GREAT BATTLES OF THE AMERICAN CIVIL WAR

Module 3: Facing and Zones of Control

with F Gifford

GBACW Facing and ZOC

Goals for this Module

You will become familiar with:

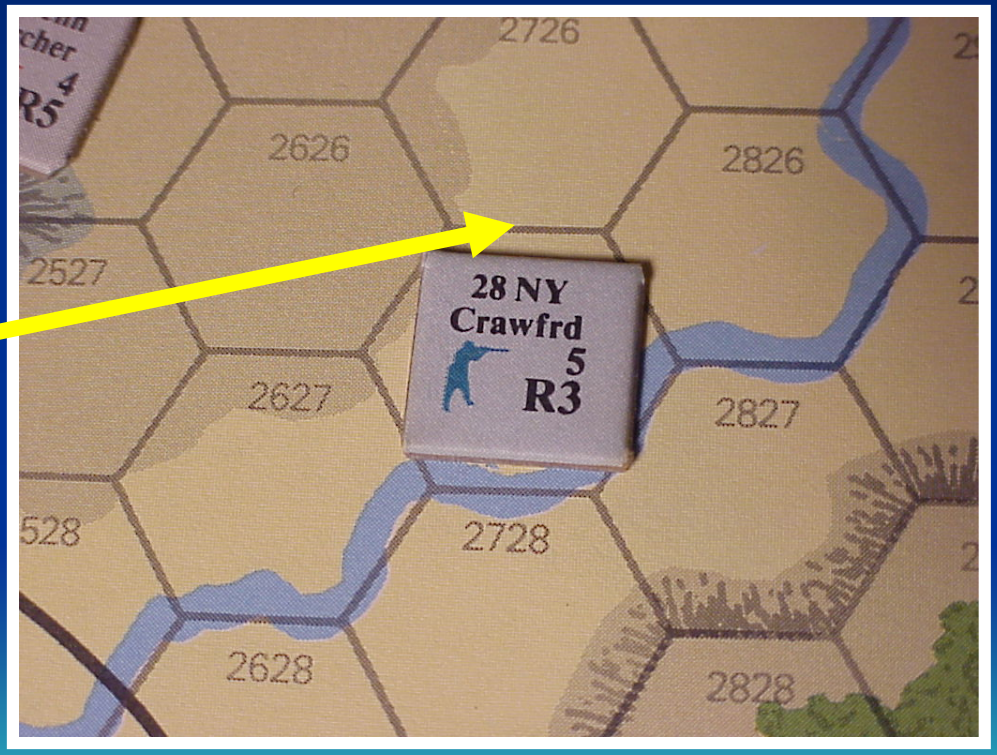
- ‘front’ and enfilade hex sides for each unit
- zones of controls for different formations

GBACW Facing and ZOC

Facing

Combat Units must face a hex SIDE, not a vertex.

