GREAT BATTLES OF THE AMERICAN CIVIL WAR

Module 2: Combat Units and Formations

with Russ Gifford

GBACW Units and Formations

Goals for this Module

You will become familiar with:

- Types of counters in GBACW games
- Recognizing and understanding counter symbols
- Different Formations in GBACW
- Special rules for Infantry, Cavalry, and Artillery

Great Battles of the American Civil War

Great Battles of the American Civil War

GBACW Units and Formations

Units

These battles are fought with counters that represent

- Infantry
- Cavalry
- Artillery

units and their

- Leaders

GBACW Units and Formations

Units

There are three types of counters in GBACW games:

- Leaders

  Brigade Leaders and Divisional Leaders

- Combat Units

  Infantry, Cavalry and Artillery are combat units.
  (So are Supply wagons.)

- Informational counters

  Strength markers, pin and rout counters, etc.

Great Battles of the American Civil War

Great Battles of the American Civil War

Great Battles of the American Civil War

GBACW Units and Formations

Units

In this section we will be learning about Combat Units –

Specifically, *Infantry*, *Cavalry* and *Artillery* Units

We will also cover the different formations for these units.

GBACW Units and Formations

Units

Infantry and Cavalry:

- *Each counter is a regiment*
- *1 Strength point = 100 men*

(Exception: in Gleam of Bayonets, 1 SP is 50 men.)

