presence of regimental skirmishers is factored in. In close combat Muskets benefit from a rear supporting rank of Muskets, thus depicting column attack or square formations. Base 3 to a regiment 20mm deep.

RIFLED MUSKET (Mr) is as muskets above, but with the extended range of the new Springfield and Enfield muskets.

SKIRMISHER (Sk) are foot troops, often rifle-armed, who fought in a dispersed or loose formation, but do their skirmishing at a distance and with some accuracy. Base two to a regiment 20mm deep.

CANNONS (Cn) are crew-served gunpowder artillery weapons which had lightened carriages, standardised ammunition and effective limbers. Cannons are based and fight as Artillery. They benefit from an improved maximum range and greater effectiveness at short range. Rifled

artillery of the mid 19th century was used tactically in the same way as smoothbore artillery, and is not differentiated. Limbers may be depicted but play no part in the rules.

GENERALS (G) Generals are detached units in this DBA version, and consist of a mounted General and his staff, couriers and personal guard.

OTHER ARTILLERY Treat early machine guns as Cannons but with combat factors as for Rifles.

Army Lists

The army lists are designed to produce divisions consisting of 12 x regiments, plus the Divisional General. It is important to view these lists as only very basic guidelines; original orders of battle, converted into DBA terms, should always be preferred as source of information on army compositions.

145 Confederate, 1861-63. 0-1x3Cv/3Dc, 0-2x3Cv/3Dc, 4x4Ms, 2-6x3Mr, 0-2x4Ms/2Sk, 0-2xCn, 1xG.

146 Confederate, 1864-65. 0-2x3Cv/3Dc, 6-12x3Mr, 0-2x2Sk. 0-2xCn, 1xG.

147 Union, 1861-62. 0-1x3Cv/3Dc, 3x4Ms, 3-9x3Mr, 0-2x4Ms/2Sk, 0-2xCn, 1xG.

148 Union, 1864-65. 0-2x3Cv/3Dc, 6-12x3Mr, 0-2x2Sk. 0-2xCn, 1xG.

Playsheet for the American Civil War.

Movement (Paces) and Combat Factors

Troops	GG	BG	RD	Vs. Foot	Vs. Mounted	Range
Cavalry	400	200	500	+3	+3	n/a
Cannon	300	n/a	400	+4	+4	1000p
Dismtd. Cav.	400	300	500	+2	+2	200p
Skirmishers	300	300	400	+2	+2	300p
Muskets	200	200	300	+4	+4	200p
Rifles	200	200	300	+4	+5	400p
Generals	400	300	500	+1	+1	n/a

If a single regiment or leading a Column; and Crossing a river: 100 paces. GG= Good Going. BG= Bad Going (Woods, Steep Hills, Built Up Areas etc.). Rd= Road (Column only).

REAR SUPPORT

In close combat Muskets add +2 if supported by another such regiment which is contiguous behind and facing in the same direction, and neither is in bad going or attacking a fortification, nor is being shot at by or has just moved into contact with Cannons. Muskets cannot claim support if they have just moved into contact with mounted troops.

TACTICAL FACTORS:

- +2 if foot and occupying a fortification.
- +1 if the general's element is with an element and in close combat or shot at.
- +1 if in close combat and either uphill or defending a river bank, except at a ford or bridge.
- 1 if in good going and shot at.
- 1 for each flank overlapped, and/or each enemy regiment in contact with flank or rear, or each 2nd or 3rd regiment aiding a shooting enemy.
- 2 if any but Skirmishers in bad going.

COMBAT OUTCOMES:

<i>If Total Is Less Than That Of The Enemy But More Than Half:</i>	
Cavalry	Destroyed by Cannons, Dismounted Cavalry, Muskets or Rifles they have contacted this bound or if in bad going. If not, recoil.
Dismounted Cavalry	Recoil.
Skirmishers	Recoil.
Muskets/Rifles	Recoil.
Artillery/Cannons	Destroyed by any in contact. If not, recoil.
General	Destroyed by Cavalry in contact, otherwise flee 600 paces.
<i>If Total Is Half Or Less:</i>	
Skirmishers	Destroyed by Cavalry. If not, flee 600 paces or to nearest foot supports.
Others	Destroyed.

Risk to General: Any General in contact with a regiment that is destroyed, is destroyed also. A new general arrives at the players base edge 1 turn later. Thus for one turn the player doesn't roll a tactical die.

INTERPENETRATION.

Mounted can pass through Dismounted Cavalry or Skirmishers, or Dismounted Cavalry or Skirmishers can pass through through any friends, which are facing in the same or opposite direction if there is room beyond the first regiment met.

Mounted can recoil through any friendly Cannons, Skirmishers or Dismounted Cavalry, Muskets or Rifles can recoil through other Rifles, Muskets, Cannons, Skirmishers or Dismounted Cavalry, but only if facing in the same direction.

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