

**"SEEING THE ELEPHANT!"
AMERICAN CIVIL WAR 15mm SCALE MINIATURES RULES**

SCALES AND STAND SIZES:

Stand Size	Type	figures/stand	Regiment #1	Regiment #2	Brigade
1" X .75"	Infantry	3 figures	30 men	60 men	150 men
1" X 1"	Cavalry	2 figures	20 men	40 men	100 men
1" X .75"	Dmtd. Cavalry	2 figures	30 men	60 men	150 men
1" X .75"	Artillery crew	2 figures	10 men	20 men	50 men
.75" X 1"	General	1 mtd. officer	Brigade	Brigade	Division
1.5" X 1.5"	General	1 mtd. officer/ flag	Division	Division	Corps
1" X 1.5"	Artillery	1 model	1 cannon	2 cannon	4 cannon
1" X 2.0"	Supply Wagon	1 model	2 wagons	2 wagons	2 wagons

Scale	Regimental #1	Regimental #2	Brigade
One inch	20 yards	40 yards	100 yards
One turn	2-5 minutes	10-15 minutes	30 minutes

Each infantry unit must have at least one stand containing flag(s), musician(s) and/or officer(s) which together represent the color company and "Command Group." Cavalry units have one stand which contains a flag and/or officer. Artillery batteries do not have a Command Stand, as the sections can operate separately from each other.

ORDER OF PLAY

For the regimental game, each brigade and division and corps in a command has a card identifying it, which is placed into a deck. For the brigade game, each division and corps has a card identifying it. Each turn, the cards are drawn one at a time. When any of a unit's higher headquarters cards are drawn, the unit is activated unless it has already been activated in the turn, going through the following steps:

MORALE PHASE

All units with Panic Markers on them received at any time prior to the unit's turn must take an immediate **MORALE TEST**. Results are applied immediately. Friendly units which receive Panic Markers due to RETREAT or ROUT of other friendly units must immediately test as well. Any units which RETREAT or ROUT are considered to have moved for the turn. (**MORALE TEST**s may also be taken as a result of Panic Markers received from defensive fire, or a defender being charged)

MORALE GRADES AND SPECIAL SKILLS: Each unit has a **MORALE GRADE** and possible special skills, indicating its training and experience.

MORALE GRADE	VALUE	MORALE GRADE	VALUE
ELITE VALUE	"10"	POOR VALUE	"7"
VETERAN VALUE	"9"	MILITIA VALUE	"6"
REGULAR VALUE	"8"	GREEN VALUE	"?"

(For Green Unit, roll one 10-sided die 0 = Militia; 1,2,3 = Poor; 4,5,6,7 = Regular; 8 = Veteran; 9 = Elite)

MORALE TESTS AND PANIC MARKERS

The effects of disorder from fire, Combat, failed morale, etc., are called Panic Markers. Panic Markers are indicated by the use of individual casualty figures mounted on pennies or 3/4" square counters, and a unit can never have more than two (2) on the unit at any given time, regardless of the actual number accumulated in a given turn. Each time a unit receives a "hit", it will also receive a Panic Marker "Hits" (a red marker of some kind) cannot be removed by the unit, but instead represent accumulated casualties, stragglers, skeddadlers, etc. of about 10/20/50 men per hit, so an infantry stand is removed after three hits, and a cavalry/artillery crew stand after two hits.

All Panic Markers may be removed by a unit attempting and successfully passing a **MORALE TEST** in the MORALE PHASE, after taking a "hit" or Panic Marker from defensive fire when charging, or the opponent's Movement Phase (when attempting defensive fire when charged).

