

DFW Irregulars ACW campaign rules

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Summary

This is a simple set of campaign rules using Fire & Fury. The objective is to encourage players to paint up a division of ACW troops for both sides and have fun using them in an evolving campaign system.

How the Campaign works

From time to time, we will schedule an ACW game for the group. Each player should be prepared for the game by bringing his Union and Confederate divisions, 10-sided dice, tape measure, and Fire & Fury rules.

Using the Campaign System Details, we will setup the terrain, determine sides, and design the scenario.

Setup terrain

We all know what a typical ACW battlefield could look like. All players will participate in filling the table with woods, roads, walls, hills, rivers, bridges, fields and buildings to make it look right.

Determine sides

All players will roll one die. HIGH ROLLS are playing Union; LOW ROLLS are playing Confederate. The number of players is divided evenly. If there is an odd number of players, then the extra player is on the Union side.

Note: In the event that a player arrives late to the game, then he represents Arriving Reinforcements for one side. Each scenario mentions how Arriving Reinforcements enter the game.

Designing the scenario

We're not just going to line up our divisions on opposite sides of the table, equal distance apart, and slug it out. Different scenarios have been defined that reflect the various *styles* of battle that occurred in the ACW. These scenarios have varying starting points, objectives, and special rules. After sides have been determined, we will generate the scenario and alter the terrain (slightly) if necessary for it to make sense.

Another variation that will change each scenario is the use of Mission Cards. These will add plot twists and subtlety to the game and should be fun.

Player requirements

Each player is required to furnish his own troops for this campaign. Hopefully everyone will paint their own forces, but it is acceptable to borrow them from someone else. It is the player's responsibility to acquire the necessary troops for battle.

Figure scale, basing, and other details....

We will be using 25mm figures, based on 1.5 in wide stands. Infantry stands should be 1.5 in. deep, while cavalry and artillery can be as deep as necessary for the figures.

The minimum number of figures required on a base is three infantry, two cavalry, or one gun with crew. We put four infantry on a base because it looks better, and all players are encouraged to maintain that standard. Good luck getting more than two cavalry or one gun on a base!

All ranges in the game are increased by 50% to account for the increased size of the stands.

Players are also encouraged, but not required, to provide their own Disordered, Ammo, and Damaged markers.

If you make something cool like a signal tower, hot air balloon, wagon train, or even a 25mm scale gunboat, then we will make up some campaign rules to reward you and add it to the game!

Creating and maintaining a division

Players will have one Union and one Confederate division, using only one of them during each game. The one used will not be decided until the time of the game! Players **MUST** have a division for both sides and will have an equal chance of playing either side during a game. Each player will organize his own divisions, and the stats will be recorded in a spiral notebook, one for Union divisions and a separate one for Confederate divisions.

So what's in a division? New divisions start with a predetermined number of stands and artillery. As the game progresses, these numbers can be expected to change. After each game, players will record the **NEW** stats for their division in the appropriate spiral notebook.

Creating a division

All new divisions start with 25 stands of Infantry or Cavalry, two Artillery batteries and one General. The stands should be organized into two to four brigades. Maximum brigade size is 12 stands for Union, 18 stands for Confederates. Minimum size for new brigades is six stands. All of the new brigades are **GREEN**. There are no Exceptional Commanders in the new division. Each new division starts with two artillery guns.

Name your Division general and the various brigades. This will add flavor to the game.

Beginning Division Size	25 stands, any mix of cavalry or infantry
Beginning Brigade Sizes	Union: 6 – 12 stands Confederate: 6 – 18 stands
Beginning Artillery	2 guns per division
Generals	No Exceptional Commanders

VERY IMPORTANT NOTE TO ANYONE WHO THINKS HE'S SMART AND WANTS TO BE A GAME-GEEK: You get exactly ONE division for each side. If you screw up your division in the campaign and think it would be better to start a new one – tough.

“Counts As” – What you have is all you get to use

Figures are what they represent. If you do not have dismounts for your cavalry, then you cannot dismount them. If you are two bases short of having a full division painted, then you play two bases short. Let's get into this and do it right. If your division gains +2 stands to its maximum size and you don't have the figures for it then you can't use it. Paint more. Every brigade must have a command stand that has actual command figures on it (flags, musician, officer...).

Maintaining a division

During a battle, players will command their own divisions and play the scenario out according to the rules. After the battle we will determine what happened to the division, make the changes necessary, and record the new stats in the appropriate notebook.

