

OPTIONAL RULES

Skirmishers

It was a standard tactic in the Civil War for an infantry regiment to deploy two companies as **skirmishers** to screen the unit's front. Usually skirmishers are not represented because they are too few to significantly affect the outcome of the small historical battles or portions of bigger battles we are trying to re-create. When skirmishers are deployed in greater strength, however, they could make a tactical difference. The following optional rules allow a player to detach stands from an infantry regiment and deploy them as a small unit of skirmishers.

Skirmishers add complexity to the game, so we recommend they only be used in smaller engagements in which the opposing forces are about the size of a brigade. Skirmishers are introduced in our first scenario, the engagement at Big Bethel.

Deploying Skirmishers. The game may start with skirmishers placed on the table, or they can be deployed later during a regiment's maneuver check as part of a change of formation maneuver. A regiment may change its own formation while deploying skirmishers. The regiment

must remain in a line or field column when skirmishers are deployed. Skirmishers may only deploy in extended line.

Less than half of a regiment's stands may be detached as skirmishers. The skirmisher detachment can have as few as two stands and a maximum of six. For example, a 12-stand regiment can detach from two to five stands as skirmishers; five out of twelve stands are the most that can be detached and still be less than half of the regiment. A regiment with more than twelve stands can detach a maximum of six stands. A five-stand regiment is the smallest unit able to deploy skirmishers.

Place the newly detached stands in an extended line within 2" in front of the regiment (Figure 1). Both units may refuse the same flank with up to half their stands. When skirmishers start the game already placed on the table, the controlling player must decide how many stands to detach from the regiment