Units may receive a maximum of Two (2) Panic Markers from the following causes:

- 1) **Effective enemy FIRE;**
- 2) **Combat/MELEE effects;**
- 3) **RETREAT/ROUT of friendly units nearby.**
- 4) **Loss of commander**
- 5) **Interpenetration of units**
- 6) **At discretion of umpire in special situations**

MORALE TESTS

In order to make a successful **MORALE TEST**, the testing unit must roll a 1d10 less than or equal to the unit's modified Morale Value. For this test, a "0" is a zero, not ten, and the following modifiers are added to or subtracted from the die role as follows:

MODIFIER	CONDITION
+1	For each Panic Marker a unit has when testing (maximum of two)
+1	For each two (2) stands the unit has already lost in the battle
+1	If unit was withdrawing due to a RETREAT result the previous turn
+2	If unit was withdrawing due to a ROUT result the previous turn
+2	If unit took effective fire from the flank or rear this turn
+1	Unit is attempting defensive fire (OPPONENT'S Movement Phase
-1	Unit is in or behind cover (such as a fence, wall, building, town, etc.)
-X	Commander's rating if attached to the unit when testing

A successful **MORALE TEST** will cause a unit to completely remove all Panic Markers and be able to fire and move normally in the upcoming turn, or issue defensive fire at an attacker. A failed **MORALE TEST** will cause an adverse result as follows:

If the modified die roll is:	The result is:
"0" or less	The unit becomes "Overenthusiastic", and will move as quickly as possible to attack the nearest enemy unit. It will receive a one column shift in its favor in Combat until it fails a MORALE TEST or passes without a modified "0" or less, when it reverts to its original status
Morale Value or less	Unit passes MORALE TEST, and removes all existing Panic Markers
"1" or "2" more than Morale Value	Unit receives an additional "hit and Panic Marker, Halts if charging, and cannot issue a second defensive fire if testing for that purpose
"3" or "4" more than Morale Value	Unit must execute an immediate RETREAT, which will count as the unit's movement for the turn
"5+" more than Morale Value	Unit must execute an immediate ROUT, which will count as the unit's movement for the turn

FIRE PHASE: Infantry and Cavalry may fire at full effect with no movement later, or fire at reduced effect and move one-half a normal move later (exception: Skirmishers, which fire at full effect and then make a full move later in the Movement Phase) Artillery may fire at full effect or fire at reduced effect and make a prolong move later in the turn. All fire must be declared and allocated by a player before die rolls are made to find the effect.

FIRING PROCEDURE AND RESTRICTIONS: Determine the **FIRE FACTOR** for each unit firing as follows:

1. A unit may fire with as many stands as it has in the unit, and at as many targets as desired, with the restriction that it will lose the fire of one stand for each Panic Marker on the unit at the time of firing **FOR EACH TARGET SELECTED**. Artillery units always fire in paired sections of a single type. Fire from both all small arms and all artillery against a single unit is combined **OR** fired separately at the option of the player (either **ALL** small arms and **ALL** artillery **OR** both small arms and artillery combined)
2. Each stand firing measures the distance to the target, giving it a **FIRE FACTOR** as indicated on the chart below. The final number of stands eligible to fire multiplied by the **FIRE FACTOR** for each stand is the unit's total **FIRE FACTOR** in that turn's **FIRE PHASE**.

MARKSMEN: A unit with this special skill receives a benefit when firing at a target

