GREAT BATTLES OF THE AMERICAN CIVIL WAR

Module 4: Leaders and Command

with Russ Gifford

GBACW Leaders & Command

Goals for this Module

You will become familiar with:

- *Brigade* Leaders and *Divisional* Leaders
- How leaders command and rally units.
- How Brigades may be detached to operate independently.

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Command

As you remember from Module 1, each Player-turn starts with the "Initial Command Phase."

This determines which Brigade Leaders and their regiments are 'in Command."

Sequence of Play:
Player turn:
- Initial Command Phase
- Movement Phase
  - Defensive Fire
- Offensive Fire Phase
  - Retreat Before Melee
- Melee Phase
- Ammo Re-Supply
- Rally Phase
- Final Command Phase

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Command

Regiments are the basic game unit.

- Regiments must be within command radius of their *Brigade* Leaders during the Initial Command Phase or they cannot Offensive Fire, initiate Melee, or move more than 1 hex.

- Brigade Leaders must be with the command radius of their *Divisional* Leaders to move more than 1 hex.

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Command

In this game, to be ‘in command’ (thus follow orders to move or fire) a regiment must be in the Effectiveness Radius of their Brigade Leader.

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Command

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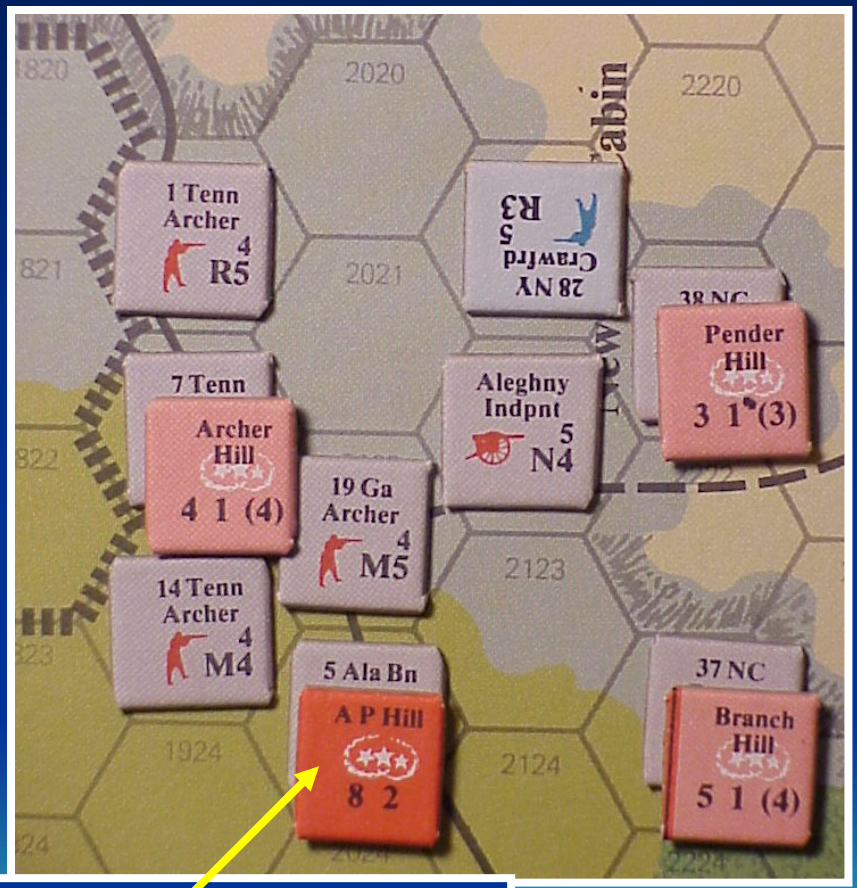
Command

A Brigade Leader must be in the divisional integrity radius of their Division Commander.



Confederate Division Commander

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Command

Division Commanders

have two numbers on their counter.

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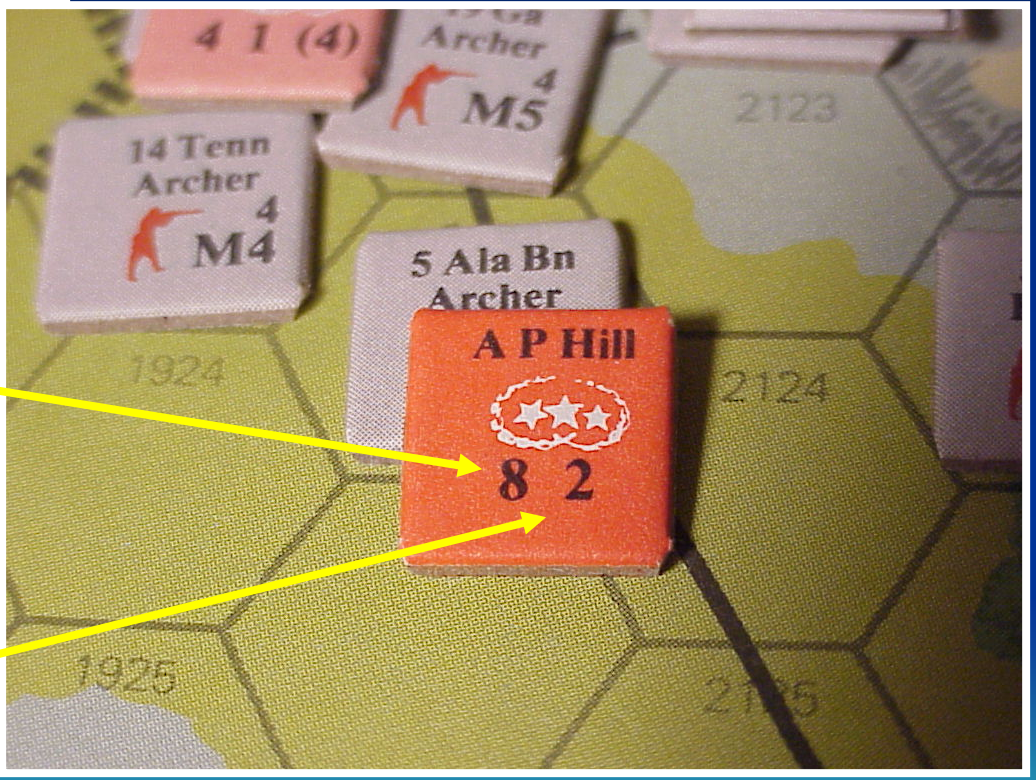
Command

