Battle Strategy & Tactics for Battleground Series

Command Radius & what it means

Posted by Randy Brooks

The command radius distances are found in the help file under the Parameters data. They have been the same since the start of TS games, but for some reason they chose not to put them into the rules book. What command radiuses are used for is a little more complicated. Your leader has two ratings; The Command Rating (top), and Leadership Rating (middle). The Leadership Rating is used to rally ROUTED units only. Any leader adjacent or with a Routed unit modifies that units Rating for rally. The rally check uses the Leadership rating if it is higher than the units rating. If it is equal to or lower than the units Rating, then the units rating is given a +1 modifier. Having multiple leaders near by will not increase
your rally attempt, you only get the benefit of the best leader in the area. Routed units are rated, as "0" for rally so must have a leader adjacent to rally. Leadership Ratings never change.
The Command Rating is used to rally DISRUPTED units. It is modified by gaining pluses from higher leaders within the chain of command. No pluses will be gained if subordinates are outside the command radius at the determination of moral which is done at the beginning of each player's turn (movement turns only, I believe). Leaders are first checked for being "In Command" by the roll of a dice and comparing it to the Leaders Command Rating. If the roll is less or equal to Command Rating he is "In Command" and can pass a bonus of a +1 to all subordinates within Command Radius (all leaders higher than Division have an unlimited radius). Then the next level of leader is checked in the same way, applying any bonus received, to determine if he is "In Command". Again, if the die roll is less or equal to his Leader Rating (plus any modifiers from higher leaders) then he will also add a +1 to his subordinates. These pluses are cumulative as they are passed down. However, if the next leader does not pass his "In Command" check; that breaks the bonus passing chain and the next subordinate leaders will compare their base Leadership Rating against the die roll. Leaders with yellow Leadership Ratings have either passed or failed their "In Command" die roll. The readme.txt said that leaders that failed would have "red" numbers in their Leadership Rating, but this is not presently the case. You can display the leaders that failed by using the "D" button on the tool bar. The Leadership Rating is used to rally any subordinate units within the Command Radius of the leader by comparing the Leadership Rating to the units rating. If the Leadership Rating is higher, the rally die roll will be compared to the Leadership Rating. If the Leadership Rating is equal or less than the unit rating, then a +1 is added to the unit rating for rally determination. If the Leader is "Out of Command", the unit will only rally on a roll of 1. ONLY BDE LEADERS (or the lowest level Leader) will rally "D"

units. Remember, Arty units are sometimes Corps level units, so will only rally based on the Corps level Leadership Rating.

Unit Quality is only used to determine if it will rout from combat effects. It is not used to determine rally. All ROUTED units are rated "0" and all DISRUPTED units are rated "1".

These rules are contained in the section about RALLY (6.8) in the rulebook, but are hard to follow. The rules as written in the BGG rulebook are wrong as they talk about a MINUS modifier. They really mean a MINUS to the DIE roll vs. a PLUS to the UNIT RATING. A leader can gain a maximum of +5 and pass a +6 to its subordinate units if that many Leadership levels are present. An Army Commander can FAIL his leadership die roll if he is rated "B" or less, there is no guarantee that he will pass. The die roll is checked against the Leadership Rating in the Unit Data Base, so a leader that passed and is a "B" this turn might fail next die roll because they are "C" rated and the die roll was a 4 or better and no pluses were passed down.

Command Radius

USA	Division leader radius = 4	Brigade leader radius = 2
CSA	Division leader radius = 6	Brigade leader radius = 3

MELEE
By RJ Samp

Here's some hints on melee:

1. Attack with everything you have, strive to hit the magic 1,000 WITH a leader.

2. Take advantage of facing...melee from the rear if at all possible, surround the enemy with ZOC's/units to kill it off if you force it to retreat.

3. Wear down the enemy for a while before closing in for a melee: firefights/artillery can whittle down a defender's strength and increase their fatigue.

4. Always be cognizant of terrain: woods, breastworks, stonewalls, creeks, uphill elevations all work against the attack. Some of these work against the ENTIRE attack even if a small unit is the only unit attacking across a stonewall. So 950 men cross an open field, no melee die roll modifier, but add a 25 man skirmish regiment attacking across a stream, uphill, across a breastworks will give you a -3 on the die roll. (IMHO, haven't figured out all of the physics behind the algorithms but this is how it FEELS to me).