Fire & Fury is brutal on the units in play. This is especially true for some of the players that like to 'mix it up' all of the time. It wouldn't be much of a campaign if you got your division killed every game. There should also be an incentive for players to fight aggressively (and not hide in the back) and follow the scenario. Hopefully, these rules will accomplish that.

The post-battle sequence for maintaining our divisions is the following.

- 1 Select Exceptional Commanders**
- 2 Recover brigade losses**
- 3 Adjust for scenario and mission objectives**
- 4 Recruit fresh troops**
- 5 Record the new division stats**

Select Exceptional Commanders

The players decide who was the bravest, most butt-kicking player for their side. This player is rewarded by promoting one of his generals to exceptional status. The owning player determines which general in the division is promoted. It can be his Division commander, or one of the brigade commanders. There is only ever ONE promotion for EACH SIDE using this method. Other methods of promotion can occur by mission and scenario specific circumstances.

Recover brigade losses

The loss of stands in Fire & Fury does not necessarily represent actual casualties. It represents a loss in brigade effectiveness. After a battle, the division will rest and recover much of this lost effectiveness. To represent this, brigades automatically recover 50% (rounded up) of their lost stands.

Holding the battlefield is important, because it allows you to recover the wounded and stragglers easier. Armies that failed to hold the field would be unable to recover their wounded and many stragglers would end up becoming prisoners. To reflect this, the recover rate for brigades is increased to 75% (rounded down) if your side clearly holds the field after the battle by controlling all of the scenario objectives. Only one side can claim this. If the field is contested, then neither side holds the field.

This recovery does not impact grade (i.e. Crack or Veteran).

Artillery is a special case. Batteries become 'Damaged' and 'Wrecked' during battle. This represents the destruction of equipment more than anything else. 'Damaged' batteries are repaired and return to the division, while 'Wrecked' batteries are permanently lost!

Adjust for scenario and mission objectives

Certain mission cards and scenario objectives will add permanent force increases to a player's division. Determine these increases at this time. For example, a player commanding a division with 25 stands may hold a mission card that allows him to increase his division size by +2. Now he may field 27 stands! Another example would be holding the armory, adding an additional artillery battery to the division.

Captured artillery batteries are added directly to your division. However, you may never have more than four artillery batteries. If you have more than four, then the Corps command reallocates the excess for himself (i.e. it's gone)!

Brigades will increase in grade as a result of what they do on the battlefield. GREEN brigades will automatically be promoted to VETERAN if they took any casualties or participated in close combat. VETERAN brigades are promoted to CRACK if they captured a standard, artillery battery, or mission objective and held it at the end of the game. GREEN brigades can never be promoted to CRACK in the same battle. CRACK brigades are reduced to VETERAN if they lose their standard or are driven off from an objective and failed to recapture it. No brigade is ever reduced to GREEN by what happens on the battlefield, but only by adding new stands to increase the brigade size.

If an Exceptional Commander was killed during the battle, then the loss is permanent. If he was "Grievously Wounded" or disabled, then he returns to the division (although he may be missing an arm, leg or other appendage).

Recruit fresh troops

All divisions have a "Division Size" number listed in their stats. This starts at 25 and will probably change. After brigade losses are recovered, new stands are brought in as reinforcements to bring the division back up to the proper size. These new stands are always considered GREEN.

The new stands can be grouped into a new brigade, with a minimum size of six stands. Alternatively, they can be added to existing brigades. **ADDING GREEN STANDS TO A VETERAN OR CRACK BRIGADE IMMEDIATELY MAKES IT GREEN AGAIN!!!** If you don't have enough new stands to make a new brigade (i.e. less than six stands) and you don't want to reduce the grade of an existing brigade, then you can refuse the reinforcements until after another battle. If this happens, you can just fight the next battle a few stands down.

Divisions will always have at least one artillery battery. If all of the division artillery was lost during the battle, then the Corps commander automatically assigns you a new one (i.e. you get one for free).

Disbanding brigades

If a player decides that a brigade is not working out, it can be 'disbanded' by simply removing it from the book. When the division is brought up to strength with fresh GREEN stands, a replacement brigade can be created, or the stands can be added to existing brigades (which will make them green also). This is a good way to add that new cavalry unit you painted – or get rid of it if you need to!

Record the new division stats

All players will record the stats about their divisions in the appropriate notebook. These changes are permanent. The player can not come back next week and decide to promote a different general to Exceptional status, or include GREEN stands in a brigade. Once it's in the book, players are not allowed to change it.

The division is ready for the next battle.