Division Commander

Divisional
Integrity Radius

Command Points



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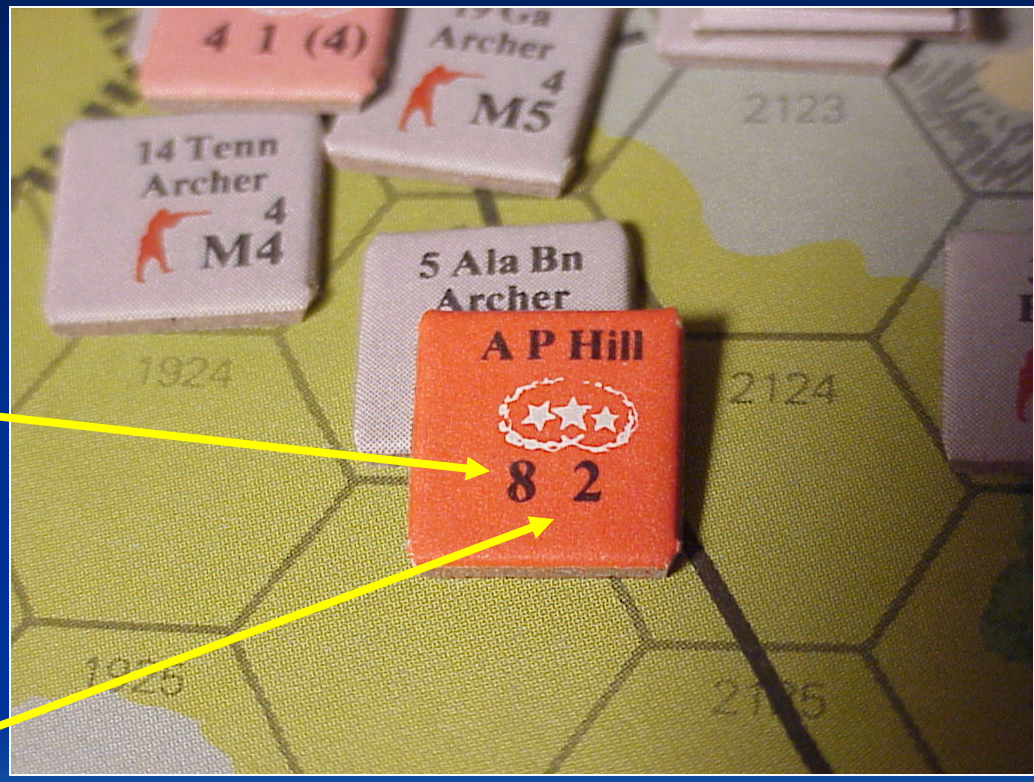
Command

Division Commanders

Divisional
Integrity Radius

Hill's Brigade Leaders must be within 8 hexes or they are out of command.



Command Points

Used to extend Brigade Leaders Effectiveness Radius.

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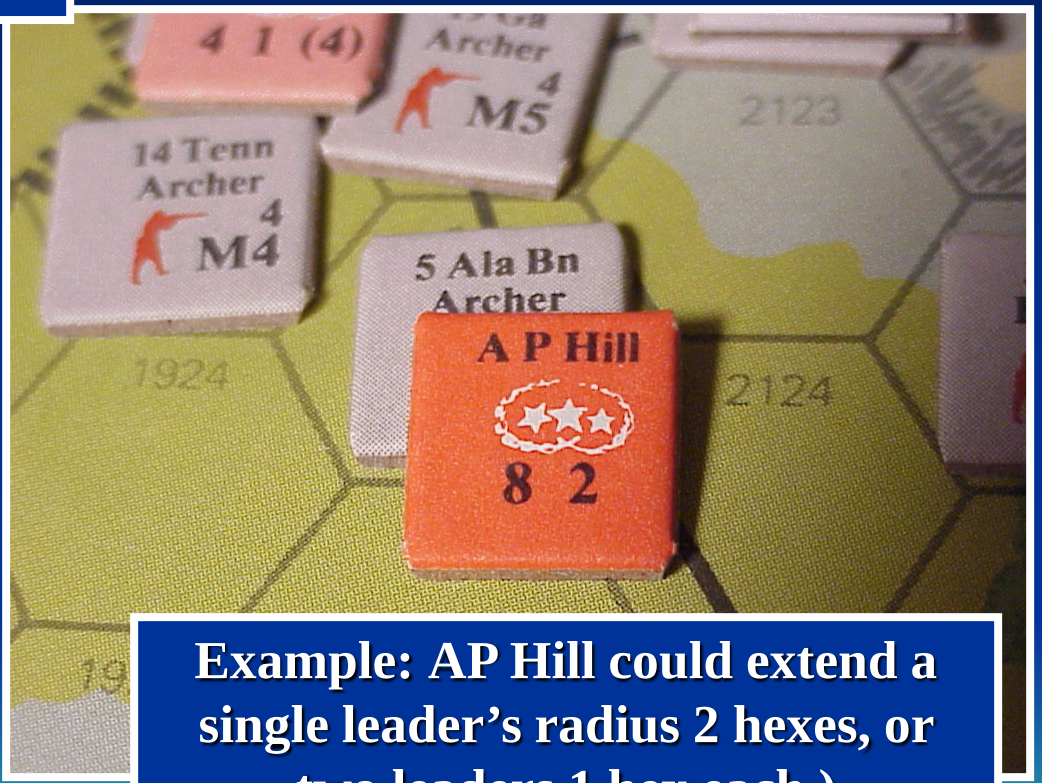
If Brigade Leaders are within their Divisional Leader's command, the Div. Cmdr may use his command points to extend the Effectiveness Radius of one or more brigade leader.



Example: AP Hill could extend a single leader's radius 2 hexes, or two leaders 1 hex each.)