SMALL ARMS AND ARTILLERY FIRE FACTORS

WEAPON	MAX. RANGE	100	200	300	400	500	600	900	1800	Over 1800
PISTOL	50	2	0	0	0	0	0	0	0	0
SHOTGUN	50	4	0	0	0	0	0	0	0	0
M/L CARBINE	300	3	2	1	1/2	0	0	0	0	0
B/L CARBINE	300	4	3	2	1	0	0	0	0	0
MUSKET	300	3	1	1/2	0	0	0	0	-	0
RIFLE-MUSKET	600	3	2	1	1	1/2	1/2	0	0	0
B/L RIFLE	600	4	3	2	1	1	1/2	0	0	0
REPEATERS	600	5	4	3	2	1	0	0	0	0
6lb S/BORE	1500	6	4	2	1	1	1	1/2	1/2	0
12lb NAPOLEON	1700	12	9	6	3	1	1	1	1/2	0
12lb HOWITZER	1100	14	10	6	3	1	1	1	1/2	0
24lb HOWITZER	1300	15	11	7	3	1	1	1	1/2	0
32lb HOWITZER	1700	16	12	8	4	2	2	2	1	0
6lb RIFLE	1700	5	4	3	2	1	1	1	1/2	0
WHITWORTH	5600	2	2	2	2	2	2	2	2	2
3" or 10lb RIFLE	3600	7	6	5	4	3	2	2	1	1/2
20lb RIFLE	4000	8	7	6	5	4	3	2	1	1
30lb RIFLE	4400	9	8	7	6	5	4	3	2	1
SIEGE HOW.	2300	12	11	10	7	4	4	3	2	1
GUNBOAT	2700	8	8	7	7	6	6	4	2	1
GATLING GUN	1200	14	11	8	5	4	3	2	1	0

FIRE RESULTS**TOTAL FACTORS**

DIE	0+	3+	6+	10+	15+	21+	28+	36+	45+	55+
0	0	0	0	0	P	P	P	1	1	1
1	0	0	0	0	P	1	1	1	1	1
2	0	0	0	P	P	1	1	1	1	2
3	0	0	0	P	P	1	1	1	1	2
4	0	0	0	P	1	1	1	1	2	2
5	0	0	P	1	1	1	1	2	2	2
6	0	0	P	1	1	1	1	2	2	2
7	0	P	P	1	1	1	2	2	2	3
8	P	P	1	1	1	2	2	2	3	3
9	P	1	1	1	2	2	2	3	3	4

P = Panic Marker / 1,2,3,4 = # of Hits and Panic Markers

CHART COLUMN SHIFTS:

Infantry/Cavalry firing and not moving in the phase	RIGHT ONE
Target is limbered, mounted, in road column, OR enfiladed	RIGHT ONE
Target is two ranks deep	RIGHT ONE
Firing Unit is "Marksmen"	RIGHT ONE
Target is three+ ranks deep/square	RIGHT TWO
Skirmishers firing	LEFT ONE
Target is unlimbered artillery	LEFT ONE
Target behind/in soft cover	LEFT ONE
Target behind/in hard cover	LEFT TWO
Artillery prolonging this turn	LEFT ONE
Cavalry firing while mounted	LEFT TWO
Firer is CSA artillery (optional)	LEFT ONE
Target is prone	LEFT FOUR
(Optional - "Out of Ammunition")	LEFT ONE
(Optional - Firing at 50 yards range for small arms))	LEFT ONE

MOVEMENT PHASE

Announce attempted charges (charging unit and target of charge) and roll and measure movement of charging unit; defensive fire attempts (including pass-through fire) is fire at moving units if available; movement of all other units

Infantry Movement	3AV	Infantry will receive an additional AV if in column, at the player's choice. A column is defined as a formation with a frontage of from 1-2 stands.
Infantry Skirmish	4AV	See SKIRMISH rules for special consideration
Mounted Cavalry	6AV	Cavalry may only move at a speed of 2AV for the first turn of movement, including a charge declared from rest. Cavalry may add an additional AV when charging. (Exception: Cavalry charging in woods may only roll a maximum of 2AV, paying all terrain penalties
Dismounted Cavalry	4AV	Operates as skirmish infantry ONLY
Field Artillery	4AV	Always considered in column when limbered - may not charge
Horse Artillery	6AV	Always considered in column when limbered - may not charge
Supply Wagon	4AV	Always considered in column when limbered - may not charge
Road Movement		+1 Average Die (optional) except skirmishers

All units except infantry skirmishers receive an additional AV if on a road. Line is the normal fighting formation for both infantry and cavalry. Column is used only on the march except that all units may also use it as an attack formation when assaulting a fieldwork, bridge or defile.