Melee in Column

Of course, there are advantages to meleeing in column:

1. You can 'probably' move farther with attacking units, especially on roads or through town.
So they attack may hit home when a line formation regiment couldn't even march to the hex...a HUGE advantage to column
melee vs. Line melee.

2. You don't pay a change of formation penalty of 4 MP's

3. You go into line next turn when you have to repel the counterattack.

4. You don't 'fire offensively' so NO 4% chance of running out of ammo.
The melee 'fire phase' is ammo FREE!!
A Great tactic to use in Shiloh...Every time some CSA opponent fires in Shiloh I smile, knowing he's going to run out of ammo
that much quicker!

5. UNBELIEVABLE advantages for meleeing from column/mounted cavalry...reminds me of Panzers overrunning Russian
troops in 1941....
In addition, mounted cavalry can't be meleed next turn by infantry...

No die roll/odds multipliers.

The key to all of this is to keep the column out of LOF...obviously a tough problem...
but hey, a challenging game is what we're all after (and realistic/historical ammo rules)

Unit Targeting

By Glenn Saunders

In BGx there are many theories on what to do and how to do it. Here are my thoughts on targeting. Some of this advice below is basic in nature, but it might provide a tip here or there to even the experience Battle grounder.

Generally speaking, I fire all units individually. In game terms, there is no advantage in combined firing. Furthermore, the system does not tally all the shots and resolve each separately. Hence, for example - firing three 25-man units gives you three chances to get a small hit and three times the chance of getting the same result as if you were firing a single 75-man unit. A draw back to this seems to be that you also run a higher risk of running out of ammo as the game resolves each separately and as far as I can tell, it appears to roll once only for each stack. That is to say, I have never fired a stack and had more than one unit run out of ammo. (I could be wrong on this - but I don't think so)

Having now determined that unit fire should be done as individual units, what should be the target priorities? Obviously, the closer the range the more effective the unit fire. It is very important however to consider the weapon doing the firing and consult the Weapon effectiveness Table in the 10.0 Parameter Data section in the on-line help. For me, this table is always close at hand for my reference when firing. I've gone as far as printing the table and fixing it to my monitor. When examining the fire table, you can see that T class btty's fire with 2 factors when the range is 4 to 9 hexes. Therefore, when I site range as a consideration above, there is no difference it firing T class guns at a target 4 hexes or 9 hexes away - they carry the same weight. Given shots of equal weight, my next criteria would be targets of opportunity. To determine what these opportunities are, one must also consult the Parameter data, but this time under fire modifiers. Guns Limbered, Cavalry mounted or Troops in column come instantly to mind. Also look for fire at units from behind the defined front 3 ZOC hexes, especially if this fire is combined with limbered/mounted/columns. On the other side of the equation, obviously the defender benefits from certain terrain benefits, these must also be factored in.

Again, give no targets of opportunity; early in a fight, I target the largest unit in a stack, not only to cut it down in size, but to reduce the enemies' ability to Melee by causing disruption to the largest formation. Each hit, even a 25 man hit, causes a Fatigue point and this in turn can quickly accumulate an eventually cause a SOFT kill by removing these large units from being combat effective for melee purposes (high Melee is a bigger Negative modifier) as well as increased susceptibility to Rout.

Targeting the Largest Infantry regiment is very important in the Defensive Fire Phase if the enemy is adjacent and you expect to be melee'd in the ensuing Offensive Phase. Any unit who suffers any loss during a Defensive Fire Phase must pass a morale check and could possible break and become disrupted - hence removing or reducing the Melee threat. In this case, if given two targets of equal size, the poorest quality is the best option.

Using extreme FOW as an option, unit quality is not generally known, so in this respects there is no substitute for game experience unless you are using OOB documents similar to the WORD6.0 formatted sheet I have done for BGN and BGBR. (or BGG sheets prepared by my buddy).

Having covered these basics, I have recently learned the hard way that firing at the biggest Undisrupted Unit while a good rule of thumb, especially in the early going of any fight, is NOT always the very best option. The target you choose has much to do with the desired result that you wish to achieve. With this in mind, some people advocate focusing on single (usually know poor quality Unit) in an effort to pile up Fatigue, causing the unit to rout. The funny thing with rout, it tends to spread to adjacent units and can cause perfectly untouched units also to break and disrupt or even rout.