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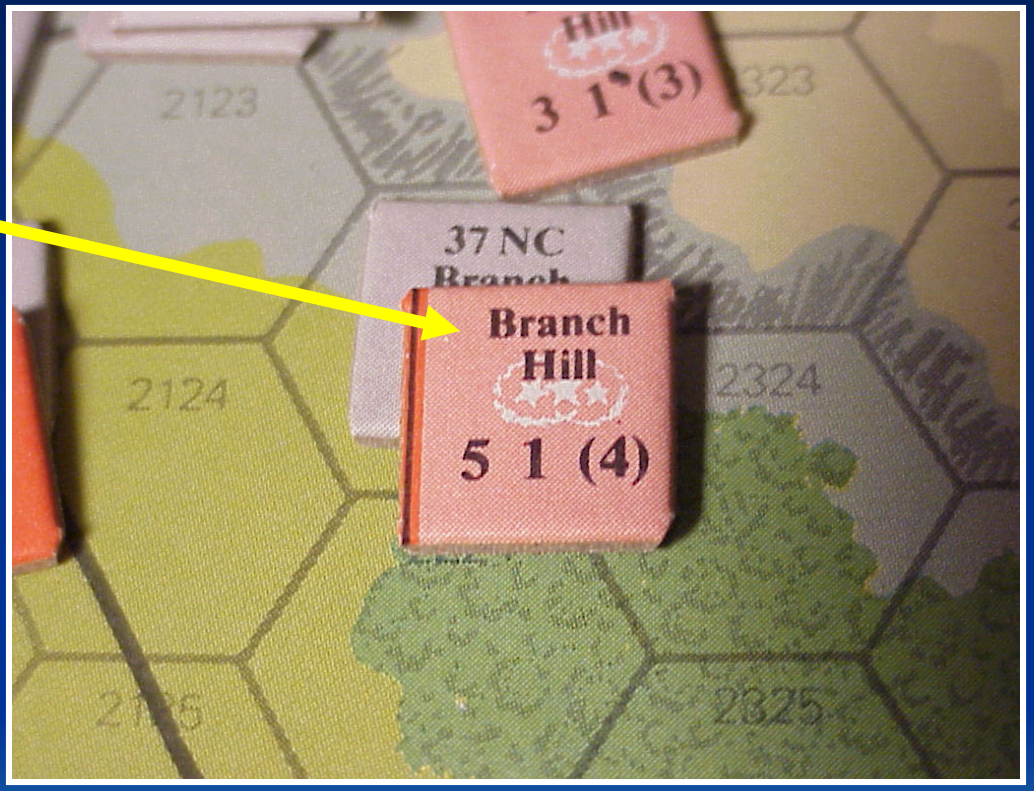
Command

Brigade Leaders

Example:

Branch is subordinate to A.P. Hill. He must be in Hill's Divisional Integrity Radius to be 'in command.'



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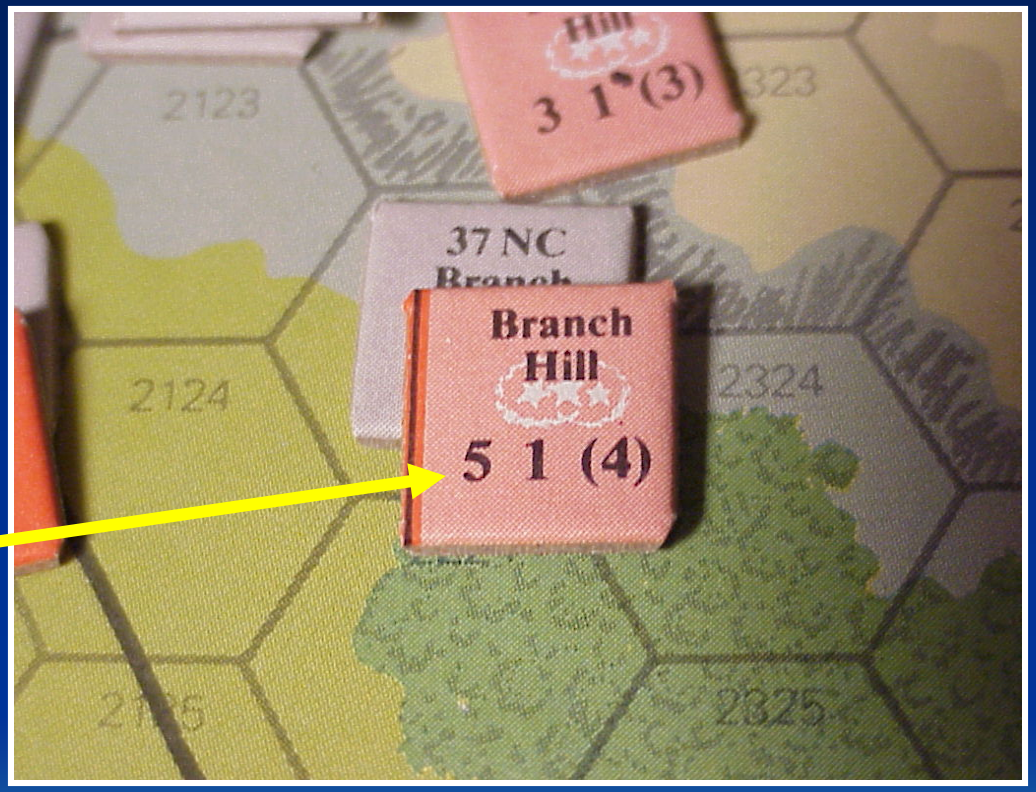
Command

Brigade Leaders



Effectiveness Radius

Branch's regiments must be within this range to be 'in command.'

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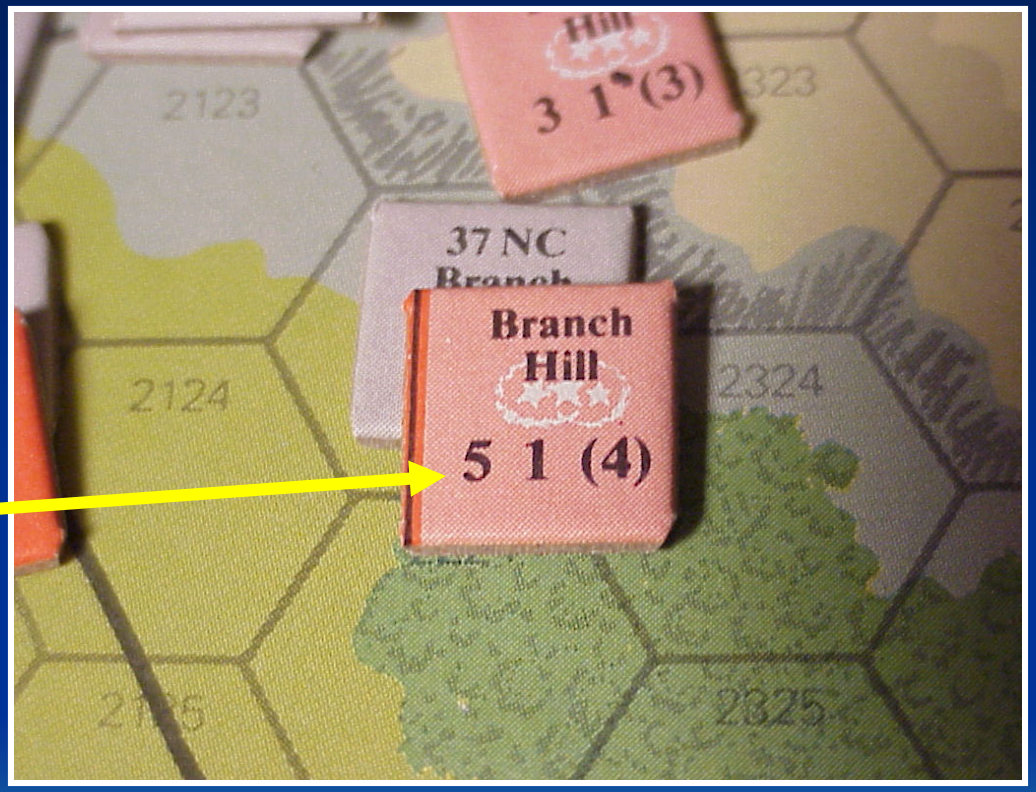
Command