Figure 1. Deploying Skirmishers

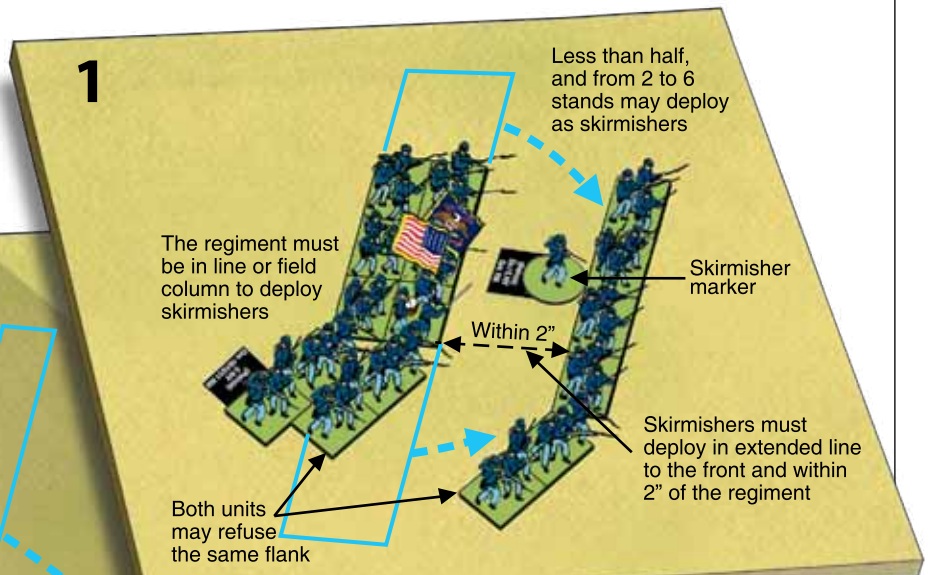
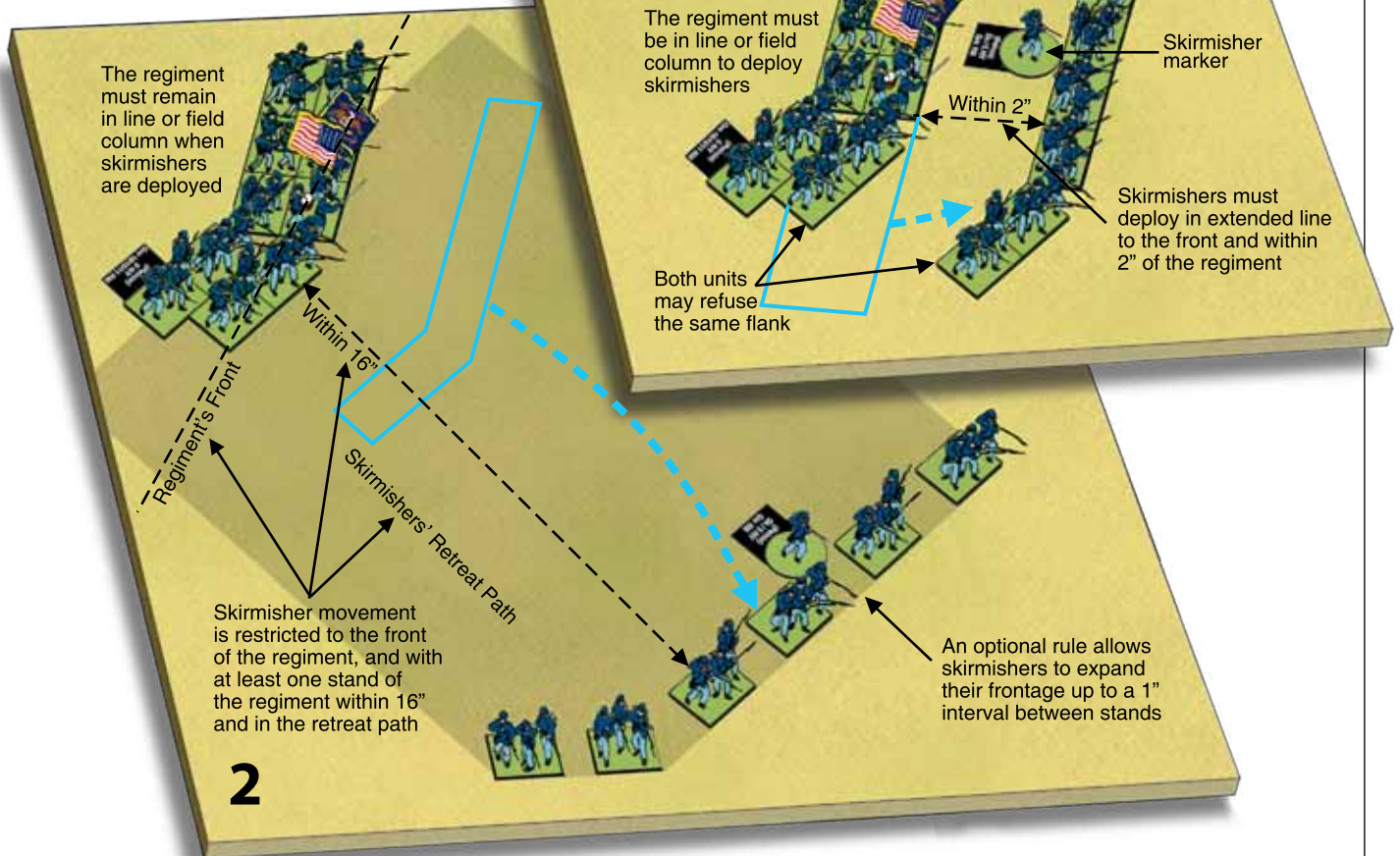


Figure 2. Skirmisher Movement Restrictions



before the game begins. The stand with the unit label and the command stand must always remain with the regiment.

A **skirmisher marker**, must be placed behind the detached unit to identify the skirmishers. The marker can be represented by a single firing figure on a small round base with the skirmisher unit label fixed to the base. Players will have to prepare skirmisher unit labels or use the preprinted labels provided in a published scenario order of battle. The skirmisher unit ratings are the same as the ratings for the regiment. A player must look at the regiment's label to determine the current effectiveness (fresh/worn/spent) level for both units. The current level is based on the combined strength of the remaining stands in the regiment and its detached skirmishers.



Skirmisher Marker
1 firing figure
Approx. $\frac{3}{4}$ " round base

If the change formation maneuver was with a Well Handled effect, the skirmishers may move up to a half-move distance while the regiment holds its position. If the regiment moved half before or after it changed formation, or if it changed formation and must hold its position due to a Tardy effect, the skirmishers must remain within 2" for that turn.

When a green unit changes its formation in broken or rough ground while deploying skirmishers, only the regiment is marked disordered. During defensive fire, a regiment can be fired upon before it deploys skirmishers. If the newly deployed skirmishers remain within 2" and are fired upon, the regiment behind suffers the combat effect for a massed target.