Artillery units are a battery section

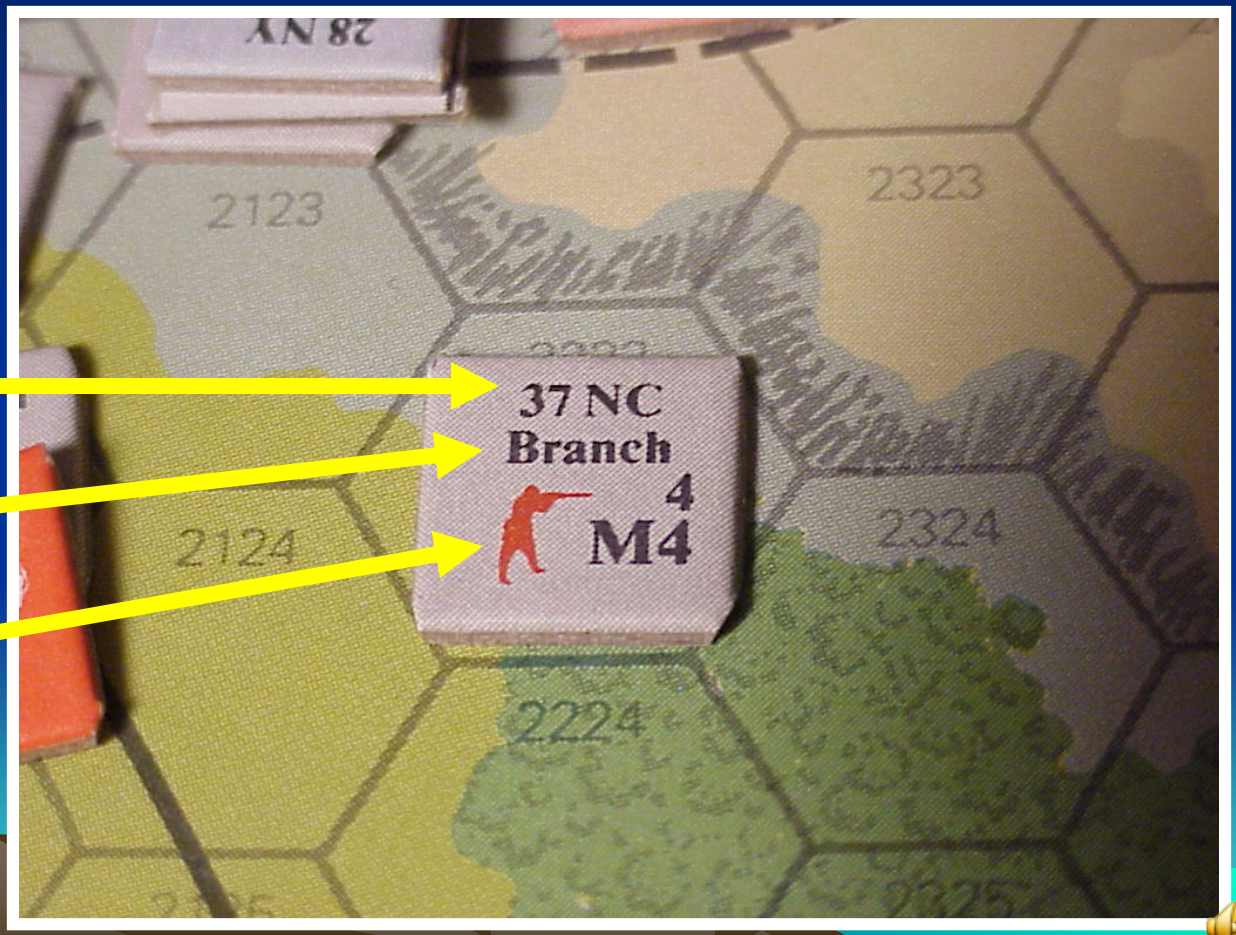
- *1 Strength point = 1 Gun*

GBACW Units and Formations

Units

Infantry regiment

- Unit Designation
- Brigade Leader's name
- Formation

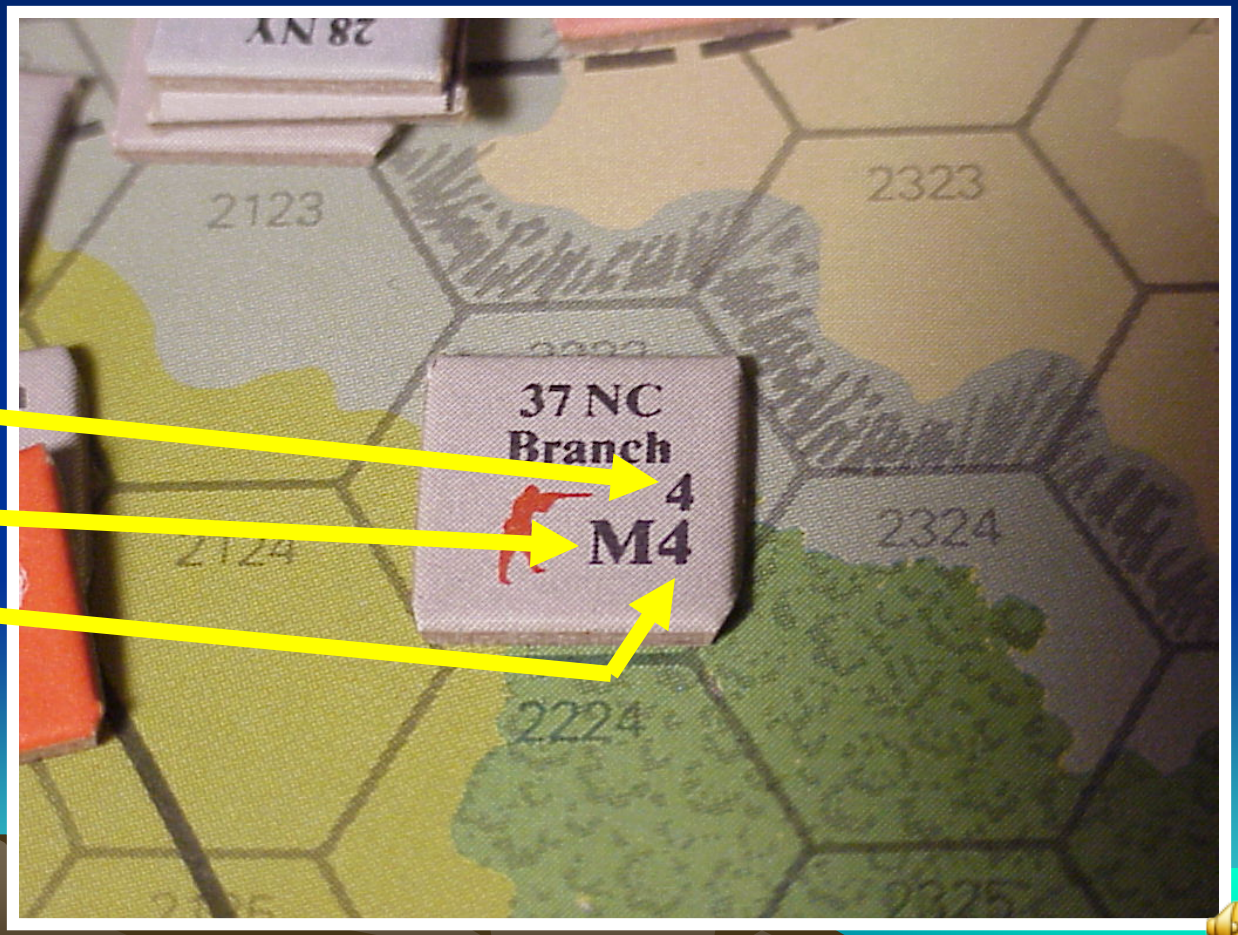


GBACW Units and Formations

Units

Infantry regiment

- Morale
- Weapon Type
- Current Strength



GBACW Units and Formations

Unit Formations

Combat units have two different formations.

GBACW Units and Formations

Unit Formations

This symbol tells us this is an infantry unit in line formation.

GBACW Units and Formations

Unit Formations

Infantry in Column is noted by placing a white informational "Column" marker on the unit.