Front



GBACW Facing and ZOC

Facing

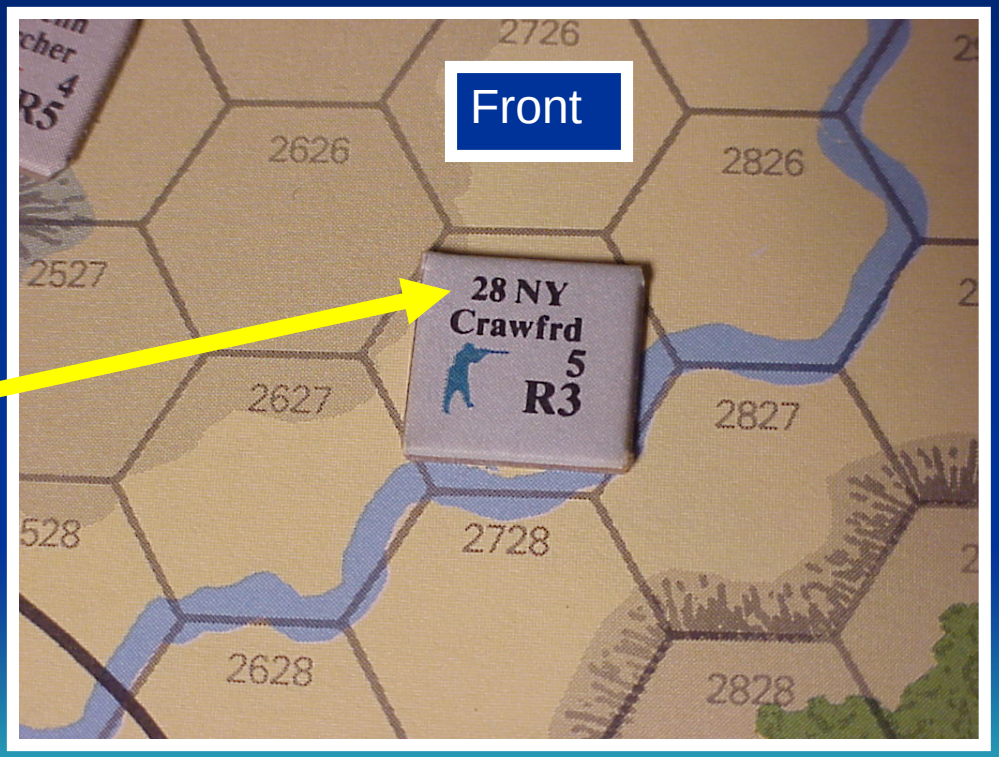
Facing determines

- *Direction a unit may fire.*
- *Direction a unit may move.*
- *Vulnerability of a unit to hostile fire or melee.*

GBACW Facing and ZOC

Facing

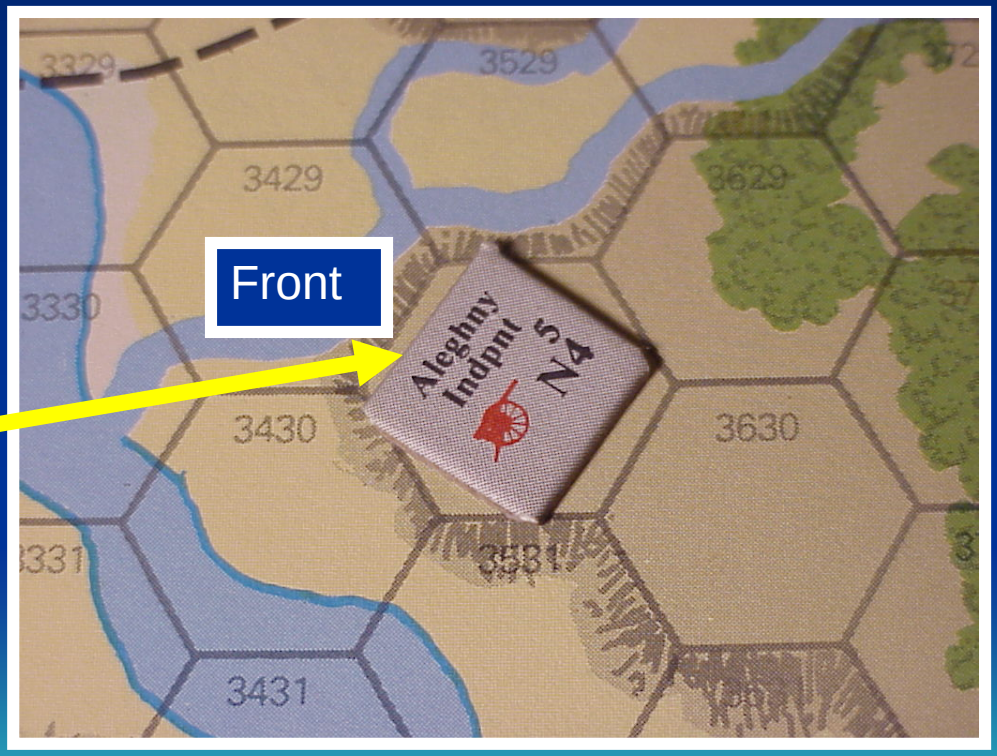
The front of a unit is side with the unit identification.