Myself, I tend to spread my fire over several units. Remember, each hit can cause a morale check, so statistically I figure that spreading the fire around, gives me better odds of getting the results that I wish (but I should tell you, I never studied statistics). As a

fight progresses, I've learned that targeting Disrupted Units is more effective as a Disrupted Unit who fails a morale check will Rout and as previously stated, units that rout cause morale checks on adjacent units so your luck (depending on your point of view) may spread. Much of your fire pattern has to do with the opposition and situation that you face. As the Rebs in BR - "You Are Turned" there are so many poor quality Yankees and so little time, that I've found the best thing to do is fire shotgun at them and hope for soft kills by routs. Fire at the big guys, then target any Disrupted units that result in the following phases.

In BGG, I've recently learned from my worthy opponent that long-range artillery shots fired into the midst of Routed units stacked to maximize the best Leaders rally ability can turn a carefully laid recovery plan into a mess with even more rout!

Finally, I'd be remise if I didn't talk about firing at Guns and Leaders. I personally only fire at guns when they are limbered, and thus are considered in my targets of opportunity. I know many Battle grounders out there would give me an argument on this, and they are entitled to their opinion. I personally generally don't waste valuable cannon ammo on unlimbered btty's. Given a choice, I generally will fire an Infantry regiment at other infantry and ignore the Guns and the chance to possibly uncrew them (but I personally don't buy lottery tickets either so I'll probably never win a million). I lump this lottery theory to cover Leaders in hexes by themselves too. While I admit there is a chance to cause the enemy a big headache, and I hold my breath whenever I see my own btty's take musket fire, I believe the rules and the game engine in it's present form do not warrant the risks. There I said it - now people can dispute my practice if they like, but it won't change the way I play the games. I'll leave it to you to decide!

Furthermore, I've also recently learned NOT to place the Army Commander or Key leader in a place where he could take fire, either alone or stacked with other units. This in so much says that while I see the odds of hitting anything as long odds and I generally won't waste the shot myself. Many opponents will fire at them, and eventually they may very well get lucky. (Just like somebody always wins the million). I also recently killed Pope in BGBR on an innocent long shot when he was stacked with a target of opportunity (even on a horse too I think). Of course, I had no idea I was shooting at Pope - I was just firing at what looked like a good target.

As a spoiler tactic to the above, I've now taken to placing poor value Brigade replacement Commanders on the high points of the hill after their troops have been withdrawn due to battle fatigue. Some of my worthy opponents tend to believe it is the BIG GUY himself and they bring a hail of cannon fire on the location. Each shot however, is one my Infantry doesn't have to face, and in many Bull Run Scenarios, ammo is tight and can't be wasted on mere replacement leaders.

So there you have it, a few general rules of thumb that I use. There is no clear formula, only concepts. I've found that no 2 people will fire in the same order at the same targets. While I have seen some targeting errors, there is no real right or wrong solutions. It is never cut and dry, and that is part of the appeal that I feel the BGx series offers.

Enjoy - and remember - aim low!

Wargaming Lesson #1
Please Define the following offensive moves:

a) Flank attack:

b) Frontal Assault:

c) Flank to front attack:

d) What's the difference between melee and ranged fire?

Lt RJ Samp, USA Tactics Training Commander,

Acting Corps commander for
Col. Larkin

Flank attack: placing your units to the flank and rear of the enemy to:

a) Minimize return fire (out of LOF of his frontally faced units): you can be in wide-open terrain, but if he's not aiming right at you he can't hit you.

b) Take advantage of combat multipliers (+2 for enfilade fire combat, + 2 for melee attack enfilade).

c) Force your opponent to retreat THROUGH your ZOC, eliminating the enemy unit.

d) Get to his rear and disrupt supplies and command & control (capture leaders, supply wagons, interdict communications (leadership control over distance, supply lines over distance), and RED LINE units (they go to 1/4
firepower if they're totally cut off).

Often units in COLUMN make for an excellent Flank attack...

Frontal Assault: An attempt by sheer force to overpower an enemy position.