GBACW Units and Formations

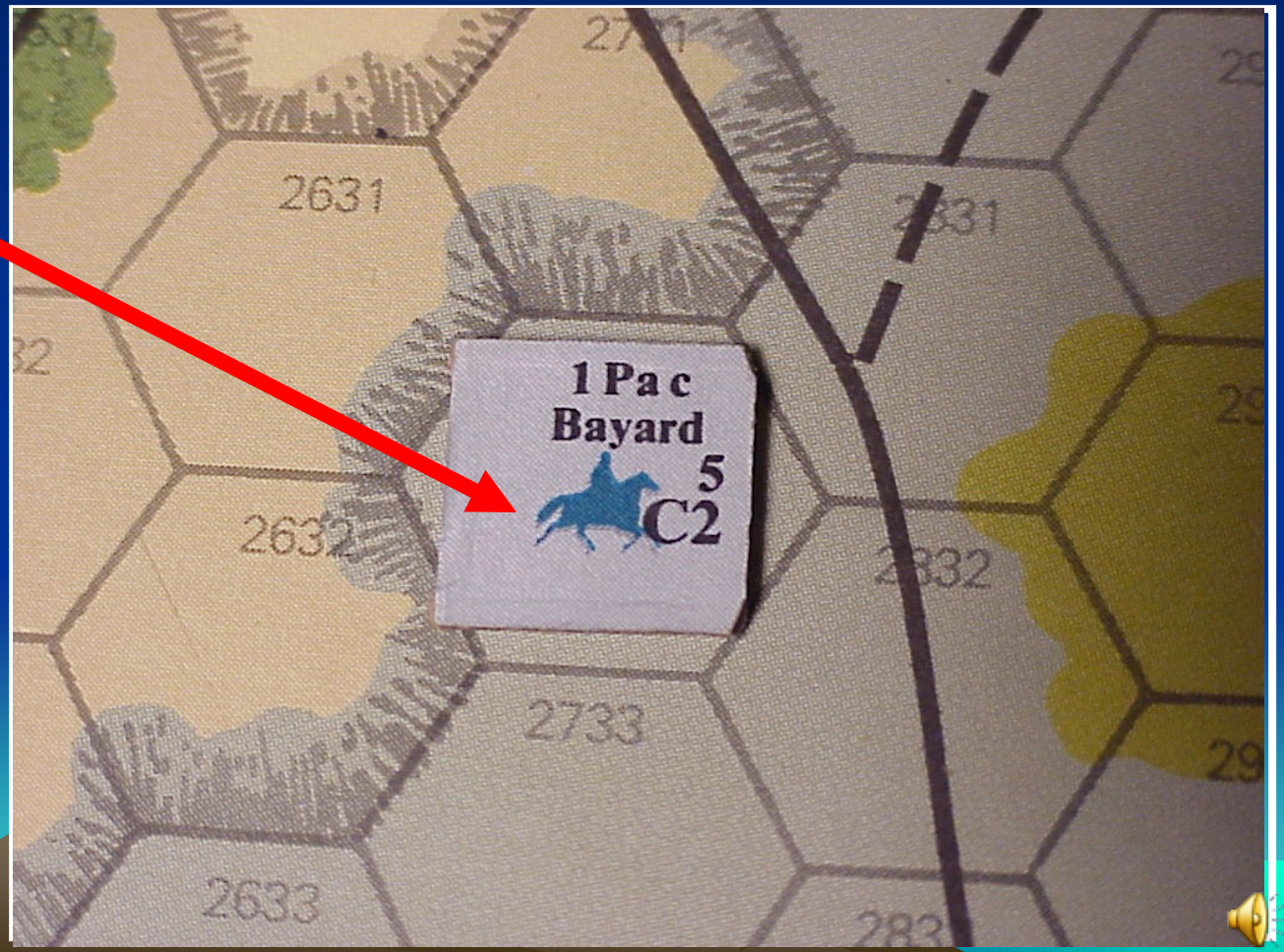
Unit Formations

A long chain of units in column can be noted by placing a column chit on the first unit and noting that the rest of the units are in column.

GBACW Units and Formations

Unit Formations

This symbol tells us this is a mounted Cavalry unit.



GBACW Units and Formations

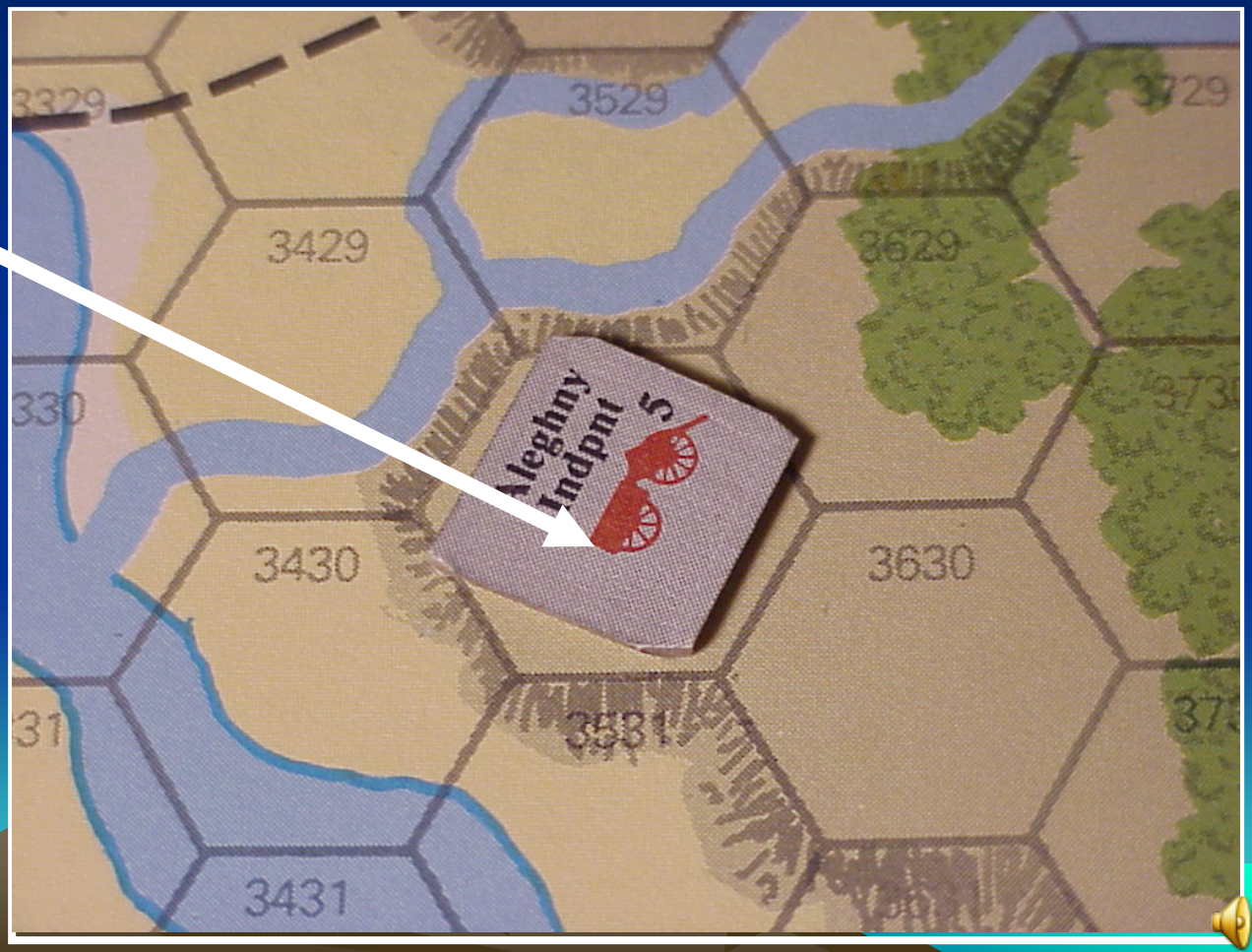
Unit Formations

This symbol tells us this is an unlimbered Artillery unit.