GBACW Facing and ZOC

Facing

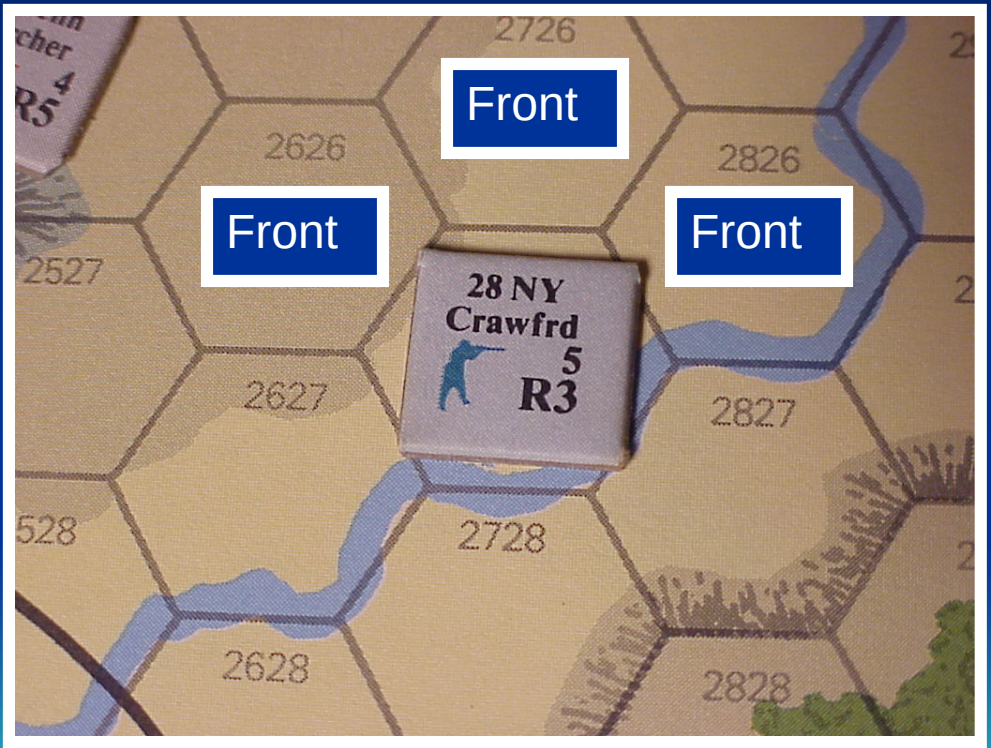
The front is the hexside above the unit identification.



GBACW Facing and ZOC

Facing

The hexsides to either side of the front hexside are also frontal hexsides.



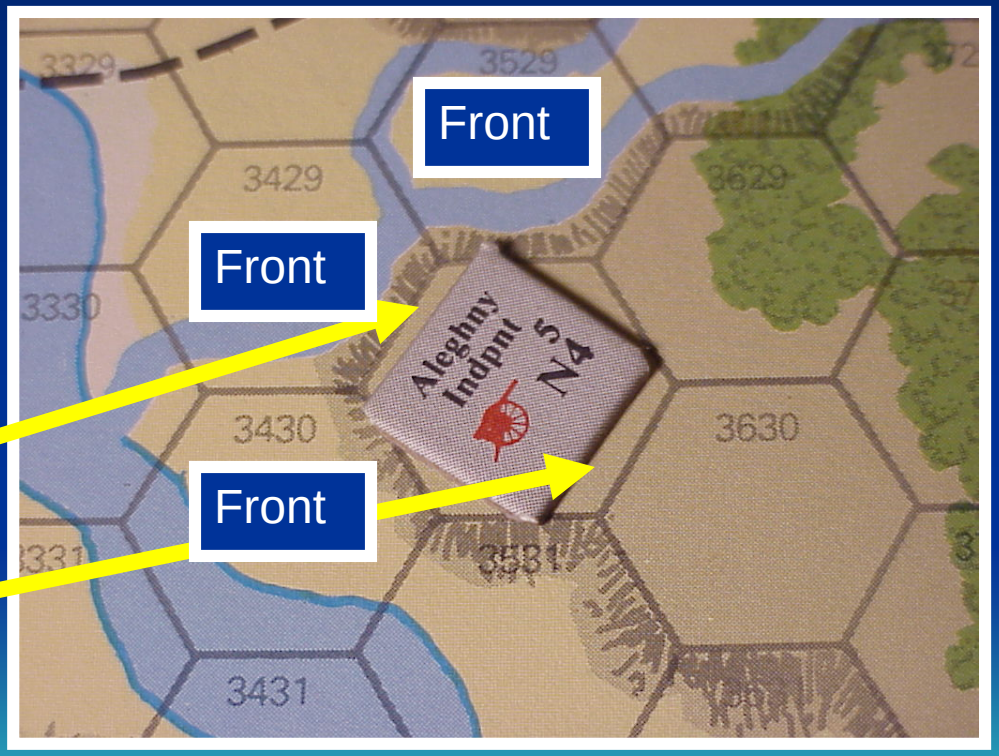
GBACW Facing and ZOC

Facing

The side opposite the 'front' is the rear, or 'enfilade' of the unit.