SKIRMISHERS: All Infantry and cavalry stands may skirmish, and have the following characteristics:

1. Some or all infantry/cavalry stands in a unit may skirmish;
2. Sending out skirmisher stands from a formed unit is not considered a formation change. Recovering skirmisher stands is considered a formation change.
3. Skirmisher stands must assume a formation where the skirmishing stands are from 1-2 stands width apart from each other, and cannot approach an enemy unit closer than 100 yards.
4. Skirmisher stands have no flank or rear and has a 360 degree arc of fire;
5. A skirmishing cavalry stand is still considered "mounted" when fired upon
6. If a skirmish stand suffers a RETREAT, or ROUT result from a Combat, the skirmisher stands have both flanks and rear for all purposes
7. Skirmisher stands may individually move in any direction to the full extent of their movement without consideration for facing or most terrain
8. Skirmisher stands are considered to be a separate unit from their parent unit when fired upon. However, when skirmisher stands rejoin their parent unit, the reconstituted unit will add its hits and Panic Marker(s) to those of the parent unit.

9. Skirmisher stands may issue small arms fire in the **FIRE PHASE**, and then move one-half of their normal movement in the Movement Phase, or may hold fire in the **FIRE PHASE** and make a full move in the Movement Phase
10. If an attacker attempts to enter Combat with skirmisher stands, the skirmisher stands must execute an immediate FALL BACK to rejoin their parent unit, or, if the entire unit is skirmishing, the skirmish stands must execute an immediate FALL BACK at their maximum allowable speed. This will constitute their movement for the turn, if they have not already moved during the turn. If an enemy unit advances towards skirmishers, the skirmishers must automatically withdraw in order to maintain this distance, but this will count as their normal movement for the turn.
11. Skirmisher stands charged by enemy may only issue defensive fire at the attacking enemy unit before executing their mandatory FALL BACK if the skirmisher stands did not already fire in the **FIRE PHASE** and if they successfully pass a **MORALE TEST**.

NOTE: All maneuvers which cause a deduction of movement are cumulative. Deductions of one inch/die are made before any determination of one-half movement. However, a unit may always move at least one inch per die rolled, regardless of the number of conditions causing loss of movement.

-1 inch/die	Uphill, woods, buildings, small streams, picket fence, wall
-1 inch/die	Left/Right face; Cavalry mount or dismount
-1 inch/die	Interpenetration (except for infantry skirmishers and dismounted cavalry). Infantry skirmishers may freely pass through any infantry formation and limbered artillery. Formed infantry may pass through other formed infantry if the interpenetrated infantry unit does not move during the turn. Skirmishing cavalry may only freely pass through other cavalry skirmishers. All units may freely pass through unlimbered artillery Any interpenetration which occurs that is not covered by the above cases, either voluntarily or involuntarily, will cause each unit to receive a "hit" and a Panic marker.
No cost	Go Prone (infantry and dismounted cavalry only)
-1 inch/die	Recover from prone (pass Morale stand to stand, otherwise stay prone)
One-Half Speed	Formation Changes (Infantry Line to Column; Infantry Column to Line; Artillery limber/unlimber; skirmishers rejoining parent unit or reforming into a close order unit; Infantry backstepping or sideslipping)
Cross Major Obstacle (abatis, climb walls of a fort, etc)	Available to infantry and dismounted cavalry only. To cross, unit must start within 50 yards of the obstacle. Unit then will only move to the other side of the obstacle during its Movement Phase. The unit automatically receives one additional Panic Marker if fired upon by enemy defensive or pass-through fire while crossing the obstacle in addition to any other Panic Markers received from fire

1AV/2	Artillery prolong. Artillery may fire in the FIRE PHASE at reduced effectiveness, then move in any direction without penalty. (Exception: Artillery cannot prolong up or down a hill)
Retreat or Rout	Units forced to RETREAT/ROUT always move around troops that are "better formed" (i.e. fewer Panic Markers), but will automatically collide and interpenetrate units which have the same or more Panic Markers).