GBACW Units and Formations

Unit Formations

This symbol tells us this is a limbered Artillery unit.



GBACW Units and Formations

Infantry Units

Infantry units can be in Column or Line formation.

In column, Infantry can move faster using roads and trails, but cannot fight.

[5.19] TERRAIN EFFECTS ON MOVEMENT

	Movement Allowance	Change Formation	Clear	Road	Trail	Woods
Inf. (Line)	6	2	1	–	–	2	1
Dsmtd. Cav.	6	2	1	–	–	2	1
Inf. (Column)	6	2	1	½	1	2	1
Mounted Cav.	12	4	1	½	1	3	2
Leaders	12	–	1	½	1	2	1
Artillery	12	4	2	1	2	4	2

GBACW Units and Formations

Infantry Units

In column, Infantry can move faster by using roads and trails, but cannot fight.

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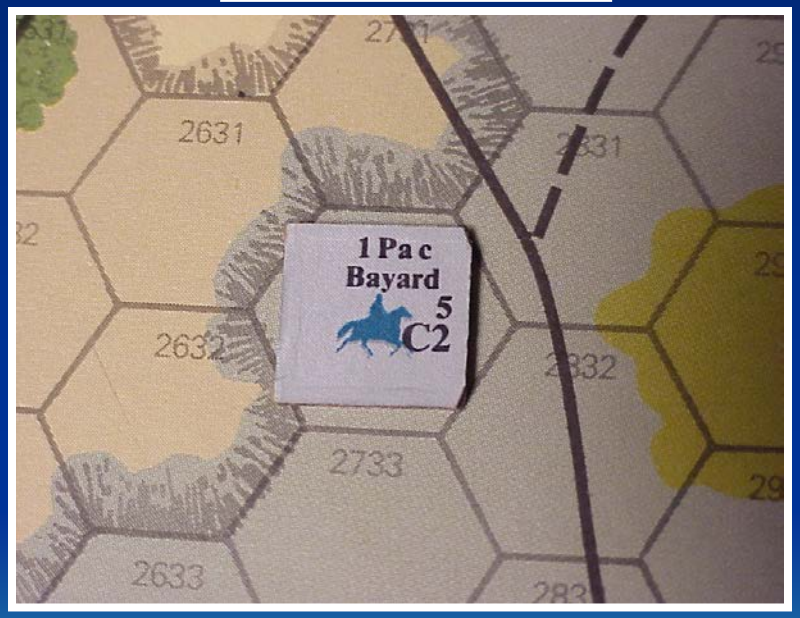
GBACW Units and Formations

Cavalry Units

Cavalry units can be in Mounted or Dismounted formation.

Mounted Cavalry can move fast and charge, but are easy targets.

Counter Back Mounted Cav.