Campaign System Details

Prepare for games using the following sequence.

1. Setup terrain
2. Determine who will play for the Union and Confederate sides.
3. Someone rolls a die to determine the scenario being played.
4. All players draw one mission card.
5. Begin setup and play according the scenario description.

Scenario Table	
Die Roll	Mission
1-2	Meeting Engagement
3-4	Attack/Defend
5	The "X" (or Lost in the Wilderness)
6	Sustained Attack
7	Break Out
8	Rearguard Action
9	Take and Hold
10	Surprise Attack

Meeting Engagement.

The two armies recklessly approach each other and an unplanned battle begins! Who knows, maybe some troops were just looking for shoes? You have no choice but to reinforce the battle to save the day!

Setup: No units start on the table.

Objectives: A single objective (town/farmhouse/whorehouse) in the exact center of the table. Whichever division holds the objective at the end of the battle adds +2 to his division size.

Entry points: One randomly chosen division from each side enters the table in march column from opposite table edges on turn one. One division from each side arrive via the same entry points on turns four, six and every two turns afterward, until they are all on the table.

Arriving Reinforcements: The first newly arrived player rolls a die: 1-5 Confederate, 6-10 Union. Arrivals alternate sides after that.

The “X” (or Lost in the Wilderness)

Due to confusion, alcohol, and/or poor communications, the opposing armies became dispersed during night marches and have stumbled upon each other by accident.

Setup: No units start on the table.

Objectives: None required.

Entry points: Each player will have his own entry point. Make sure there are enough entry points on the table edge for all players (there can be more than necessary). Number them and RANDOMLY determine which player enters at each point.

Special Rules: The situation is so confusing that neither side can ‘control the field’ today!

Arriving Reinforcements: The first newly arrived player rolls a die: 1-5 Confederate, 6-10 Union. Arrivals alternate sides after that. The new player chooses an entry point before rolling.

Attack/Defend

One army tries to attack and destroy the other. The Union army is the attacker if it has the extra player. Otherwise, randomly determine the attacker and defender.

Setup: The defending army can setup halfway onto the table.

Objectives: There is one objective within 6” of the centerline of the table per defending player. Each objective is occupied and defended by a separate player.

Entry Points: The entire attacking army enters the opposite table edge on turn one.

Special Rules: Controlling an objective at the end of the battle is worth +1 division size. **VENDETTA.** If a defending division loses an objective to the enemy, then the losing division general considers his honor impeached. In subsequent battles, this general adds an additional +1 modifier to all movement, shooting and melee rolls for his brigades when facing units belonging to the opposing division general. This effect goes away if either general is killed.

Arriving Reinforcements: If the sides are even, the new player is Union. If not, he is Confederate. Alternate sides after that for new players. They will start on their side’s table edge on the next available turn.

Sustained Attack

One final push could win the battle. Winning the battle could win the war! The commanding general demands an all-out attack. The attackers intend to break through the defenders regardless of cost.

Setup: The defending army can setup halfway onto the table.

Objectives: The attackers choose one piece of terrain not within 2’ of a table edge that is defended by opposing troops as their objective. The defenders can then place a defended obstacle in front of all troops defending that objective.

Entry Points: The entire attacking army is deployed 6” onto the table.

Special Rules: The attackers win if they capture their objective and hold it for three turns. If this happens, they hold the battlefield. The effect on the war effort is profound, resulting in a large number of well-motivated volunteers. Reinforcement stands can be added to the attackers' brigades without bringing the brigade quality down to green!

Arriving Reinforcements: The first newly arriving player joins the attacker. The second joins the defenders and they alternate sides after that. The players enter on their side's table edge on the next available move.

Break Out

The attackers are attempting to break through a delaying force of the enemy.

Setup: The defenders may setup halfway onto the table. One brigade from each division is held off as reinforcements. The attacking players setup 6" onto the table after the defenders have completed their setup.

Objectives: The defending player marks one exit point on his table edge for each attacking player.

Entry Points: Defending reinforcements enter anywhere along both table sides on turn three.

Special Rules: The attacking side must exit all of their units off of the far side of the table. If they exit while touching an exit point then they do not take any additional casualties. Otherwise they lose half (rounded down) of their existing stands. Units that do not make it off the defenders' table edge are destroyed. The defenders automatically count as holding the battlefield after the game.

Arriving Reinforcements: The first newly arriving player joins the attacker. The second joins the defenders and they alternate sides after that. The players enter on their side's table edge on the next available move.