Front

Rear



GBACW Facing and ZOC

Facing

If units are fired on through rear hexsides, they are said to be ‘enfiladed.’

This is flanking fire, and is more damaging.

GBACW Facing and ZOC

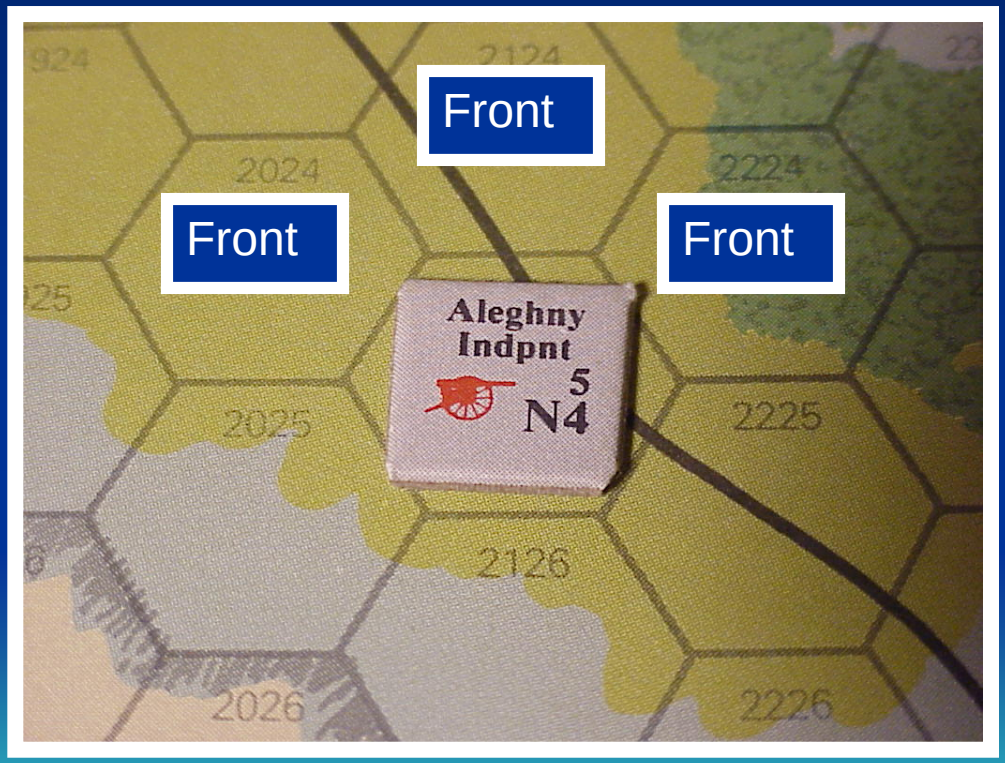
Facing

Infantry in line and unlimbered artillery may ONLY fire out their three frontal hexsides.

GBACW Facing and ZOC

Facing

Infantry in line and unlimbered artillery may ONLY fire out their three frontal hexsides.