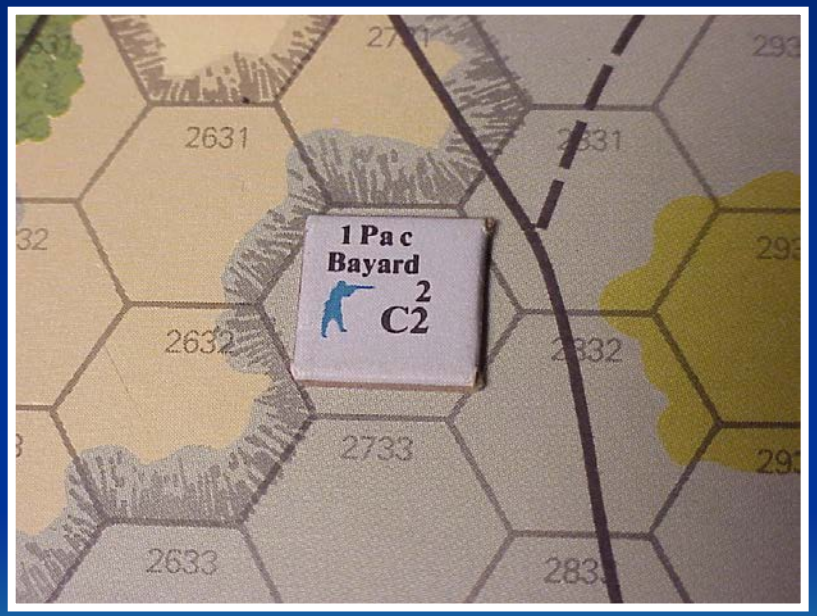


GBACW Units and Formations

Cavalry Units

Dismounted Cavalry are treated like Infantry in Line formation.

Counter Front Dismounted Cav.



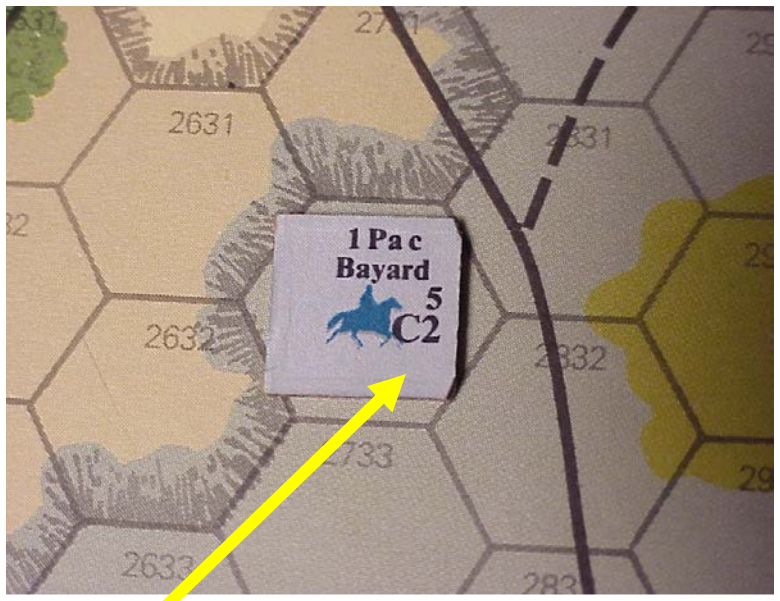
GBACW Units and Formations

Cavalry Units

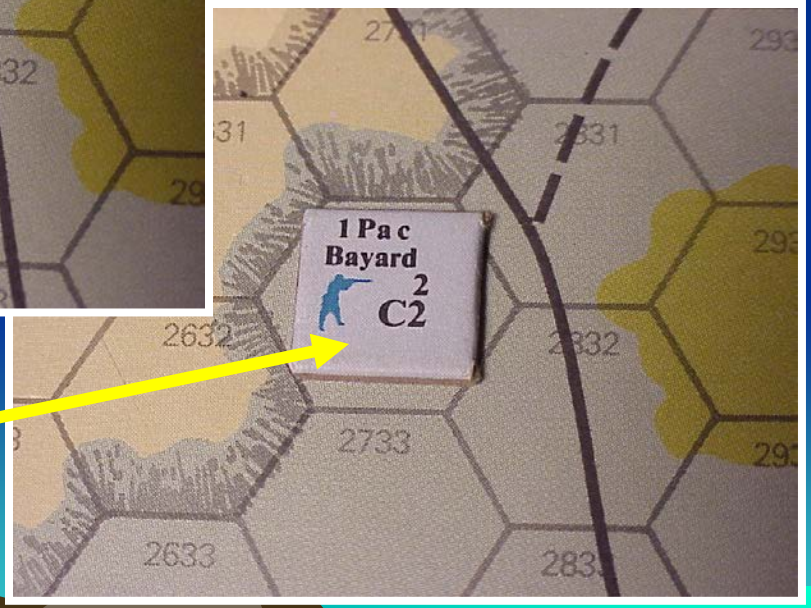
Dismounted Cavalry are treated like Infantry in Line formation.

(Note: Morale is lower – they were not trained to fight as Infantry.)

Counter Back Mounted Cav.



Counter Front Dismounted Cav.



GBACW Units and Formations

Artillery Units

Artillery units can be in Limbered or Unlimbered formation.