Rearguard Action

With one army in pursuit, the retreating force turns about to strike a quick blow to the pursuers before retiring from the field.

Setup: Both sides determine entry/exit points (see below). Entry point locations are not secret. After the attackers have written down the entry points for their divisions, the defending forces can setup ANYWHERE on the table that is not within 12" of an entry or exit point.

Objectives: The defending side's exit points count as objectives for the purposes of campaign rules and mission cards. Only the first brigade that captures an exit point can count it as a captured objective!

Entry Points: The defending side chooses two or three exit points on their edge of the table. The attacking side chooses two or three entry points on their table edge and writes down which entry point each division will use. More than one division can move onto the table using the same entry point. Units measure movement from the spot of the entry point on their first move. If there is not sufficient room for maneuver, then elements of the division can be held off until the following turn, but must enter from the designated entry point.

Special Rules: The defenders are trying to inflict a quick defeat on the pursuing army before retiring. This will require guessing which entry point the attackers will use first. The attackers must move one division onto the table each turn until they are all in the game. In their first Maneuver phase immediately following the turn when all of the attacking forces have entered the table, the defending side must remove one brigade and continue to remove one brigade per turn. If the players cannot decide, then they roll dice and the

player with the lowest score must remove a brigade. Use the following procedure for removing a selected brigade.

- Roll on the Maneuver table.
- Add +1 for each exit point not currently captured by the attacker.
- If a brigade is able to make a ½ move or more, or a disordered brigade receives a rally result, it leaves the table and takes one additional stand as a casualty for each exit point lost. Any lesser result causes the brigade to be destroyed!

The attackers can capture an exit point by having a brigade exit the table at that location. Defending brigades that successfully roll to be removed from the table will lose one stand as casualties for each exit point lost. NOTE: defending brigades do not have to physically march off the table via an exit point. Just pick them up wherever they are.

Arriving Reinforcements: If the sides are even, the new player is Union. If not, he is Confederate. Alternate sides after that for new players. They will start on their side's table edge on the next available turn.

Take and Hold

The outnumbered defenders desperately try to hold onto a vital objective, like a river crossing or important little hill with a round top while waiting for reinforcements to arrive.

Setup: One defending division can setup anywhere in prepared positions protected by field works, stone walls, or other defensive terrain. The attackers start 6" onto the table.

Objectives: There should be a prominent object of some type near the center of the table.

Entry Points: Defenders should mark an entry point on their table side for each division not deployed at the start of the game. These entry points must be at least 24" apart.

Special Rules: The defending players that do not start on the table roll a die during their movement phase for each brigade and each gun in their division to attempt to bring them into the battle. 1: The unit is LOST and cannot participate in this battle! 2 – 7: The unit is not close enough yet and can roll next turn. 8 – 9: The unit arrives at the entry point and can make a normal roll to move. 10: The unit arrives with haste and can double any allowed movement (from a normal roll on the table). No charges are allowed on the turn a unit enters. The division general may arrive with the first unit. Also, Union players do not roll on the first turn if they are the defenders.

Arriving Reinforcements: If the sides are even, the new player is Union. If not, he is Confederate. Alternate sides after that for new players. They will start on their side's table edge on the next available turn.

Surprise Attack

The defenders are caught by surprise while still in their camps! The attackers are making a bold strike to inflict a quick defeat on the defenders. The Union side defends if it has the MOST players! Otherwise, dice to see who is the attacker and defender.

Setup: Defending brigades are setup anywhere on the table in 'clumps' – no formation – with no stands touching. This represents them being in camps. Division generals and artillery guns may be attached to brigades during setup. Brigades must be at least 18" away from any other brigade. If a player has the Flank March, Forced March or Ambush mission cards, then he can deploy one of his brigades in any formation and start using it on turn one.

Objectives: There are no objectives.

Entry Points: The attackers can enter from any board edge and engage in combat on the first turn if able.

Special Rules: Defending brigades start the game 'camped' and are helpless until activated. Camped brigades cannot do anything on their own. If fired at, use the normal modifiers and do not count a formation modifier against them. In a charge, camped brigades count as DISORDERED and OUTFLANKED. They cannot be supported nor count as 'mounted troops'. They can add the attached leaders and fresh troops modifiers if applicable. A defending brigade may attempt to activate during its movement roll if an attacker is within musket range (12") of any stand and line of sight. Roll on the DISORDER EFFECTS table and if the brigade rallies it can form up in any formation and either move half or full depending on the result. Failure means the brigade remains camped. A camped brigade will automatically activate on its turn after being attacked (fired at or charged).