Brigade Leaders



Effectiveness Radius

Branch's regiments must be within this range to be 'in command.'

If not in command, a unit may not offensive fire or melee.
They may only move 1 hex. They may defensive fire.

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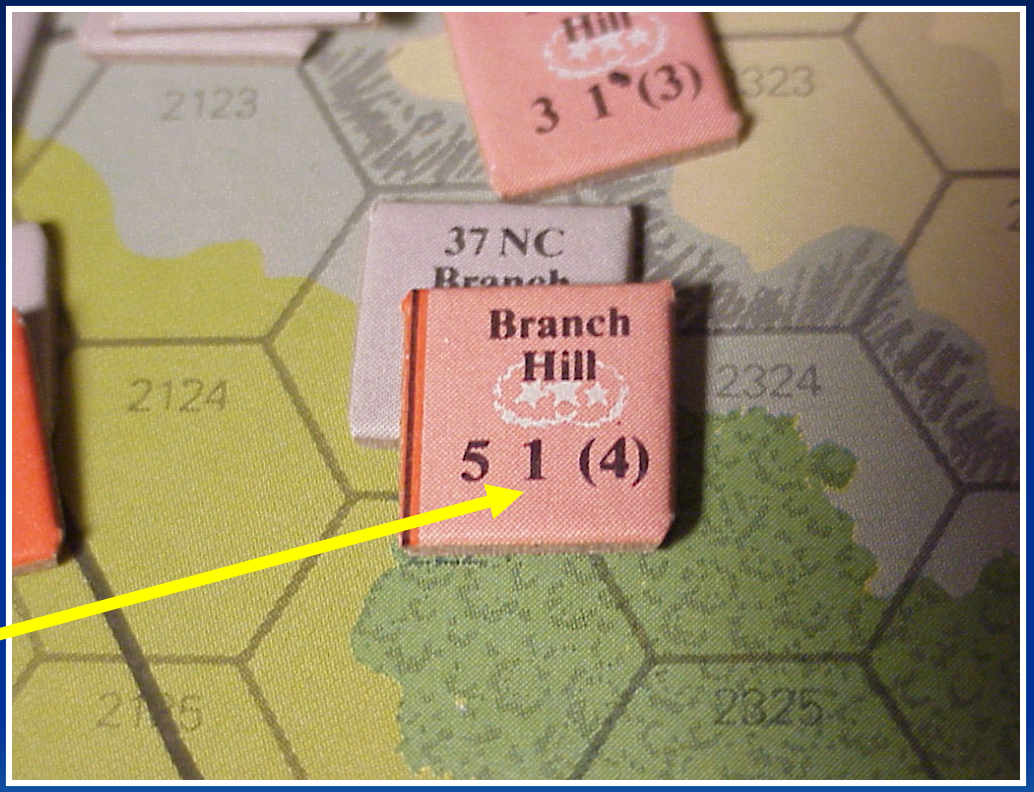
Command



Rally Rating

Brigade Leaders may rally this many of his routed regiments within his Effectiveness Radius. (He also rallies any units that he is stacked with.)

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Command

If promoted to Division Commander, this number is Branch's Div Integrity Radius

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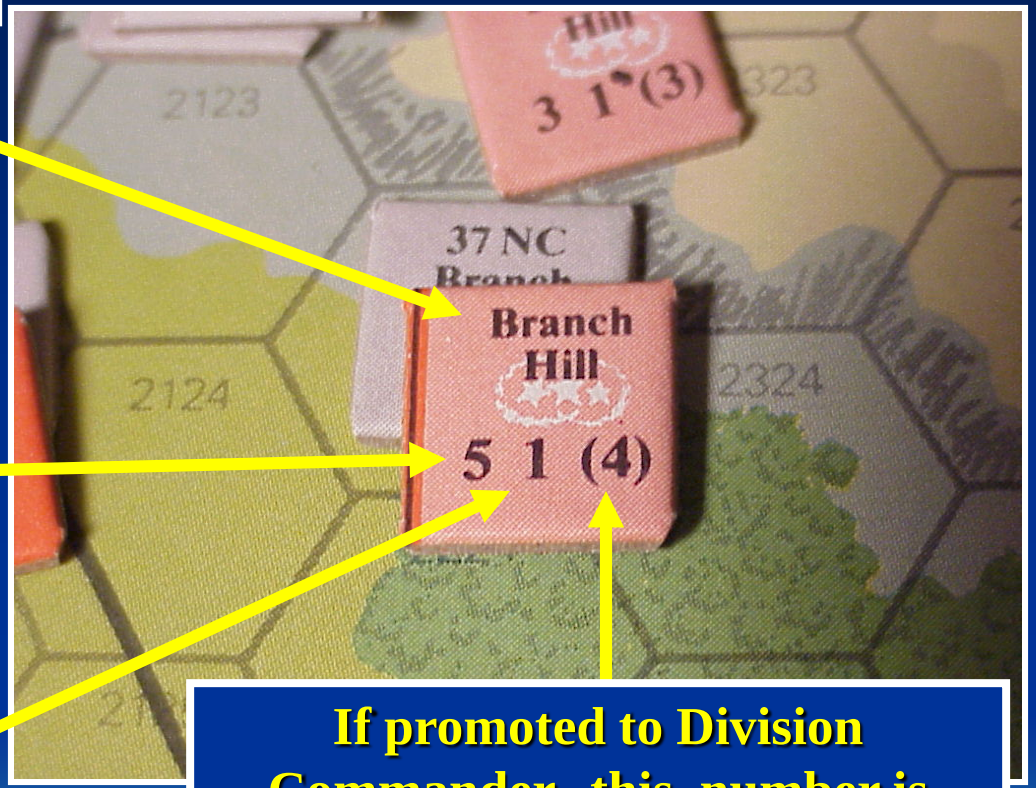
Review:

Brigade Leaders

Must be in their Div. Ldr's Divisional Integrity Radius to be 'in command.'