CHARGE MOVEMENT SUBPHASE

1. Announce charge;
2. Roll movement dice and measure the extent of the charge move with the unit's command stand;
3. If the attacking unit starts over 100 yards away from the target unit, the target unit may fire once at the attacking unit (assuming the attacker is not on the target unit's flank or rear) at 100 yards.
4. If a Hit or Panic Marker is received by the attacking unit, it takes an immediate **MORALE TEST**, applying any result. If the attacking unit only takes an additional Hit and is not required to RETREAT or ROUT, it will halt at the 100 yard mark and not approach any closer.
5. If the attacking unit passes this **MORALE TEST**, it continues on with its charge.
6. The target unit may now attempt to issue defensive fire by taking a Morale Check, applying all existing modifiers and an additional "+1" modifier to the die roll. If successful, the defending unit will issue a second defensive fire at 50 yard range.
7. If a Hit or Panic Marker is received by the attacking unit, it takes an immediate **MORALE TEST**, applying any result. If the attacking unit only takes an additional Hit and is not required to RETREAT or ROUT, it will halt at the 100 yard mark and not approach any closer.
8. If the attacking unit passes this second **MORALE TEST**, or the target unit does not make a defensive fire attempt, the target unit makes a **MORALE TEST** with all normal modifiers to receive the charge, applying all results (including any RETREATS and ROUTS)
9. If both attacking and defender successfully pass Morale, then you go to Combat.

COMBAT PHASE

Count all stands contained in a unit which is in Combat, not stands in contact (EXCEPTION - a unit which is hit in the flank or rear by an attacker can never outnumber that particular attacker regardless of the size of the defending unit - the attacker will start at least with 1:1 odds). When there are multiple units in a Combat, attacking and defending units must fight in as many pairs as are possible.

If a single defender is attacked by two or more attackers, or two or more defenders are attacked by a single attacker total the number of stands in all units involved in the Combat for each side for the purpose of determining the initial Attacker/Defender Ratio, then the Attacker rolls 1d10 for EACH attacking unit.

Individual units may form up in multiple ranks, or multiple regiments may form up as additional ranks. Morale results that apply to the front unit are equally applied to any follow-up unit.

NOTE: A defender attacked by more than one attacker may suffer multiple negative results in one turn, or may repulse all attackers, or may suffer negative and positive results at the same time.

- * **One cavalry stand counts as one stand (in woods counts as 1/2 stand)**
- * **One infantry stand counts as one stand**
- * **One artillery stand counts as 1/2 stand**

ATTACKER/DEFENDER ODDS (# of stands)

DIE	1:3+	1-2+	2:3+	1:1+	3:2+	2:1+	3:1+	4:1+	6:1+	8:1+
0	K1/----	K1/RT	---/K1	----/K1	----/C1	----/C1	----/C1	----/C1	----/C2	----/C2
1	K1/----	RPLS	K1/RT	----/K1	----/K1	----/K1	K1/C1	K1/C1	----/C1	----/C1
2	K1/----	RT/K1	ENGD	K1/RT	----/K1	----/K1	----/K1	K1/C1	K1/C1	----/C1
3	K1/----	K1/----	RPLS	ENGD	----/K1	----/K1	----/K1	----/K1	K1/C1	----/C1
4	K1/----	K1/----	RT/K1	ENGD	K1/RT	---/RT	----/K1	----/K1	K1/K2	K1/C1
5	K2/K1	K1/----	K1/----	RPLS	ENGD	K1/RT	----/K1	----/K1	----/K1	K1/K2
6	K2/K1	K1/----	K1/----	RPLS	ENGD	ENGD	----/K1	----/K1	----/K1	K1/K2
7	C1/K1	K2/K1	K1/----	RT/K1	RPLS	RPLS	---/RT	----/K1	----/K1	----/K1
8	C1/----	C1/K1	K1/----	----/K1	RT/K1	RT/K1	K1/RT	----/K1	----/K1	----/K1
9	C2/----	C1/----	C1/K1	K1/----	K1/----	K1/----	RT/K1	K1/RT	----/K1	----/K1