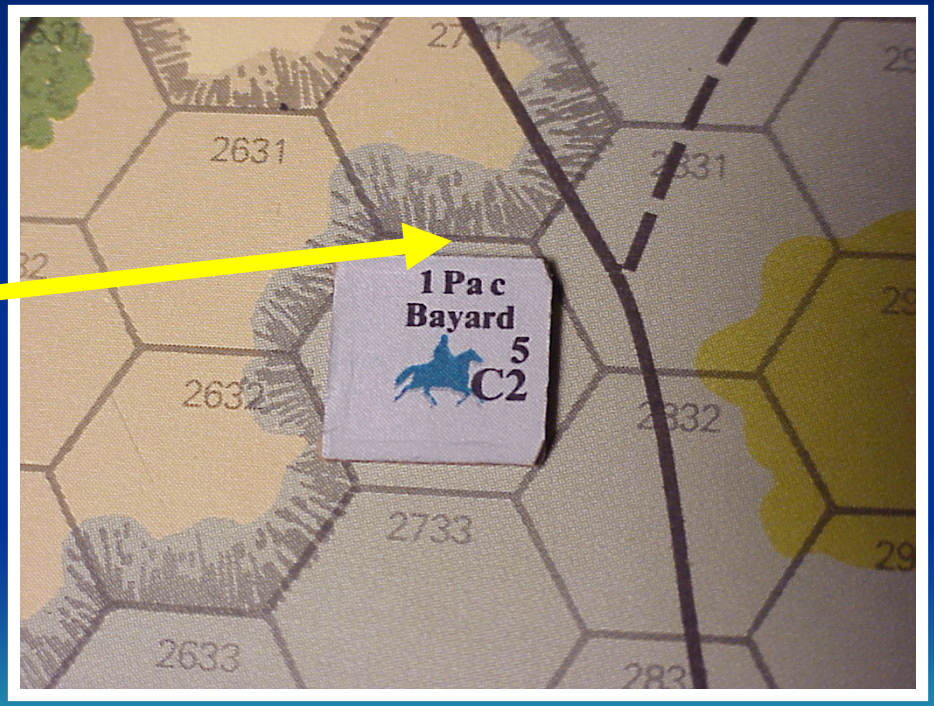


GBACW Facing and ZOC

Facing

Mounted Cavalry have only 1 Front hexside.

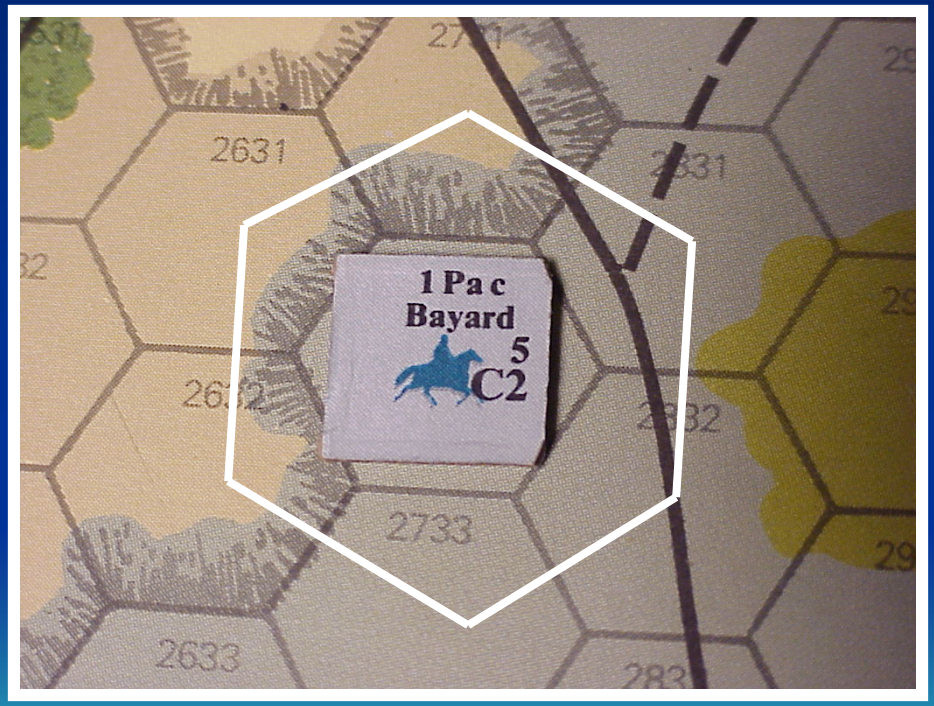
They may only fire out this hexside!