Effectiveness Radius

Brigade Ldr's regiments must be within this range to be 'in command'.



If promoted to Division Commander, this number is Branch's Div Integrity Radius

Rally Rating

Brigade Leaders may rally this many routed troops within his Effectiveness Radius. (May rally all that he is stacked with.)

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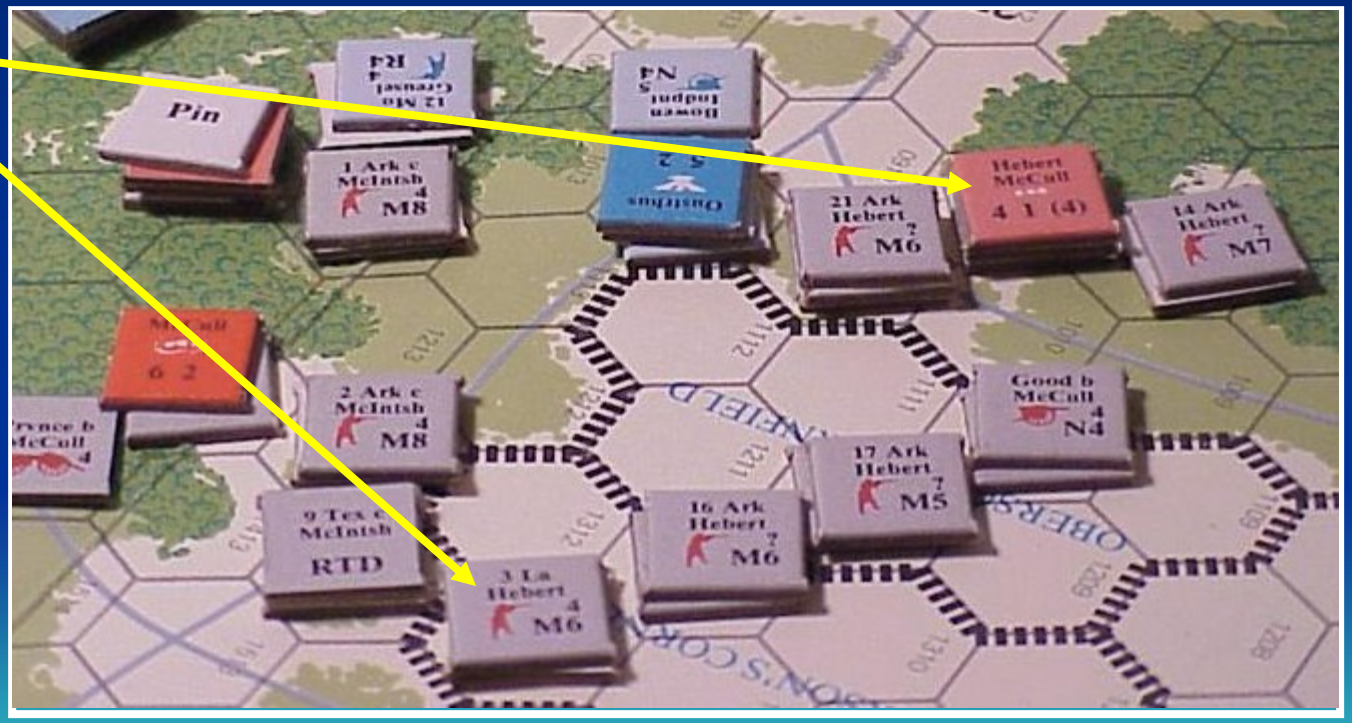
Quiz: In Command?

Question 1: one of Herbert's regiments is 5 hexes away.

Herbert's Effectiveness Radius is only 4

Is the 3 La in command?



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Quiz: Initial Command Phase

ONLY if McCulloch uses 1 command point in the Initial Command Phase to extend Herbert's Command Radius to 5!

Can he do that?

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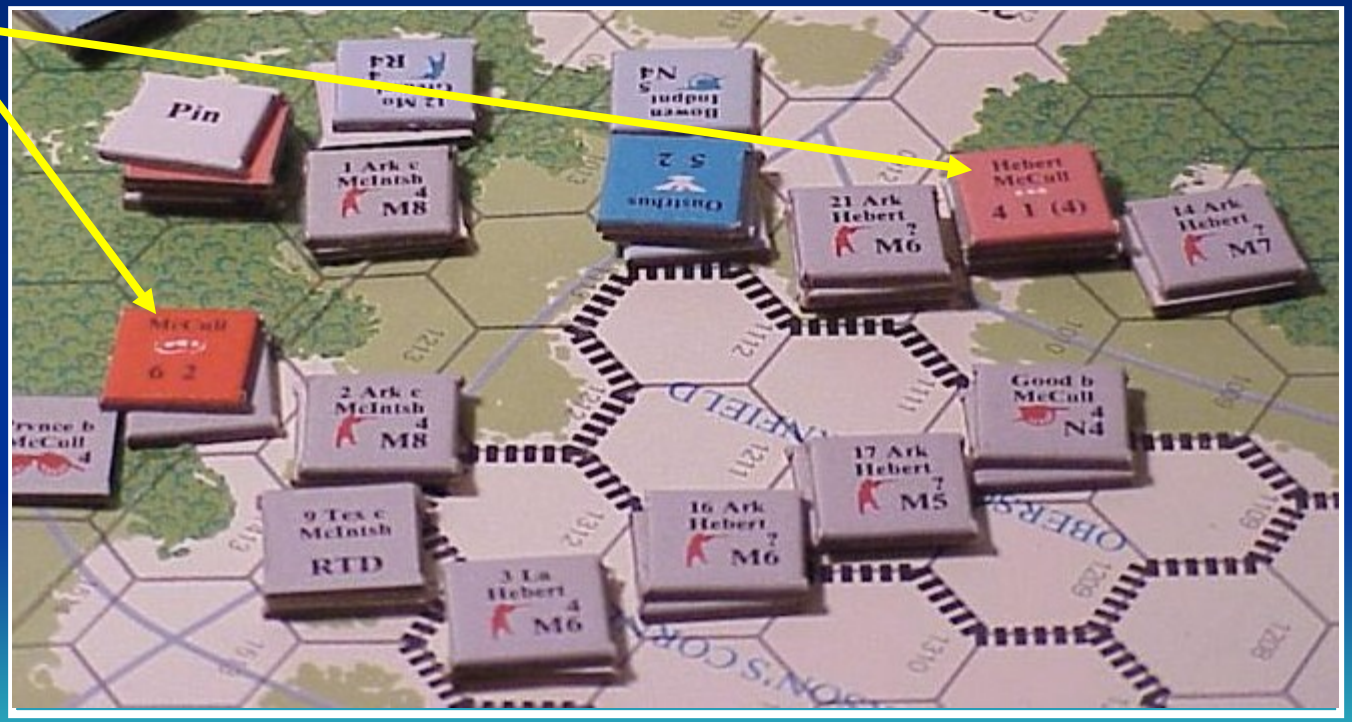
Quiz: In Command?