Counter Back

GBACW Units and Formations

Artillery Units

Artillery units can be in Limbered or Unlimbered formation.

Counter Back

Counter Front

GBACW Units and Formations

Artillery Units

Limbered Arty can move, but not fire.

Counter Back Limbered

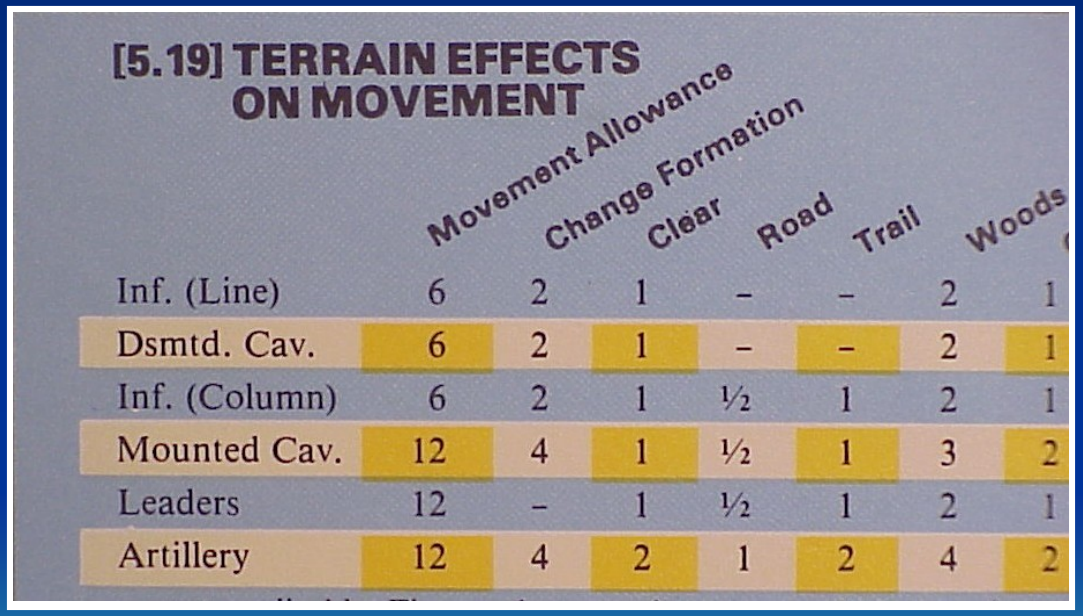
Counter Front Unlimbered

Unlimbered Arty can Fire, but not move.

GBACW Units and Formations

Changing Formation

So how do units ‘change formation?”



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GBACW Units and Formations

Changing Formation

Each unit in GBACW has an allowance of movement points per turn.

[5.19] TERRAIN EFFECTS ON MOVEMENT

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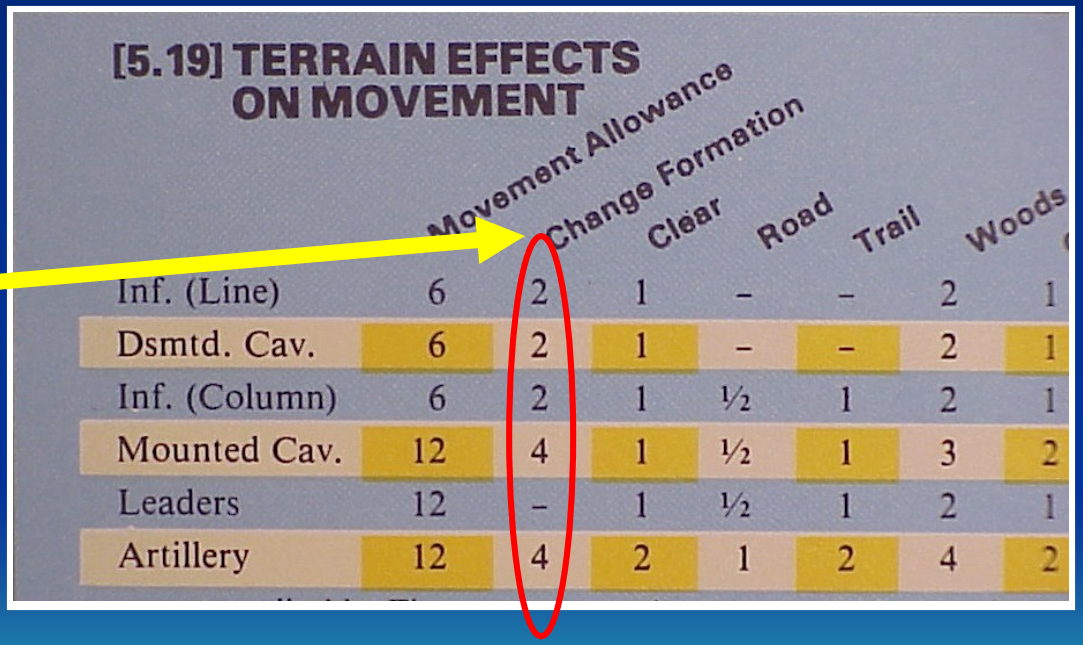
GBACW Units and Formations