GBACW Facing and ZOC

Facing

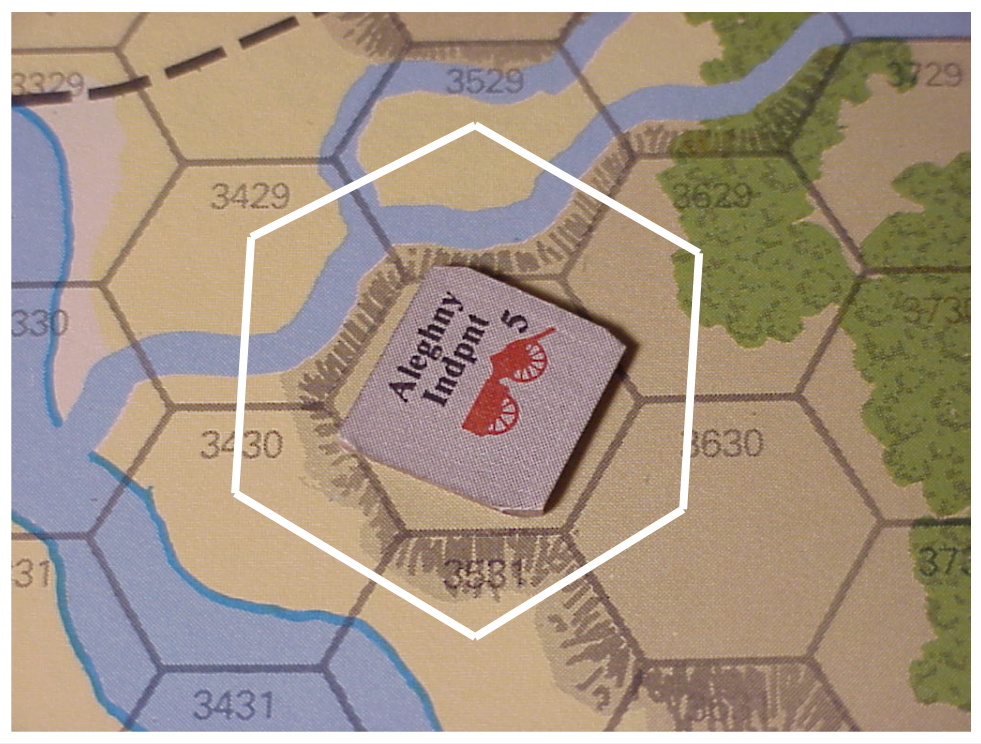
But any fire on Mounted Cavalry is treated as an "enfilade" since they are larger targets.



GBACW Facing and ZOC

Facing

Limbered Artillery and Infantry in Column are also always enfiladed!



GBACW Facing and ZOC

Movement Rules - Facing

- Units may ONLY change facing during movement phase.
- A unit MUST always face a hexside, not a vertex.
- ALL units in the same hex must face the same hexside.

GBACW Facing and ZOC

Zone of Control

Combat Units in certain formations exert a Zone of Control into the adjacent frontal hexes:

- Infantry in Line formation,
- Dismounted Cavalry in Line
- Unlimbered artillery

have three Zone of Control hexes.

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Zone of Control

As long as the terrain is not impassable, the three frontal hexsides for Infantry in Line and Unlimbered Artillery are a zone of control.

GBACW Facing and ZOC

Zone of Control

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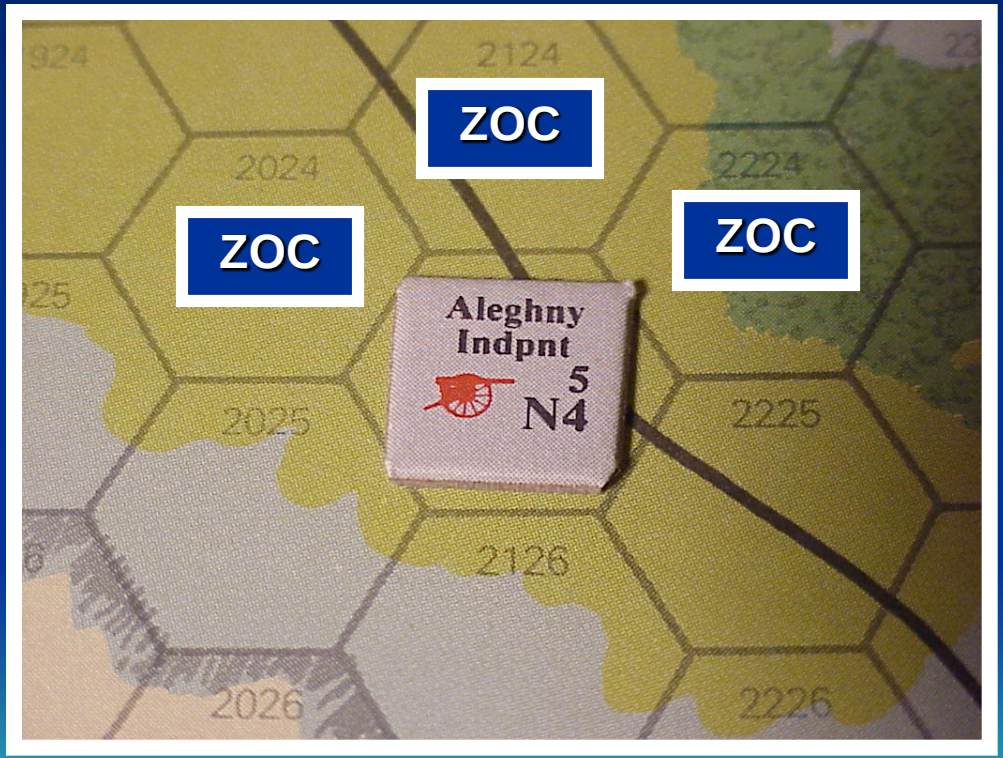