MELEE RESULTS:

RT = Retreat 200 yards from position where failure occurred. Receive a Panic Marker

K1,K2 = # of stands lost and Panic Markers received. Side with higher stand loss retreats 200 yards from position where failure occurred unless opponent has RT result

C1,C2 = # of stands captured and Panic Markers received. Retreat 200 yards from position, etc.

ENGD = Engaged. Next phasing side may add to melee or retreat

RPLS = Repulsed. Attacker retreats 200 yards from position, etc. Receive a Panic Marker

MELEE MODIFIERS

Modifier	Attacker Result	Defender Result
Commanding General with	Right one Column	Left one Column
Uphill from enemy	Right one Column	Left one Column
Each higher Morale Grade than enemy	Right one column	Left one Column
Defending behind a fence/wall	Right one Column	Left one Column
Crossing ford or stream	Left one Column	Right one Column
Shotgun/lance vs. Cavalry	Right one Column	Left one Column
Defending fieldworks	Right two Column	Left two Column
Attacking flank or rear	Right two Columns	Left one Column
Two ranks deep	Right one Column	Left one Column
Three or more ranks deep	Right two Columns	Left one Column
(Optional - "Overenthusiastic")	Right one Column	Left one Column
(Optional - "Out of Ammunition")	Left one Column	Right one Column

NOTE: A unit forced to retreat or rout which cannot find a 50 yard gap to move through surrounded by enemy units, or impassable terrain, surrenders instead.

EFFECT OF RETREATS/ROUTES ON FRIENDLY UNITS

A unit may receive hits and Panic Markers if a friendly unit ROUTS past within 100 yards as follows:

RETREAT/ROUT CONDITION	IF POORER MORALE	IF SAME MORALE	IF BETTER MORALE
Retreats within 100 yards	No Effect	Take MORALE TEST	Take 1 Panic Marker plus a MORALE TEST
Routs within 100 yards	Take MORALE TEST	Take 1 Panic Marker plus a MORALE TEST	Take 2 Panic Markers plus a MORALE TEST

NOTE: Commanders attached to a unit suffer the fate of the unit and may not leave that unit until Combat is resolved. Commanders will also be DRIVEN BACK, RETREAT, or ROUT with the unit for one full turn.

SPECIAL RULES CONCERNING CAVALRY IN COMBAT: When advancing into Combat, attacking mounted cavalry armed with pistols or shotguns may fire these weapons against the defender, taking all normal deductions for small arms fire..

CAVALRY OPPORTUNITY CHARGE: If an enemy unit passes within 150 yards of a cavalry unit that is not already in Combat during the enemy unit's Movement Phase, and has not already moved in the turn, the cavalry unit may take an immediate **MORALE TEST** to attempt to charge the enemy unit. If successful, the cavalry unit rolls its normal movement dice and movement is then pro-rated with cavalry moving 3 inches for each 1 inch moved by infantry or artillery. The enemy may attempt to face to meet the charge if they have sufficient movement and time to do so.

FLANK/REAR If Firing, all of the stands of the firing unit may not be within the arc of fire of any of the stands in the target unit. If entering Combat, all of the stands of the attacking unit must have started their movement phase outside of the arc of fire of any of the stands in the defending unit;

OFFICERS: Officers of all ranks (brigade, division, etc.) move at the rate of 20 inches every turn (Exception: A commander attached to cavalry will move at the cavalry's rate of movement). Commanders have an effect on the ability of their subordinate units in both Combat and MORALE, as follows:

Brigade Commander	+1 to MORALE TEST (1 unit/turn)	+1 in Combat (1 unit per turn)
Division Commander	+2 to MORALE TEST (1 unit/turn)	+2 in Combat (1 unit per turn)

Players may give certain commanders exceptional or poorer abilities based on historical performance.