Movement Restrictions. Once deployed, skirmishers perform their maneuver checks and fight as a separate unit. Leaders can attach to skirmishers. Skirmishers outside the command radius of a leader must resolve a separate out-of-command maneuver check. The skirmishers' mission is to screen the regiment, so there are movement restrictions on how far they can move and face relative to the regiment (Figure 2). The skirmisher formation only can maneuver in front of the regiment. The regiment's front is determined by drawing a straight line between the front corners of the formation. At least one of the regiment's stands must remain within 16" (400-yards) and in the retreat path of the skirmishers. If the regiment moves over 16" or outside the retreat path, the skirmishers must move to conform to the movement restrictions in their next maneuver check.

Rejoining the Regiment. Skirmishers may rejoin their regiment. Rejoining occurs during movement and does not require a change formation maneuver. To rejoin, either the skirmishers retreat or the regiment advances until at least one stand from each unit makes contact. The remaining skirmisher stands are immediately placed back into the regiment's current formation and assume the same good order, disorder or broken status as the regiment. If there is insufficient space to fit all of the stands into the formation, place the extra stands in a broken formation close behind the regiment until more space becomes

available. These stands cannot fire or be counted for numbers in charge combat. The skirmisher marker is removed once the skirmishers rejoin their regiment.

Skirmishers may voluntarily rejoin the regiment either during a unit's maneuver check or as a Hasty maneuver during the opposing player turn. A regiment may conduct its maneuver check before or after its skirmishers rejoin, and it may continue to move after they rejoin. Skirmishers may rejoin a charging regiment. A regiment may redeploy its skirmishers again in a later turn.

Skirmishers who cannot retreat straight back must full retreat broken away from the enemy and toward the regiment instead of toward the friendly table edge. They continue to full retreat broken each turn without a maneuver check until contact is made. Skirmishers must full retreat broken and attempt to rejoin the regiment when they cannot conform to their movement restrictions, become broken, or are reduced to one stand. Skirmishers must also rejoin if they contact the regiment while retreating after charge combat.

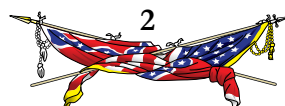
If all the stands in the regiment are eliminated while its skirmishers are detached, the remaining skirmisher stands become the regiment and are treated as a normal unit. Remove the skirmisher marker and replace two skirmisher stands with the unit command stand and unit label stand. The understrength unit may continue to maneuver in extended line, or change formation in a later turn.

Evade. As a Hasty maneuver, skirmishers may voluntarily **evade** charging enemy infantry and dismounted cavalry. Before the charging unit makes contact, the skirmishers may full retreat broken toward the regiment. The charging unit may carry the position or continues to charge with its remaining movement toward the retreating skirmishers. Mark the charging unit disordered at the end of the phase if it charged over broken or rough ground. Other units in extended line cannot evade, and skirmishers cannot evade if charged by enemy cavalry.

Extended Line Frontage

In the basic rules, all stands in an extended line are placed in a single rank, with the sides of each stand touching. This optional rule allows a small unit in extended line to expand its frontage up to a 1" interval between stands. The intervals may vary between stands in the same unit, so long as no single interval exceeds 1". For example, the interval between the stand A and stand B can be 1", while the interval between B and C could be a half-inch. Only skirmishers and other units with six or fewer stands in extended line may expand their frontage. Units with more than six stands in extended line must remain in base-to-base contact.

The frontage of an extended line with intervals may be contracted into smaller intervals, or the stands may move back into base-to-base contact. Expanding or contracting the formation's frontage occurs during movement without any additional movement cost. The unit may expand or contract its frontage during a voluntary advance, withdrawal, or when holding its position. The intervals between stands can also be decided when changing formation into extended line. A unit may refuse a flank after it expands or



contracts its frontage. A unit that involuntarily retreats may only contract its frontage and cannot refuse its flank. Expanding and contracting is done from the center of the formation, so stands from either the right or left half of the formation cannot expand or contract past the center. An extended line with an involuntary hold position effect cannot change its frontage. A unit cannot march by the flank and expand or contract its frontage in the same turn.

In charge combat, in addition to the -1 modifier for being in extended line, an extended line with intervals can count only the stands that are within 1" of the charging unit and in the path of the charge when determining the modifier for being outnumbered. All of the stands are counted in an extended line without intervals.