GBACW Facing and ZOC

Zone of Control

- Infantry in Line formation
- Dismounted Cavalry
- Unlimbered artillery

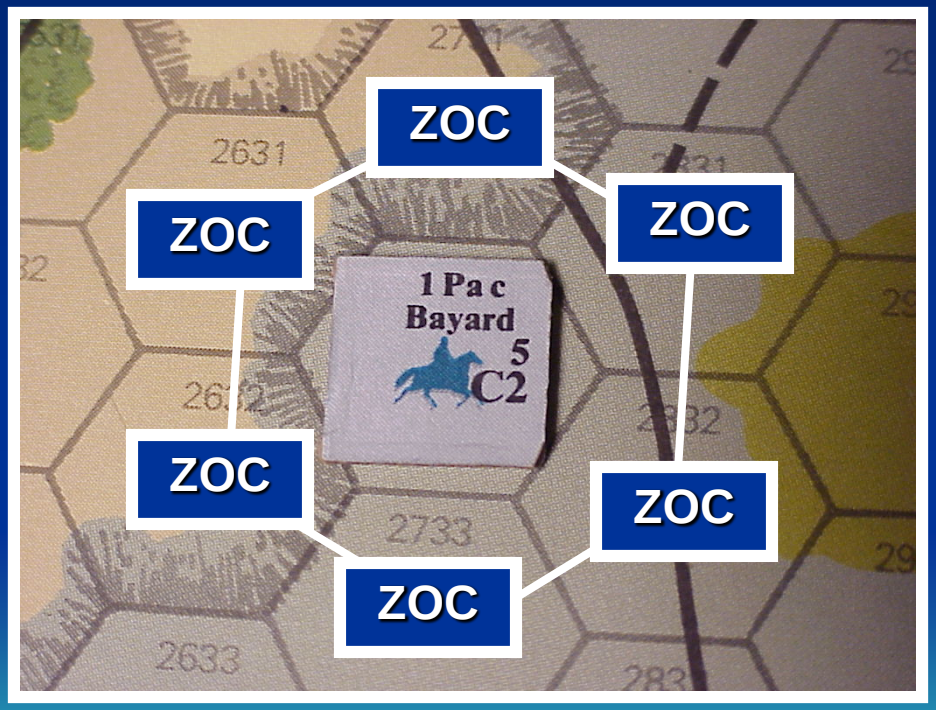
have their 3 frontal hexes as a zone of control.

GBACW Facing and ZOC

Zone of Control

Zone of Control:

Mounted Cavalry has a zone of control of all six surrounding hexes!



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Zone of Control - Review

Units WITHOUT Zones of Control:

- Leaders
- Infantry in Column
- Limbered or abandoned artillery

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Zone of Control - Review

Units that have Zones of Control:

(three frontal hexes)

- Infantry in Line
- Dismounted Cavalry
- Unlimbered Artillery

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Zone of Control - Review

Mounted Cavalry exerts a Zone of Control

into *every* adjacent hex!

(Unless a hex is impassable terrain.)

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Facing - Quiz

Which way are all the Confederate units facing?

GBACW Facing and ZOC

Facing - Quiz

Which way are all the Confederate units facing?