Yes!

McCulloch's Command Radius is 6, and Herbert is 6 hexes away!



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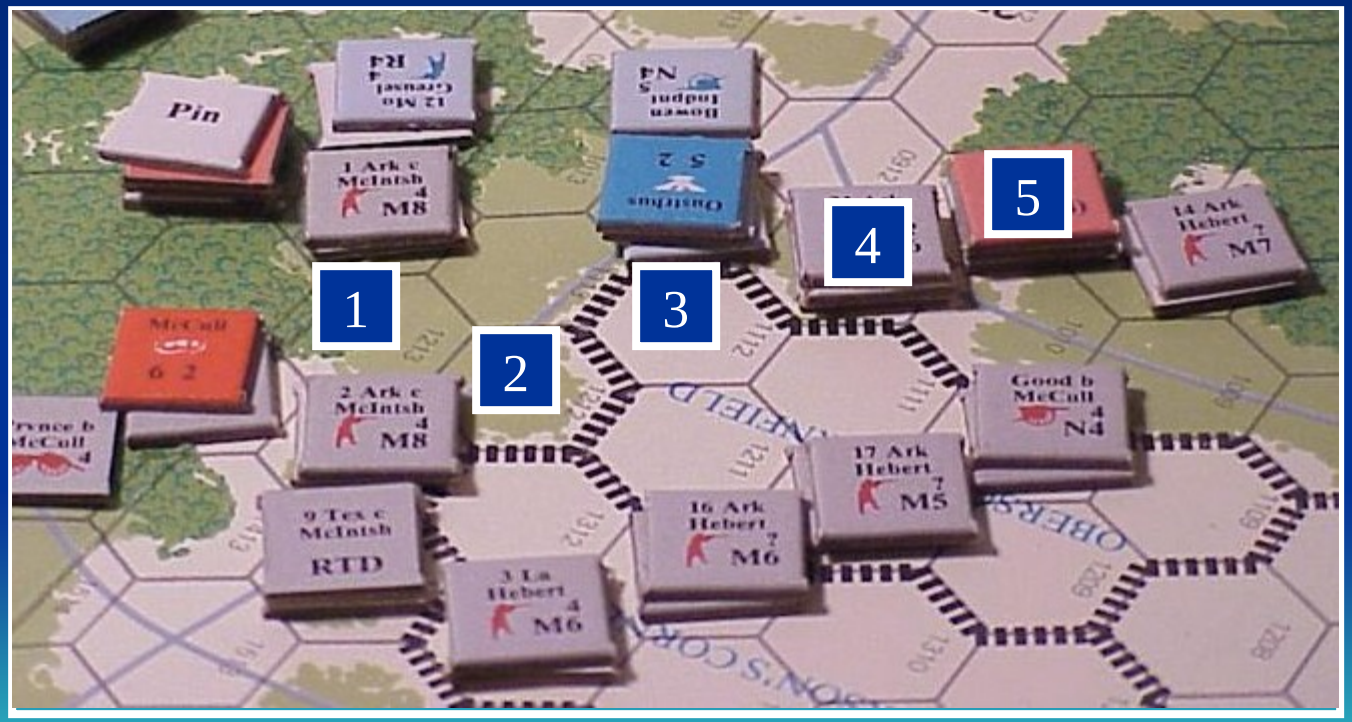
Quiz: In Command?

Question 2:
Note I said they are 6 hexes apart – why didn't I say they were 5 hexes apart?



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Quiz: In Command?

Command control cannot be traced through any enemy units, or through the zone of control of an enemy unit.

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Quiz: In Command?

Command control cannot be traced through any enemy units, or through the zone of control of an enemy unit.

Exception: unless that hex has a friendly unit in it.

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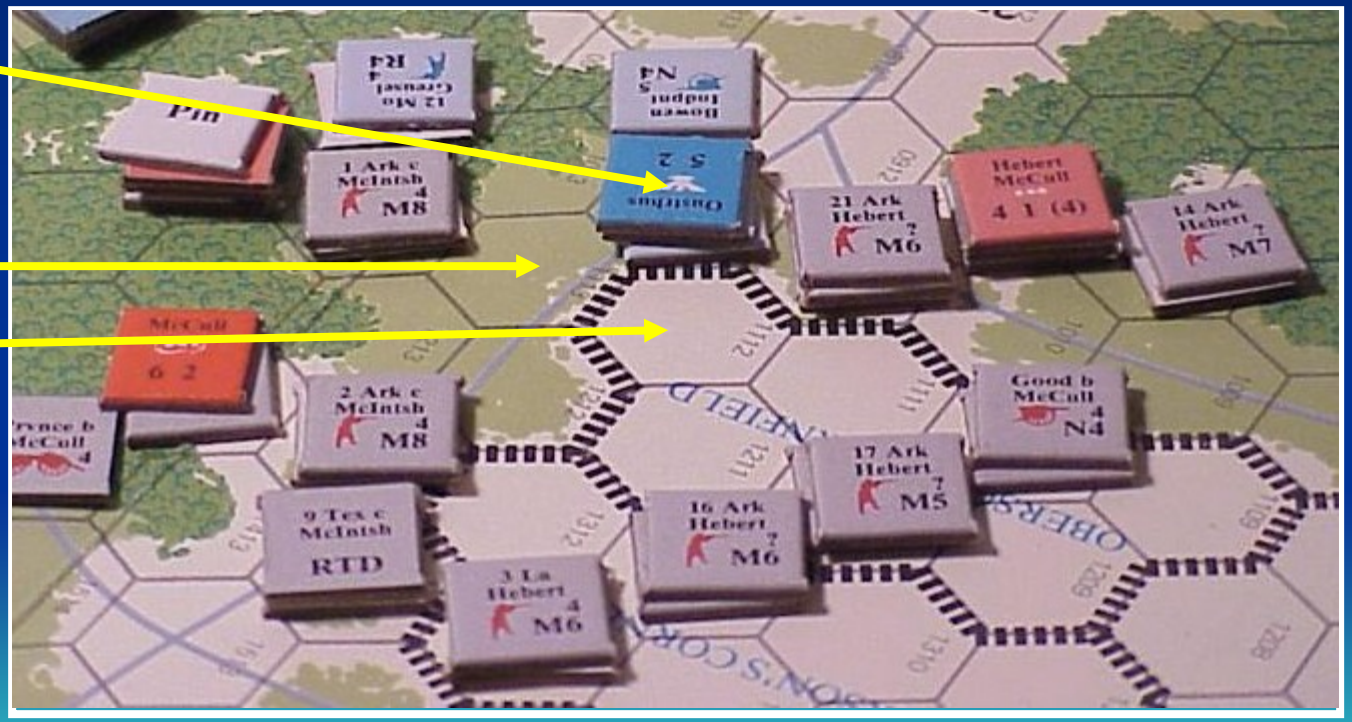
Quiz: In Command?