Attacking divisions randomly determine one brigade that will enter the battle on turn one from any table edge. Mark that location and the rest of the division enters within 18" of that mark on the turn after the on board brigade makes its first shooting or melee attack. The division commander may join any of his brigades, but artillery guns can only enter with the rest of the division after the attack has started.

Each player can activate a "Camped" brigade by rolling a single d10 before his movement phase. If the number rolled is equal or less than the current turn, then the player's camped brigade closest to an enemy unit can roll on the 'DISORDERED' table and activate if it gets a Rally result. It can also move half or full, depending on the result.

Arriving Reinforcements: If the sides are even, the new player is Union. If not, he is Confederate. Alternate sides after that for new players. Union players will start the game as reinforcements entering from any table edge not within 24" of a Confederate unit. If this is not possible, then they can enter anywhere. Confederate players enter as reinforcements from anywhere on the table edge.

Mission cards

Famous Action. If successful in the upcoming battle, your general will make the papers and his division labeled one of the elite units of the army. Recruitment efforts provide greater response. If the player holds an objective at the end of the battle, he can increase his permanent division size by +2.

SPY! You have paid well for a spy to infiltrate the enemy camp. Roll a d10. 1-3: Double Agent! The spy was working for the enemy, and was spying for them instead. The opposing side gets to choose the scenario. 4-5: Captured! The spy was caught! 6-9: Valuable information gives your side a strategic advantage. You can choose which scenario to play. 10: The enemy is caught completely unaware! In addition to choosing the scenario, all enemy units are -2 for movement rolls on the first turn.

Well supplied division. Your division recently received a generous supply of ammunition. Ignore the first two "Low on Ammunition" results that occur to your division in the game. This is for all of the units in your division.

Well supplied division. Your division recently received a generous amount of food, clothing and livestock. The troops' performance is improved dramatically. Ignore the first two "Disordered" results that occur to you in the game.

Morale boost. An exceptional speech has boosted the morale of one of your brigades. Add an additional +1 to all movement die rolls for one of your brigades during the entire game.

Bayonet training. One of your brigades has been working on combat tactics. Add +1 melee result for the entire game for one of your brigades that you choose BEFORE the battle.

Reinforcements! Mounted raiders join your division for this battle. Add one brigade of VETERAN cavalry (maximum of five stands) to your division for this battle only.

Corps Artillery. One additional artillery battery is assigned to your division for this battle. However, if you lose it, the Corps will take one of your batteries. If you hold an objective at the end of the battle, you can add this battery permanently to your division.

Medical staff attached. The army hospital is setup near your division. You benefit by recovering one extra stand that was a casualty for any brigade you choose.

Constructing works. Your division has been busy digging trenches and building fortifications prior to the battle. Two of your brigades may include a defended obstacle in front of their starting position. This only applies to brigades that begin the battle on the table.

Captured enemy plans. The enemy commander hid his secret plans for the upcoming battle inside the cigar box he left behind at a nearby brothel. You discovered the plans during last night's visit. Roll a d10. 1-2: the plans were fake! All units in your division cut their first move by half. 3-9: The plans give you a slight advantage. Take an extra move before the battle starts. No shooting or charging. 10: You've got a sudden illness, or had a really good time and never left the brothel! Your division general misses the battle.

Reinforcements! A nearby militia unit joins your division for the battle. Add a GREEN six-stand brigade to your division. If your side wins the battle, some of the militia joins your division and you can increase the size by +1.

Flank March. You are allowed to send one of your brigades (but no artillery) in a forced march around the enemy. Choose one brigade and do not use it at the start of the battle, but make a note of which flank edge you'd like it to enter. Starting on Turn Four, and for every turn afterward, roll a d10. If the result is 9 or 10, the brigade may move on anywhere along that flank edge. This is not a secret – you must tell everyone you have this card when you make the first die roll.

Forced March. By pushing your division through the night, you arrive early enough to scout the battlefield and deploy before your foe arrives. You may make one free full move before the game begins.

Ambush! One of your brigades has moved forward during the night. Setup one of your brigades up to halfway onto the table before the other side's setup. (removed)

Insane Courage. You may play this card on one of your brigades instead of rolling a die for movement. It counts as a die roll of '10'. One use only.

Look Out Sir – AAARGH! You may play this card when any Exceptional commander in your division is killed or captured. A brave trooper heroically leaps forward and pushes the general out of the way, taking the mortal wound or being captured himself.