GBACW Facing and ZOC

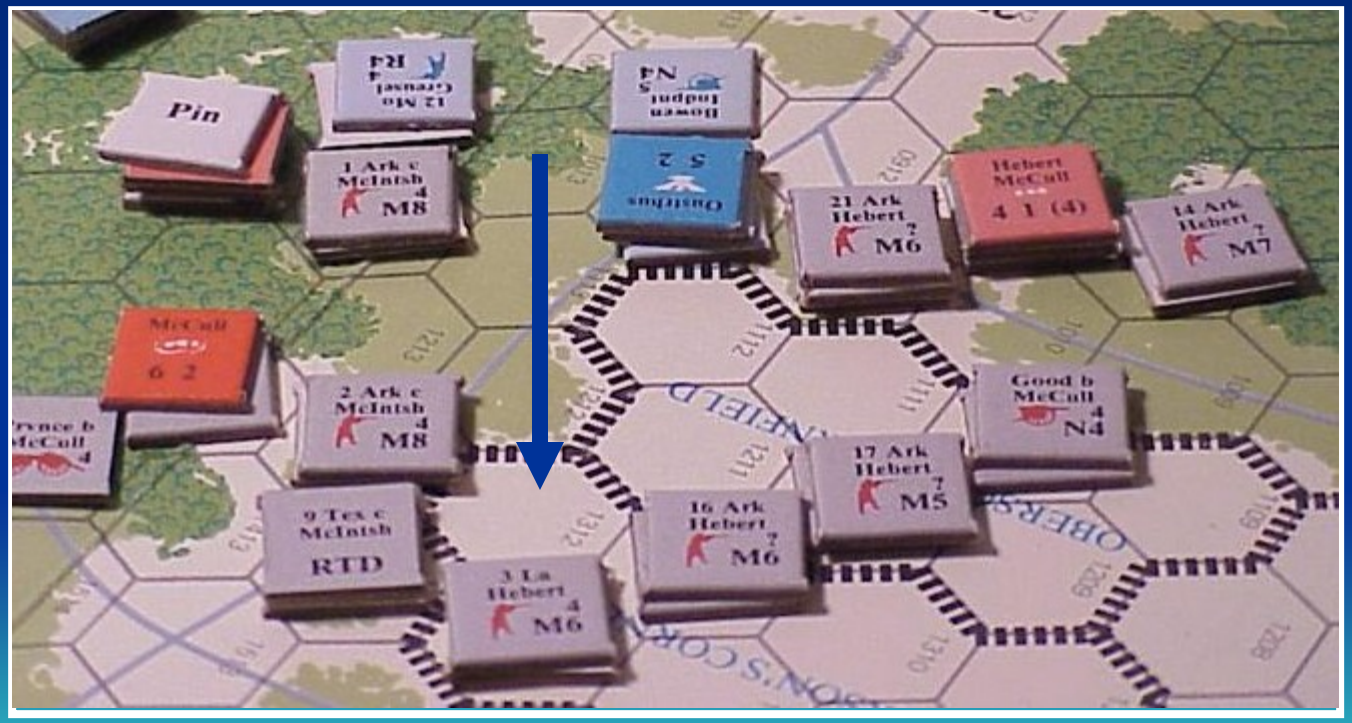
Facing - Quiz

Which way are all the Union units facing?

GBACW Facing and ZOC

Facing - Quiz

Which way are all the Union units facing?



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Zone of Control - Quiz

Which units are in enemy Zones of Control?

GBACW Facing and ZOC

Zone of Control - Quiz

Which Confederate units are in Union Zones of Control?

GBACW Facing and ZOC

Zone of Control - Quiz

Which Union units are in Confederate Zones of Control?

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Zone of Control - Quiz

Why do Zones of Control matter?

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Zone of Control

Enemy Zones of Control disrupt supply and command, and causes difficulties for units trying to change formation or leave a ZOC!

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For Further Information

Read Section 7.0 (all)
and Section 10.0
(General Rule ONLY)
in the Standard Rules for the
GREAT BATTLES OF THE AMERICAN CIVIL WAR.

GBACW Facing and ZOC

Coming Next Module

Ready for officer training?

That's next on the list, as you learn how to command troops! And you'll see an example of Zones of Control causing trouble in

Module 4 – Leaders and Command!