Twilight & Night Turns

In the basic rules for twilight turns on page 17 in the *Regimental Fire and Fury* rulebook we were using a definition of twilight that technically is civil twilight, which is half as long as nautical twilight. The longer nautical twilight can be played as an optional rule. Several of the scenarios (Elkhorn Tavern, Kernstown, Brawner's Farm, and Iuka) in this book continue past sunset and use the optional rules for twilight and night turns.

Twilight. The number of twilight turns and the effects of twilight now are more consistent with the modern military definition for twilight. Morning twilight lasts for approximately one hour from the instant of first available daylight (dawn) until sunrise. Evening twilight lasts approximately one hour from sunset until the instant of last available daylight (dusk). Military operations are limited during twilight because, under good atmospheric conditions, the outline of ground objects is distinguishable, but details cannot be seen. The beginning and ending times for twilight can vary depend-

ing upon the time of the year and latitude.

A scenario now can have up to four 15-minute twilight turns. The gradual fading of sunlight during evening twilight is represented by reducing the maximum distance allowed on each turn for weapon range, starting with 48" on the first turn after sunset, down to 36" on turn two, 24" on turn three, and 12" on turn four. During morning twilight the distances are reversed as the light increases for four turns before sunrise.

In a maneuver check, a leader's command radius is reduced to 4" during twilight. Firing stands suffer a -2 modifier for target in full cover if half or more of the fire points were fired from over 4".

Night. The game length may continue past twilight into night. The number of night turns can vary depending on historical accounts and the scenario design. The maximum distance weapons can fire can change depending upon atmospheric conditions. On an overcast or moonless night weapon range is restricted to 4". Increase the distance to 8" on a clear moonlit night, and out to 12" when there is a full moon.

In a maneuver check during a night turn, a unit can be in command only if it has an attached leader. All other units must roll on the out-of-command column on the Maneuver Table. A unit receiving a Double Quick or Well Handled effect may only perform a Tardy maneuver. All other Maneuver Table effects remain the same. Firing stands suffer a -2 modifier for target in full cover, however, the modifier does not apply if the firing stands are in a participating unit or are incidental stands in a charge combat.

Change Front

In the basic rules a unit in line or extended line may only wheel up to 45-degrees from its original facing at any point during its movement. As an optional rule, a unit in line or extended

line may perform a **change front** maneuver by wheeling forward or backwards up to 90-degrees (Figure 3). A unit must have a Double Quick, Well Handled or Tardy maneuver to change front. The unit can only conduct the wheel from its present position and it cannot combine a change front with any other maneuver such as an advance, withdraw, charge, oblique, about face, or march by the flank.

The wheel forward or backwards always is measured from the front face of the unit with the pivot point touching the corner of the inside flank stand. A unit cannot wheel more than 90-degrees or further than its maximum movement rate. A unit cannot move after completing a change front, but it may refuse a flank.