Against artillery this is nearly suicidal. Uphill, versus breastworks, defender in woods, a very tough situation. The key is to get FRESH units up, bring everyone with you, and be prepared to accept hundreds of casualties.

Column frontal assaults are usually catastrophic. Remember the defender (non-moving player) is firing first at DOUBLE
your firepower, if you moved. Currently, the limbered artillery rules are still too forgiving. Personally I often move artillery right into the ZOC of a defending unit. A difficult target to hit, even at 1 hex, it spreads the targets out for the defender, and if the artillery survives 3 firing phases it will wipe away the enemy position. A favorite way of mine to take over Burnside's
bridge, without infantry!

Flank to Front attack: (incorrect answer for you) this is a HEX wargaming turn for rigid or semi-rigid ZOC simulation assaults. If you can't get on the opponents flank, and he has his troops lined up in every single hex, this normally means you have to assault him frontally. Usually suicidal. However, in a game (TS BG series) where retreat through an Enemy ZOC means a dead unit....defending every single hex means DEATH to the defender! How?

By attacking the weakest portions of the line first, then the heavily defended areas.

Step 1: advance maximum firepower in each of your hexes directly in front of the enemy position

Step 2: plan your attacks if you have 5 enemy stacks: 1   2   3   4   5
 Then bring up a ton of attacking stacks: A   B   C   D   E   F

Attack the weakest positions first, usually the ends of your attacking wave (so A, B attack his 1 or E and F attack 5)

Ideally this would be against positions 1, 3, and 5.

Step 3: Attack these three hexes with a FRONTAL ASSAULT, say 800-1000 men in each attack. When the melee slams home you advance into the enemies line:

Retreated Defenders: 1   3   5
Attack and Defense mingled: AB   2   CD   4   E F
Leave behind the second wave   B-   C-   D-   E-

Step Four: now that you have FLANKED enemies 2, and 4, you launch a second FRONTAL ASSAULT against 2 and 4. This is in the same melee phase.

What happens when 2 and 4 are force to retreat???? The ZOC wipe out the enemy...

 Not as effective now that TS BG allows units to retreat PROTECTED onto other

units...but still a killer.

MELEE:

This is Firepower at ZERO hex range...artillery is still devastating if you go in frontally. Ranged fire/fire fight is the attempt to weaken the enemy at stand off distance. Particularly effective if your weapons are more effective at longer ranges (muskets versus rifles). Amazing what a casualty hit can do against a 1,000-rifle rookie regiment.

<u>Supply wagons at Gettysburg</u>

Posted by Randy Brooks:
  The Parameter Data Notes are wrong in all the games (except, I believe in BGBR) as to the movement factor of the wagons. TS changed the movement factor to 10 some time back and never noted it in the readme.txt or changed it in the Parameter data.

: What happens when a division runs out of supply?

Any wagon can re-supply ANY unit within 5 hexes. The computer decides who gets ammo so be careful of having 25 men out of ammo regts within 5 hexes of supply wagons as they will take the ammo before that 650 man out of ammo unit 6 hexes away can move closer.

: Any replenishment?

No. You use up a wagon it disappears. No need to move wagons with divisions. Just keep them spread along your line 4-6 hexes back depending if you are attacking or defending. You will have to work out your own system.

You CAN capture enemy wagons. If they are not defended by a unit, you can capture them at no FA cost during melee. Don't waste ammo shooting at wagons. It aggravates the mules and you could run out of ammo before you have any impact. The wagons move slow enough that you should be able to catch them if you are close enough.

It seems that the amount of ammo on a wagon may decrease when meleed, but I do not have practical experience in determining if this is true. The amount of ammo in a wagon varies depending on the game and scenario.

: Any corps level supply?

No.

Arty ammo is a separate issue and you start with a set amount. You get 3 additional ammo points added to the pool for each newly arrived battery and lose the 3 points if a battery is captured or destroyed.

It takes as much ammo to fire a 1-gun battery as it does a 7-gun battery. Therefore, it is best to determine if what you are shooting at is worth the cost in ammo.

Tactics in BGG

Posted by Randy Brooks

On the first day at Gettysburg, you must press the attack with coordinated brigade or larger attacks. Get
your artillery into position on elevated terrain and bombard the US positions prior to attack.