If a commander is attached to a unit which takes Hits from enemy fire during a turn, he must immediately roll 1d6 for each Hit taken to see if the commander is a casualty, hitting on a roll of "1." If with a unit that took losses in Combat, roll 3d6 for each stand lost in the Combat. If the "1" is rolled, roll 1d6 again and apply the following results:

DIE ROLL	RESULT
1	Killed. If attached, unit under immediate command takes Two (2) Panic markers from confusion. <u>All</u> units under command take an immediate MORALE TEST regardless of whether they have already been activated, applying results immediately (including rallying, retreating, or routing)
2	Serious Wound. Commander retires from field (only important in campaign game) If attached, unit under immediate command takes One (1) Panic Marker from confusion and takes an immediate MORALE TEST, applying results immediately as well
3,4,5	Light Wound. Can only move 10 inches per turn. If wounded again, treat as Serious Wound above
6	No effect

NOTE: If a brigade commander is killed or seriously wounded, the colonel of the senior regiment in the brigade (determined in advance or randomly during the battle) will take command during the following MORALE PHASE for the unit. A general figure is placed with the originating regiment. The senior brigade/division commander will replace any division/corps commander removed in the same fashion.

OPTIONAL RULE: FIRING AT OFFICERS. A single stand with "Marksman" ability may shoot at officers standing alone in an attempt to injure or kill them. No more than one stand per unit may make the attempt each turn. Fire is resolved as a skirmishing mounted target (one column shift in favor of the firing unit) in addition to any other modifiers that apply.

OPTIONAL RULE: AMMUNITION SUPPLY. A unit rolling a "0" when firing is considered "Out of Ammunition." It will receive an "Out of Ammo" marker, and will fire with a two column shift to the left when firing. To resupply, the unit must be within 50 yards of its brigade supply wagon at the beginning of its turn.

DETERMINATION OF RANDOM FORCES

NUMBER OF BRIGADES PER SIDE	Roll 1 Average Die
NUMBER OF REGIMENTS PER BRIGADE	Roll 1 Average Die/Brigade
SIZE OF INFANTRY REGIMENTS	10 stands or 2 Average Dice
SIZE OF CAVALRY REGIMENTS	12 stands or 2 Regular Dice
NUMBER OF DIVISION ARTILLERY STANDS	1 Average Die + 1 per Division
NUMBER OF BRIGADE ARTILLERY STANDS	2 per Brigade or 1d3 per Brigade

WEAPONS and MORALE

(Roll 1d10 per regiment for both weapons and morale / -1 for weapons for pre-1863 battles)

DIE	INFANTRY	CAVALRY	ARTILLERY	MORALE
0	Smoothbore Musket	Pistols	6lb smoothbore	Militia
1	Smoothbore Musket	Pistols	12lb Napoleon	Poor
2	Smoothbore Musket	Shotgun	12lb Napoleon	Poor
3	Rifle-Musket	Shotgun	12lb Napoleon	Poor
4	Rifle-Musket	M/L Carbine	12lb Howitzer	Regular
5	Rifle-Musket	M/L Carbine	12lb Howitzer	Regular
6	Rifle-Musket	M/L Carbine	24lb Howitzer	Regular
7	Rifle-Musket	M/L Carbine	6lb Rifle	Regular
8	Rifle-Musket	M/L Carbine	3 inch Rifle	Veteran
9	Sharps B/L Rifle	BL Carbine	3 inch Rifle	Elite

OPTIONAL MORALE: Early war, both sides are "-1" to die roll. mid-war, Union only is "-1" to die roll. Late war, both sides roll even.

OPTIONAL CSA ARTILLERY TYPE ROLL: -1 to die roll