Changing Formation

Combat units can choose to expend these points during the movement phase to change formation.



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GBACW Units and Formations

Infantry Formations

Special Rules for Infantry formations:

- Infantry may only use roads, trails, pikes and bridges *if they are in column*.
- Infantry may only fire if in line formation.
- Infantry in column may never enter a hex with any other unit.
- Out of command units may not change formation.
- *Exception*: Infantry in column that is fired on will automatically change to line after resolving the attack.

GBACW Units and Formations

Artillery Formations

Special Rules for Artillery formations:

- Artillery may only move if they are Limbered.
- Artillery may only fire if they are Unlimbered.
- Artillery may not *enter a new hex and fire in the same player turn!*
- Artillery *may change formation / facing and fire in the same player turn if* it did NOT enter a new hex!
- If Artillery changes formation within range and line of sight of enemy small-arms unit, those units may fire on the arty before it changes.

GBACW Units and Formations

Artillery Formations

Special Exception:

Terrible Swift Sword,

an artillery unit may use Retire by Prolonge to

Defensive fire at half strength and then retreat one hex.

(TSS 1st – See 18.8, TSS 2nd – See 15.5)

In *Gleam of Bayonets*, Arty can also Advance or Retire by Prolonge – see the exclusive rules.

These are the ONLY time an arty unit can *fire* and *enter a new hex in the same player turn!*

GBACW Units and Formations

Cavalry Formations

Special Rules for Cavalry formations:

- Formation change always ends movement.
- May only fire mounted if armed with P, C, CR.

(Pistols, Carbines, or Colt Repeaters.)

- May only fire out single frontal hex side.
- Mounted Cavalry is always enfiladed when fired on.
- May Charge, doubling their Melee strength.
- Defend in Melee at double their strength vs. non-cavalry unit.

GBACW Units and Formations

Cavalry Formations

Exceptions:

In TSS 1st edition, mounted Cavalry may *never* fire!

I suggest using GBACW rules Sections 1 – 16 when playing TSS 1st Edition. (Use only the original TSS movement, terrain, fire charts and special rules.)

In TSS 2nd Edition, mounted Cavalry with Pistols may fire out THREE frontal hexsides.

GBACW Units and Formations

Quiz

What is this unit?

GBACW Units and Formations

Quiz

What is this unit?

Union, 12th Missouri Infantry regiment, line formation, armed with rifles.

GBACW Units and Formations

Quiz

This one?

GBACW Units and Formations

Quiz

This one?

(Confederate 2nd Arkansas Cavalry regiment, Dismounted in line formation, with muskets.)

GBACW Units and Formations

Quiz

What is this unit?

GBACW Units and Formations

Quiz

What is this unit?

This is the Confederate Artillery battery Good, section b, with 4 Napoleon guns.

It is unlimbered and ready to fire!

GBACW Units and Formations

Quiz

What is this unit?

GBACW Units and Formations

Quiz

What is this unit?

Not a fair question since you can't really see it, but you should know it is

Confederate Artillery Battery, Limbered.

Not able to fire.

GBACW Units and Formations

For Further Information

For further information:

Read Section 3.0 (all)

and Section 6.0 (all)

in the Standard Rules for the

GREAT BATTLES OF THE AMERICAN CIVIL WAR.

GBACW Units and Formations

Coming Next Module

Ready to learn more?

In the next module, we'll learn about how these units face, enfilade, and Zones of Control!

OK – now face front and we'll see you at

Module 3 – Unit Facing