Do not close with the Cav until you absolutely have to. Use long-range rifle fires to try and cause as much fatigue on them as
possible.

Constantly extend the battle line. One big advantage you have is that you are closer to your reinforcements than the US player is. You should stretch out the front and hope he thins his lines too much. Then launch an attack on a vulnerable point and pour through.

You also outnumber him in artillery. By placing your batteries on elevations, you gain a +1 for each elevation higher than your opponent. This will help negate any breastworks that he might construct or the presence of woods hexes.

Do not try to attack with Archer and Davis alone. Get your arty into position, bombard and attack only once the other two brigades are close. Pettigrew's brigade is a very powerful force and should be used to follow up on a successful attack on the US position, or it should be used as the main attack with the other 3 brigades following the hole.

The key to CS success is to break through the US initial defenses with as much of your army in low or no FA as possible. However, do not save your units if you can possibly reduce Wadsworth and possibly Robinson's division's effectiveness.

Be careful of the arrival of Doubleday on your right flank. You have the possibility of using some of Pender's division to cut off the arrival of Doubleday, but combat with this division will also reduce your own effectiveness. Everything is a trade off.

Do not allow the US player to send any cav units around your right flank and attack units in column on the road. If he can capture several batteries or disrupt a brigade, the loss in cav is usually worth it.

The arrival of Early and Rodes is usually enough to cause the US to retreat off McPherson's after a few turns.

XI Corps will have to stretch itself really thin to cover the town. However, I recommend not even trying to take the town by direct assault. Your arrival on the eastern and northern edges of the board, flank any position that XI Corps might take to cover the town. Use Early and then Johnson to head either for Culp's Hill or a position between Culp's and Cemetery Hill. This will prevent the US from creating his best defensive line.

Cemetery Hill, as the tallest terrain feature in the Center of the map, is the key terrain feature. Artillery placed here can dominate most other artillery positions. Take it and you control the map and the game.

The CS player must be aggressive on the first day. Do not neglect your flanks or expose your units to needless attacks. You did not say if you were playing a multi day game or one that only lasts one day. If the latter, then it matters not what condition your army is in at the end, if you have caused sufficient casualties and taken most of the VP hexes.

You also did not say if you were using EFOW/FOW. This will go a long way in allowing you to move units under cover of the terrain and conceal which units are moving. Really adds to the tension to see a large column of units moving towards a position and not know if they are worn out, low rated or maybe a strong force headed at a vulnerable position.

I am sure that you will get more detailed advice from others that routinely play the CS side. However, this should be enough to even the odds in your fight.

Cavalry charges

Posted by Randy Brooks

No point here in discussion what is "realistic" but rather what you can do within the rules. If and when TS changes the rules, then you can talk about the new rules. Much computer type has been spent already on what the rules should say.

Mounted cav attacks can be very effective if you make them against limbered arty or units in column as long as you attack from the rear. You have to plan out your attacks to maximize the melee advantages and minimize the counter fire your mounted cav receives. Then you have to run and get under cover. Your cav will only be good for one or two such attacks in a GAME. Do not waste them.

Much better to use your cav in the woods or on the backside of slopes, where the attacker must close to a one hex range. The increased effectiveness of your cav in firing at close range can disrupt a major attack.

Keep them under cover and away from the main axis of the enemies advance, if possible. If you see an opportunity to mount and attack a vulnerable flank, do so. Part of the capability of the cav is to make your opponent wonder what you will do with them next.

They can serve as a rapidly deployable maneuver force to protect a treated flank or position.

Do not send individual units to do a job that you should use a brigade for. You will find your units being destroyed individually and you will not be able to recover from Disruption effects if you are not close to your brigade and divisional leaders.

So, much better to learn to use the cav within the "realism" of the rules as they exist and not worry about what you think they should be able to do.

Leaders and Rally

Posted by Randy Brooks

Will any leader do for the purpose of a rally?

No.

If a unit is routed, then any leader can aid in rally. If the leader is higher than a division commander, then his rally ability extends into the adjacent hexes, except at night.

If it is a division or lower leader, then it must be stacked with the unit.

The way that the computer does Routed rally is to take the unit rating and compares it to a dice roll. If a leader is present, then the Leadership Rating (bottom letter) of the leader is used as the units rating. If the leader has a rating equal or lower than the unit, then a +1 is added to the rating of the unit.