Figure 3. Change Front

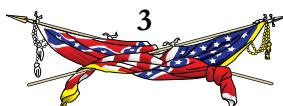
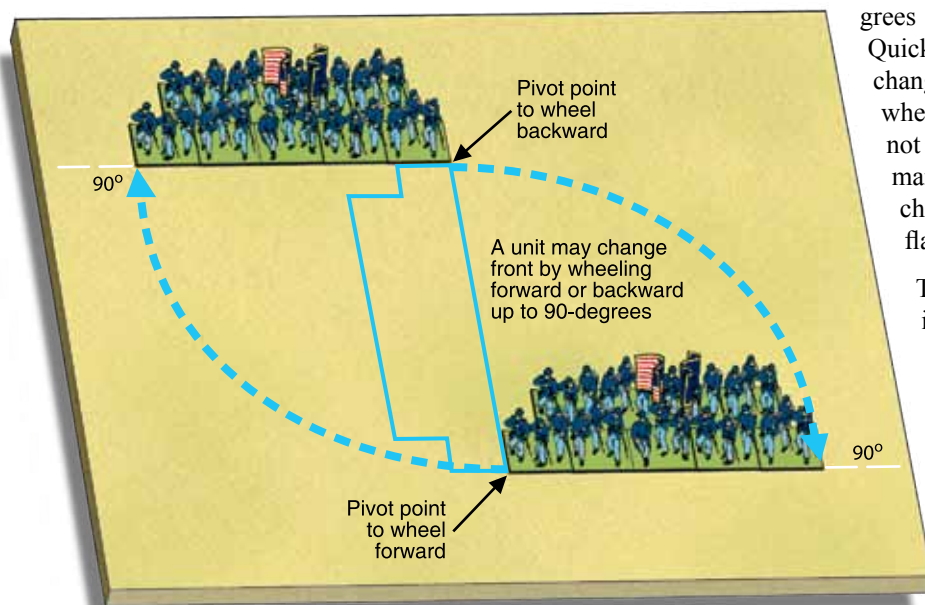
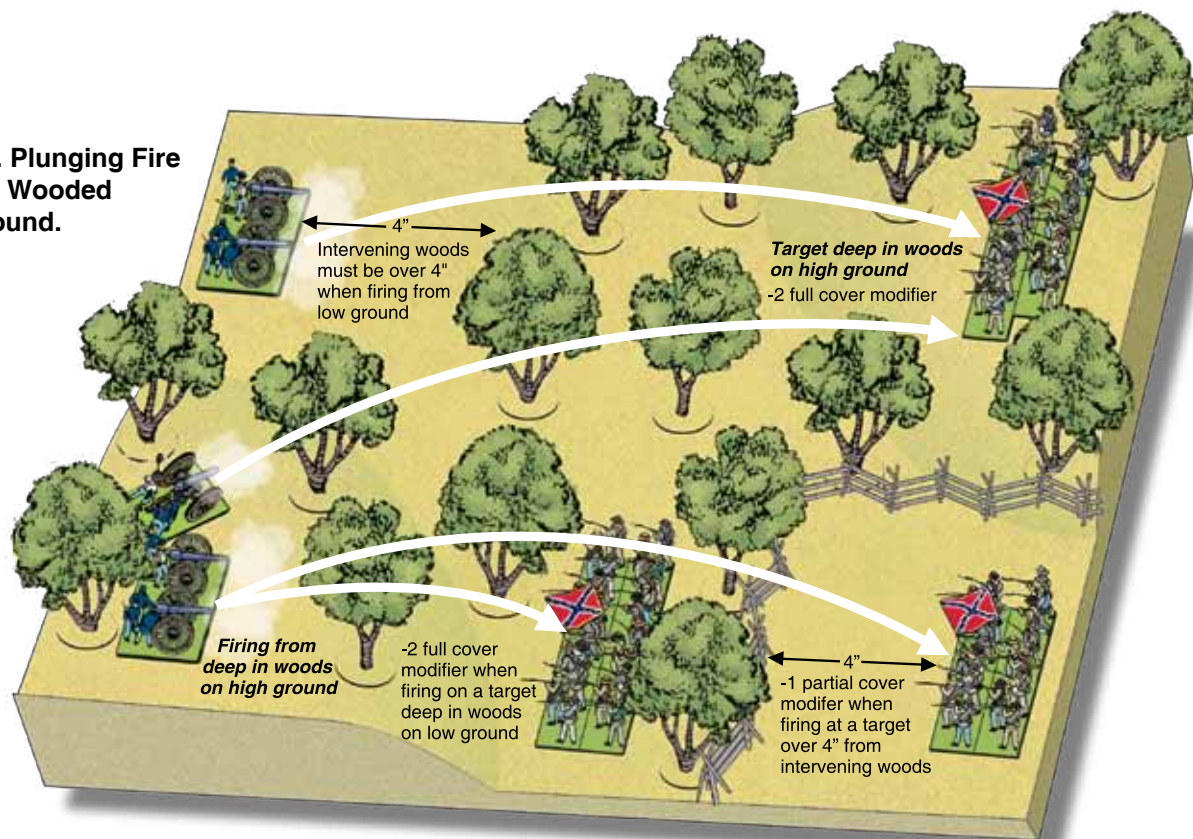


Figure 4. Plunging Fire Through Wooded High Ground.



Plunging Fire through Wooded High Ground

The basic rules on pages 51-53 in the *Regimental Fire and Fury* rulebook, under certain conditions, allow plunging fire over woods and units. This optional rule expands the situations where plunging fire is allowed. Guns now may fire through wooded high ground (Figure 4).