The units under Outserhaus exert a zone of control in hex 1113 and hex 1112.

Command cannot be traced through hex 1112.



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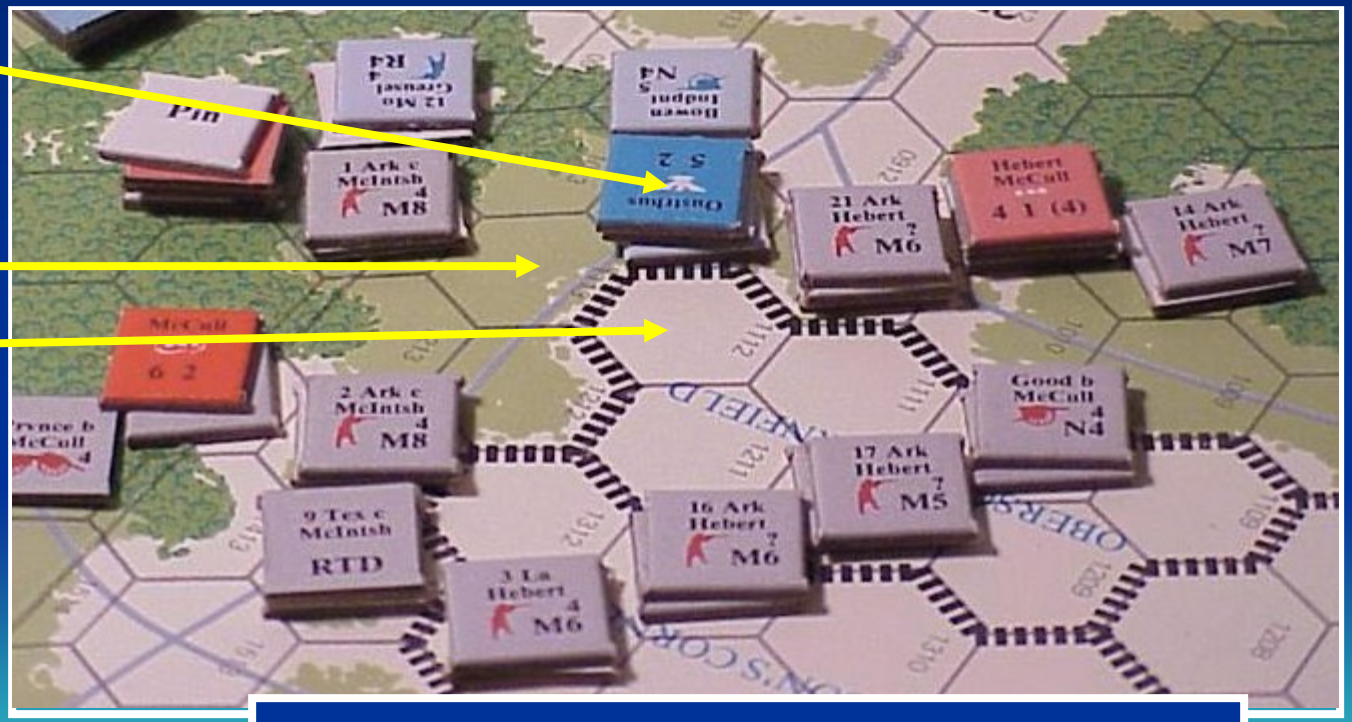

See module 3 for a complete explanation of Zones of Control!