If a unit is Disrupted, then the leaders Command Rating (Top letter) must be used.

The command radius and rating of the leaders will play an important part in rally of both types of units. A leader that is "in command" will enhance the ability of units to rally by increasing the Command Rating. Leaders that are not within the command radius will be "out of command" and their Command Rating is not passed on and the unit is considered as having a rating of "0" for rally.

The command radius can be found in the Help menu under the Parameter Data file. It is 2/3 for brigade commanders (US/CS) and 4/6 for division commanders. The leaders higher than division have an unlimited command radius.

Night turns reduce the effectiveness of leaders. All leaders must be stacked with units they are attempting to rally to be effective. In addition, the Command Rating of leaders is reduced by one for the purposes of rally.

Suggest you reread the sections of the rules on Disruption/Route; Rally and Fatigue as well as the readme.txt files to completely understand the procedure.

Be aware that different games have different information in the Readme.txt files and in the rules. TS has not been consistent in maintaining their rules. You would think that the Bull Run rulebook and readme.txt file would be the most current, but it does not address terrain types not included in that game and the readme.txt does not include many rules changes that are found in the BGG file by that name.

Regards,

Randy

<u>More on Rally Q/A</u>

: With routed units, I generally leave them to the Division, corps and army commanders to rally, which I stack in the same hex with them.

> Rally of "R" units should be done by Corps and higher leaders. They can be on or adjacent to the units in question. I only use Division commanders if they maintain the 4 hex distances from the Brigade commanders. Only use leaders that are in the unit's chain of command. For "R" units, if the leader has a higher leadership rating than the unit rating, the leadership rating is used. If it is lower or equal, then a +1 is added to the rating of the unit.

: For disrupted units, my understanding is that any D'd unit will un'D on a die roll of one but that I need the brigade commander in the same hex or adjacent hex to maximize the chances of returning a unit to good order.

For "D" rally, you must consider the "Command Rating" of the leader. This is where the command radius is important. Units that are "In Command" can have their Command rating improved. It is the command rating that is used to rally "D" units. Units that are "Out of Command" use a 1 for their rally determination, the same as "D" units do. You can click on the "D" button to see which leaders are not "In Command". This check takes place before the rally check at the beginning of the move turn. Leaders that are not "In Command" can still pass their leadership rating to all units within their organization, if within command radius.

If you read the rally procedure paragraph, you can note that the 1 rating of "D" units can be modified by the Leadership Rating of leaders that are "In Command" at the beginning of the turn. At night, rally is based on 1/2 of the units rating.

: Question: Do leaders need to be in same hex, adjacent hex or just in command radius (2 hexes for Union) to rally a routed unit?

Corps and higher leaders extend their bonus into adjacent hexes. All other leaders must be in the same hex to apply their bonus. At night, this exception for Corps and above leaders is negated.

: Q: Is it only the brigade leader that can improve the chance of a D'd unit returning to good order, and only if he is receiving his command modifier from above?

I believe that any leader in the chain can do so, but the modifiers add up when the Bde commander is In Command and can pass it down to the unit. A unit that is more than two hexes from his Bde Cdr is Out of Command and starts with a 1 for rally. Then the leader bonus of a leader on or adjacent is added, only if they are in the chain of the unit. Not as efficient.

: Q: When trying to return a D'd unit to good order, does the brigade leader need to be in hex or adjacent to that unit to have a positive effect, or will the command radius(2 hexes) suffice.

The bonus for the In Command is passed to the unit within the two hex radiuses. The leader over-ride rating is only passed to the units it is stacked with. For example, a leader that is In Command could be raised from a C to an A (+2) and would pass a +2 to all units in its two hex range. Any unit it was stacked with, would be die rolled for rally as an A unit and should auto-rally. I do not know if FA affects the die roll of rally. I will have to ask TS or another member to add that bit of info.

: Any constructive comments would be appreciated.

You should print out the readme.txt of the BGG 1.33 update and keep it on hand. It is the most complete copy of what TS has done
for the games. The 1.33 specific comments have not yet been applied to BGN, BGS and BGBR.

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Isolated Units
Posted by Randy Brooks

Do encircled unit or units surrender?