Firing From Deep in Woods on High Ground. A gun located in woods on high ground may use plunging fire at a target on lower ground or on a different elevation. The gun must be located on the forward slope or not more than 1" behind the crest line. The guns may fire through intervening woods that are lower down the slope. The firing stands subtract two for firing through full cover if the target is deep in woods or within 4" behind woods. Subtract one for firing through partial cover at a target over 4" behind woods. Plunging fire may be combined with direct fire from other troops and guns, but the -2 modifier only applies if half or more of the total fire points are from the plunging fire.

Firing at a Target Deep in Woods on High Ground. A gun may use plunging fire at a target deep in woods on high ground. The target must be located on the forward slope or not more than 1" behind the crest line. Firing stands on lower ground must be over 4" from intervening woods. The firing stands subtract two for firing through full cover at a target deep in woods on high ground. The -2 modifier only applies if half or more of the total fire points are from plunging fire.

Massed Artillery Fire

As a general rule, each artillery unit maneuvering as a battery or a separate gun section must fire at a different target. Two or more artillery units may "mass" their fire upon the same target only if the following conditions apply at the beginning of the Musketry & Cannonade Phase:

1. The target is in canister range, or it is the closest or the only available target.
2. The artillery unit is within the command radius of an artillery leader.

An artillery leader usually is the immediate commander of a Confederate artillery battalion or Union artillery brigade. An artillery leader also can provisionally command artillery units not under his immediate command. Brigade, division, and corps commanders of infantry or cavalry cannot command artillery for the purpose of massed artillery fire, with one exception. If it is known that the infantry or cavalry leader served as an artillery officer earlier in his career, he may act as an artillery leader with the ability to mass the fire of guns within his command radius. Early in the war, batteries were occasionally grouped at the division level under the nominal command of one of the battery commanders. He however, should not be represented as a separate artillery leader with the ability to mass artillery fire.

Maneuvers

Full Move Disordered. In the basic rules, a unit that rolled a Tardy maneuver during its maneuver check may only move up to half its movement rate or it may perform one of the other Tardy maneuvers listed on the QRS. A new Tardy maneuver, **full move disordered**, gives the player another tactical choice that allows a unit to move further at the cost of becoming or remaining disordered, which increases its risk of suffering additional losses in fire and charge combat, or rolling poorly in the next maneuver check.

A unit that started the Maneuver Phase in good order, and rolled a Tardy effect may remain in good order and move half its movement rate or perform some other Tardy maneuver, or it is marked disordered before it moves up to its full-movement rate.

A unit that started the phase in disorder or broken and rolled a Rally with Elan effect using the original QRS, or a Rally effect if using QRS II, may remove the disordered marker and return to good order and move half its movement rate or perform some other Tardy maneuver, or it may remain disordered and move up to its full-movement rate. A broken unit must first reform into line facing toward the enemy and is marked disordered before moving its full-movement rate.

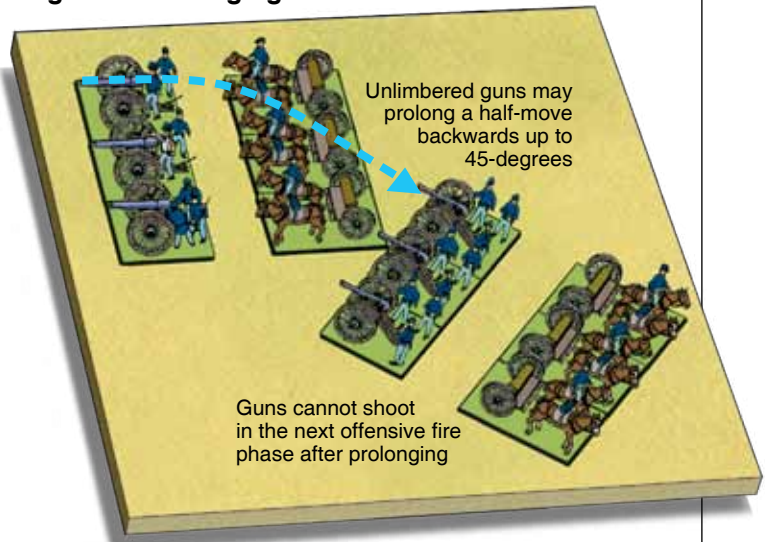
A unit that full moves disordered may only advance or withdraw in its current formation. It also may wheel or oblique up to 45-degrees during movement, charge, support a charge, and charge with cold steel. The disordered unit cannot change formation, change front, move by the flank, or perform a passage of lines through another unit in line, march column, or field column; however, the unit may pass through an extended line or guns without penalty. If the unit is in line or extended line, it also may refuse a flank after completing movement. If the disordered unit is targeted by defensive fire and suffers a Galling Fire effect during fire combat, or suffers a Falter effect in charge combat, it is considered already disordered and must lose one stand.