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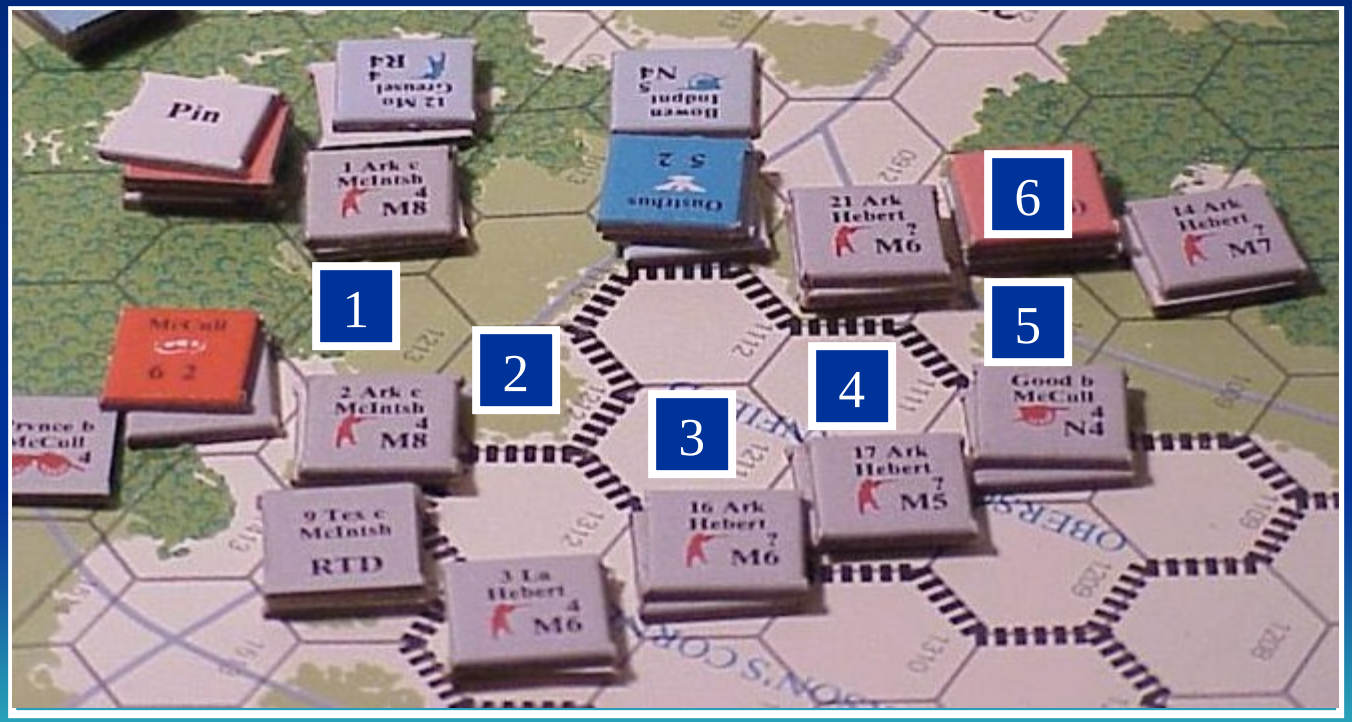
Quiz: In Command?

But McCulloch has a 6 hex radius, and there is a path to Herbert within 6 hexes.



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Quiz: In Command?

McIntosh is under the pin counter, and has only a 3 radius. (He's wounded).

Is the 9 Tex in command?

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Quiz: In Command?

Yes! McCulloch has 2 Command points, so he gives McIntosh his remaining point.

McIntosh now has a 4 radius, and the 9 Tex is in command!

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Brigade Detachment

Brigade Leaders normally must be within the Divisional Integrity Radius of their Divisional Commander.

- *But one* Brigade may be detached to operate independently.

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Brigade Detachment

To Detach a Brigade:

- *Must be done during the Initial Command Phase*
- *The Brigade Commander must be within the Divisional Integrity Radius of the Divisional Commander.*
- *Only one Brigade may be detached at any time.*

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Brigade Detachment

A Detached Brigade:

- *Functions normally in all respects but one – the Brigade Leader does NOT need to be in the Divisional Integrity Radius of the Divisional Commander.*
- *Optional Rule – the morale level of each regiment of the detached brigade is 1 point lower.*

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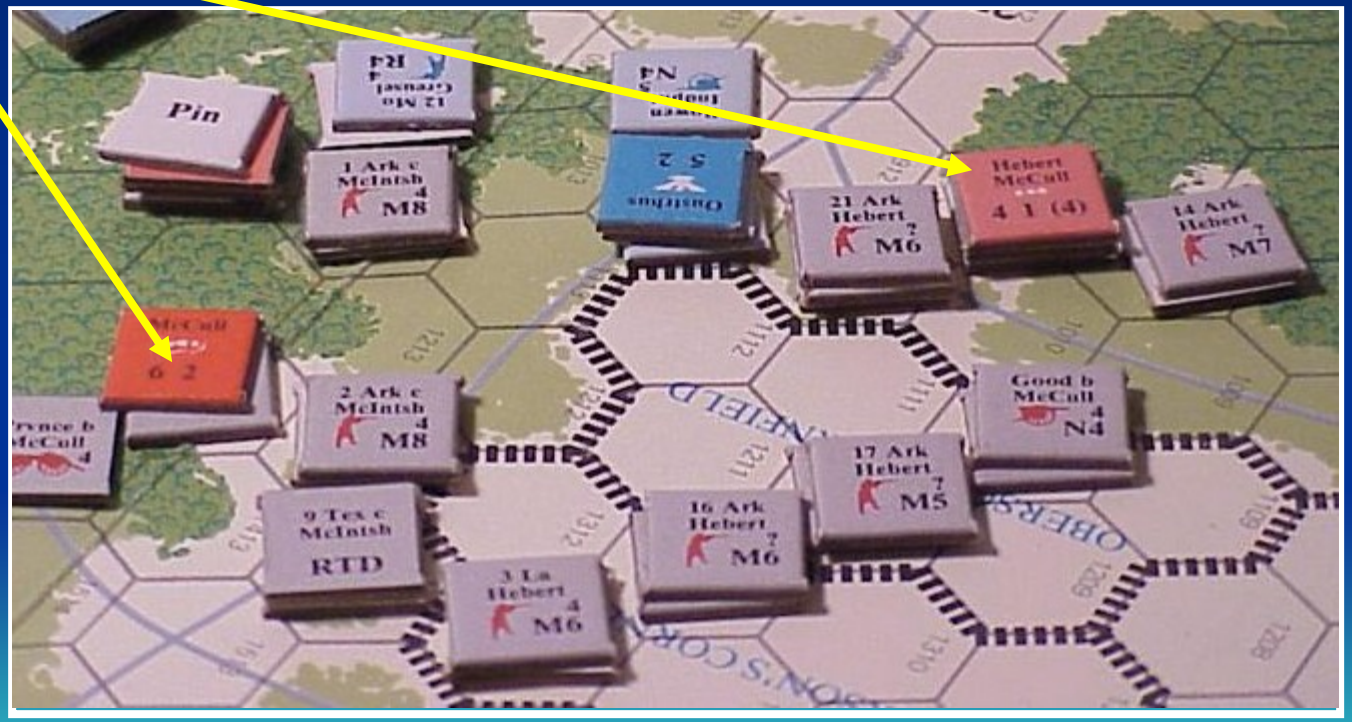
Brigade Detachment

Example: Since Herbert is in Command, McCullough could detach him the Initial Command Phase.



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For Further Information

But if you need more info:

Read Section 1.0 (all)

and Section 17.0 to 17.68

in the Standard Rules for the

Great Battles of the American Civil War.

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Coming Next Module

I’m certain you did fine on the quiz!

But if not, check the rules again, and replay this module. Command and Control are vital in these games!

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Coming Next Module

Once you're comfortable, report back here.

We'll hit the trail as we start

Module 5 – Unit Movement!