Yes and no. If you are using the optional rule about isolated units the units will not surrender and must be eliminated by fire or melee.

If you turn off this rule, then isolated units will surrender when meleed. : I have noticed that isolated units tend to hold out until they are eliminated. This does not seem to be realistic.

The reason for the optional rule was that there is no distinction made as to the size of units isolated or the units doing the isolation. Players took advantage of the original rules and used small units to isolate large ones, meleed them and then eliminated large and otherwise healthy units. Also unrealistic.

The optional units makes the player provide enough force to cause the units isolated to be eliminated. Think of it this way. Is it realistic that a unit that is hale and hearty one minute, become demoralized and want to surrender in one 20 min time period, just because a 50-man unit surrounded him with his Zone of Fire?

Usually units lasted for longer than 20 min in isolated situations. Just think of the time it takes to eliminate the unit by fire or melee the time of the desperate hand-to-hand combat that precedes the surrender of a unit. Thought of this way, the optional rule does a better job of simulating this type of combat result.

Remember, the victory points table does not make any distinction between killed, wounded, captured, stragglers, etc. in the casualty losses.

Artillery Ammo, Supply wagons, Artillery and Cavalry tactics

Posted by Randy Brooks

What is the procedure for artillery reinforcements?

Not really sure what it is you are asking here. Artillery units arrive in the game just the same as infantry, cav, leaders and wagons. There are no replacement guns if you lose any due to fire or melee.

You will start the game with a set amount of arty ammo. The number is in the lower left of the Unit List. Below the picture of the terrain your Hot Spot is on is the word "Ammo". This is the number of rounds each side has available for the ENTIRE scenario. The number on the left is US and right is CS. It is not displayed for the other side if you use FOW/EFOW.

No additional arty ammo is available, except each time you receive a battery as reinforcements, you get 3 additional rounds of ammo added to that number. Each time you lose a battery (eliminated) you lose 3 rounds from that total. The wagons have nothing to do with arty ammo.

It takes one round of ammo each time you fire a battery, no matter how many guns your battery has in it. So firing a one-gun battery is wasteful of ammo unless you really need to fire at a target.

If you have a battery that is uncrewed, you can recrew it by having an infantry unit in the same hex with the arty unit at the BEGINNING of your movement turn. The infantry unit has to be undisrupted, and it must have enough men to recrew the battery (25 men/gun) and still have 50 men left. With BGG1.33, re-crewed batteries now have a rating of "F" when they are re-crewed. Both units will be disrupted once you recrew. To do the recrew, highlight both units, go to the Units menu and select recrew. You lose all movement points at for those two units.

Do you use supply wagons? Any hints on use of artillery and Calvary?

I think what I explained above was what you were asking about supply wagons. To re-supply infantry/cav you just need to have the wagon (any wagon) within 5 hexes of the unit needing ammo.

Artillery should be unlimbered on the highest terrain available that covers your opponents' axis of approach or his defensive position. You should try to get Rifled guns within 9 hexes and Napoleons within 8 hexes as that doubles the effectiveness of the fires. Fire quality modifiers do not apply to artillery firing.

Artillery should be put in as protected a position as possible, while still covering as much terrain as possible. You can use artillery to assault a position, if you can move it under cover until it gets close and then unlimber two hexes away. You could use infantry to cover this approach. Then fire the arty at the defenders and watch the line melt. However, be prepared to suffer some casualties while you do this.

Try to use your artillery to bombard defending hexes from long range while moving your infantry forward under cover. Get several FA hits on key units. Fire your arty at the same unit repeatedly until you achieve your desired effect of your opponent moves the unit.

For the cav, you should use cav in woods dismounted to make best use of their superior firepower while preventing them from being shot at from long range. They should not be out on the edge of the woods, rather one hex inside the woods.

Alternatively, place them one or two hexes behind a ridge that you know your opponent has to attack. This way, your opponent will be halved in fires because he moved, your cav will receive the close range modifier, and the attacking infantry will not be able to melee in the next turn, if there is a hex space.

Charging cav against limbered arty and infantry in column can spoil your opponent's plans, but it will also result in your cav being fired upon as it withdraws and cause heavy loses. Only charge with cav when you absolutely must and then ensure that they have a covered position to run to.