Crack Troops Charging with Cold Steel. Normally, a unit cannot fire if it is charging with cold steel. This represents troops ordered to fix bayonets with their muskets either unloaded or without a primer cap in place, so as not to tempt them to stop and shoot during the charge. It was a common observation that once troops halted and fired it was difficult to get them to move forward again. By contrast, better disciplined and experienced troops learned to hold their fire during the advance, and deliver a well-aimed volley at close range before closing with the bayonet.

Infantry units rated crack now have an additional advantage when charging. They can both charge with cold steel with its +1 charge combat modifier, and conduct offensive fire that turn. They cannot fire during a breakthrough charge. Crack units appear in the order of battle in many of the scenarios.

Prolonging Guns. Prolong was a tactic used by artillery in a fighting withdrawal, in addition to and different from hand haul. Ropes were attached to the gun carriage, and the limber dragged the unlimbered gun a short distance before resuming fire. An unlimbered gun with a Well Handled effect may voluntarily

Figure 5. Prolonging Guns



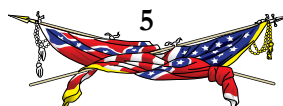
prolong (Figure 5). The gun remains unlimbered and only may retreat up to a half move, but cannot offensive fire in the next phase. The retreat path may change direction up to 45-degrees or follow a road. In fire combat, there is no die roll modifier for firing at a gun target that prolonged. The prolong maneuver is mentioned in the Sickles' Salient scenario, but can be used in any scenario.

Rallying Guns. We have found it too easy for guns to remove a silenced marker. A gun can no longer perform a rally maneuver if it rolls a Tardy effect on the Maneuver Table. A gun must roll a higher Well Handled effect to rally and remove a silenced marker. If a gun fails to rally, the controlling player may still choose the Tardy maneuver to limber and full retreat silenced.

Restrictions on Heavy Field Guns. The 20-pound Parrott heavy rifle gun (HR) and a new weapon type, the 24-pound heavy howitzer (HH) (described below), were the heaviest ordnance used in the field. There are maneuver restrictions for these two weapons. They cannot move at the double quick rate when limbered, nor hand haul or prolong when unlimbered. Both guns move at the field gun rate and may perform all other gun maneuvers. Neither weapon type may be used as horse artillery.

Weapons

Rifle and Carbine (RC). The original Rifle Carbine (RC) weapon class is no longer defined as only muzzle-loading carbines, and now represents a mix of improved Confederate cavalry firearms. Rebel cavalry was usually outgunned by their better equipped Yankee opponents. The South manufactured muzzle-loading carbines in insufficient quantities, and produced even fewer breechloaders. Confederate cavalry arms improved as the war progressed as troopers replaced their odd assortment of shotguns, hunting rifles, and single-shot carbines with either longer range infantry rifles or captured breechloaders and repeaters. The rifle and carbine class has the same weapon range and fire points as infantry armed with inferior rifles (IR).



Repeater (RP). The repeating rifle and carbine were the most effective small arms in the war. The Spencer carried seven rounds and the Henry 15 rounds in their magazines. The high cost to manufacture these weapons and supply them with ammunition limited distribution mostly to Union cavalry and a few infantry units. Wilder's "Lightning Brigade," armed with Spencer Repeating Rifles, appears in the order of battle for the Viniard Field scenario.

The +1 fire combat modifier that applies to stands firing buck and ball and sharpshooters is expanded to include troops armed with repeaters. Firing stands receive a +1 modifier if half or more of the total fire points are from charging or defending troop stands armed with repeaters. If the charging unit is checked by defensive fire, it still can conduct offensive fire with the +1 modifier if it did not charge with cold steel. Only units armed with Spencer *Rifles* may charge with cold steel.

Heavy Howitzer (HH). The Model 1841 24-pound howitzer was in U.S. Army service during the Mexican War, but like the lighter 12-pound howitzer and 6-pound smoothbore gun, it was obsolete by the Civil War. The 24-pounder's extra weight made it difficult to maneuver on the battlefield. Its shorter effective range was a disadvantage compared to the newer rifled guns, and its ammunition was limited to firing only canister and shell. Heavy howitzers rarely appeared on the battlefield, so this weapon type was left out of the basic game to reduce the amount of detail shown on the Quick Reference Sheet. The heavy howitzer appears in the order of battle for the Fort Donelson Breakout, Battle of Valverde, and the Sickles' Salient scenarios. The 24-pound howitzer has more hitting power than the 12-pound Napoleon (HS) when firing canister at the closest 4" range band, and when firing shell out to 48". Its weapon range and fire points are as follows:

	Canister		Shell	
	4"	12"	48"	
Heavy Howitzer (HH)	6	4	3	

Mountain Howitzers (MH). The Model 1840 (1835) 12-pound mountain howitzer can now be used with very little modification in the game. It appears in the order of battle for the Battle of Valverde scenario and in the Elkhorn Tavern scenario in the first scenario book. Mountain howitzers have the same weapon range and fire points as a light howitzer (LH). The lighter weight mountain howitzer may be hand hauled 4" instead of the normal 2". Mountain howitzer's movement rate can be rated as a field gun or horse gun depending on the scenario.

Markers

Tethered Horses Marker. Normally, the combat strength of a cavalry unit is reduced when it dismounts, with every fourth stand in the unit replaced by a horse holder marker. The markers are placed behind the unit and later exchanged for an equal number of cavalry stands when the unit remounts. As a field expediency rather than tactical doctrine, mounted infantry at the Battle of Valverde, and very likely on other Western Theater battlefields, would tether their horses to nearby trees and bushes. This enabled all the soldiers to join the fighting on foot.

Tethered Horse Marker
2 or 3 riderless horses
tied to a bush, log,
or stunted tree
Approx. 1 1/2" round base



Mounted infantry do not replace any stands with horse holder markers. Instead, the stands in the mounted unit are replaced by an equal number of dismounted stands, and an extra tethered horse holder marker is placed immediately behind the dismounted unit. The marker can be represented by two or three riderless horse figures tied to a bush, log, or stunted tree, on a round base. A label is affixed to the base to identify the unit to which the tethered horses belong. Players will need one marker and unit label for each mounted infantry unit.

The tethered horse marker shows the location of the unattended horses and it cannot move. If the dismounted unit moves, it only may remount after it returns to that same location. The unit must perform a change of formation maneuver to voluntarily dismount or remount. To remount, all remaining dismounted stands are replaced by mounted stands and the extra tethered horse marker is removed.

Remounting is mandatory for a retreating dismounted unit if it passes through the marker. Once mounted, the unit either may continue to retreat according to the table effect, or it may voluntarily recall up to a full move. The unit must remain dismounted if the marker is not within its retreat path. A broken dismounted unit must at first full retreat toward its tethered horse marker. Also, a unit may voluntarily lose formation and retreat broken toward the marker. The broken unit must remount as it passes through the marker, and then resumes its retreat in the direction of the friendly table edge. A unit that remounts at any point during its retreat must move at the mounted full movement rate for the entire retreat distance.

The markers cannot be targeted in fire combat. If an enemy unit passes through the marker, it is removed and its unit must remain dismounted for the rest of the game.

Quick Reference Sheet II

The Quick Reference Sheet (QRS) summarizes the play sequence and process for resolving a player turn. A few years ago, we began playtesting scenarios using a modified QRS II. The modifications do not constitute official errata to the published rules. They are intended simply to have some fun with new ideas and experimental game mechanics that could lead to incremental improvements in the game design. QRS II also incorporates the optional rules, and corrects possible shortcomings found in the rules during scenario playtesting. Players can download QRS II for free from the support page on the *fireandfury.com* website, or continue to use the original QRS and simply make a mental note of any changes when using any of the optional rules.

Future updates to QRS II will be posted as needed and announced on the forum. QRS II currently supports the American Civil War period and variants for three earlier American Wars. You should also download the free document that details the changes and additions to the basic rules as they relate to the new QRS II.

