

PICKETT'S CHARGE

Wargames Rules for the American Civil War 1861-1865

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COMMAND ROLL 1D6 PER BRIGADE

STEADY BRIGADE

- SCORE 1 or 2 = BRIGADE HESITANT
- SCORE 3-6 = BRIGADE OBEYS ORDERS

HESITANT

Brigade units may not move closer to the enemy. No Charges. No Long Range Fire or Artillery Assault Fire. No Rallies and Whipped units lose 1 casualty. Routed units Disperse.

TUCKERED OUT BRIGADE

- SCORE 1-4 = BRIGADE HESITANT
- SCORE 5 or 6 = BRIGADE OBEYS ORDERS

THE GAME TURN

1. COMMAND & INITIATIVE	2. CHARGES	3. MOVEMENT	4. FIRE COMBAT
<ul style="list-style-type: none"> • ADC Availability & Taskings. • Brigade Command Rolls. • Initiative. 	<ul style="list-style-type: none"> • Declare Charges + supports. • Conduct Charges & Melees. 	<ul style="list-style-type: none"> • Phasing player moves. • Non-phasing player moves. 	<ul style="list-style-type: none"> • Phasing player fire. • Non-phasing player fire.

STAFF OFFICERS

- 1 ADC per Brigade. (Auspicious C-in-C +1. Politician C-in-C -1.)
- Roll 1D6 per ADC. • Staff Officers Available on a Score of 3-6, absent on a Score of 1 or 2.
- Off Table Brigades: Staff Officers Available on a Score of 5-6, absent on a Score of 1-4.
- **STAFF OFFICER POSTINGS:** Must be Posted BEFORE Brigade Command Die Rolls.
- **BRIGADE ATTACHMENT** = 1 Staff Officer. • Reroll Brigade Command Roll.
- **DOUBLE QUICK!** = 2 Staff Officers. • Add +4D6cm [+3D6"] to Brigade movement OR Add +2D6cms [1D6"] to Charge Moves.
- **ARTILLERY ASSAULT FIRE** = 2 Staff Officers. • Batteries Fire with extra 2 CD. (Double Fatigue Casualties.)
- **SCOUTS** = 1 Staff Officer. • Reveal Fog of War card? (Maximum of 1 x S/O posting per turn.)
- **RESERVE** = 1 Staff Officer. • Release an on-table Brigade from Reserve. (2 x Staff Officers = Bring on off-table reserve.)
- **PINKERTON** = 2 Staff Officers. • Force 1 Enemy Brigade to reroll a Command roll. (Maximum of 1 per turn.)
- **RALLY!** = 3 Staff Officers. • Recover 1D3 Infantry Casualties per Regiment. (Maximum of 1 per Brigade per game.)
- **AMMUNITION!** = 2 Staff Officers. • Replenish a Brigade's Artillery Ammunition.
- **REDEPLOY** = 2 Staff Officers. • Redeploy Brigade from its current position in the Battle Line.
- **DIVISIONAL MORALE** = 1 Staff Officer per Faltering Brigade. Mandatory Taskings. No S/O = Catawamptiously Chewed Up!

FALTERING BRIGADE TABLE

Roll the command die and compare to the brigade's average troop grading.

Brigade/Die Score	6 or 5	4	3	2	1
Elite	Obey Orders	Obey Orders	Hesitant	Withdraw	Withdraw
Veteran & Regular	Obey Orders	Hesitant	Withdraw	Withdraw	Catawamptiously Chewed Up!
Green	Obey Orders	Obey Orders	Withdraw	Catawamptiously Chewed Up!	
Tuckered Out	Hesitant	Withdraw	Disperse!		

** These results are carried out immediately. **

OBEY ORDERS	The brigade has successfully rallied and immediately Obeys Orders.
HESITANT	Brigade units may not move closer to the enemy. No Charges. No Long Range Fire or Artillery Assault Fire. No Rallies and Whipped units lose 1 casualty. Routed units Disperse.
WITHDRAW	All brigade units retire 20cm [12"] and lose 1 casualty each. Artillery limber and withdraw. Brigade continues to Falter. Routed units Disperse. No other actions permitted.
CATAWUMPTIOUSLY CHEWED UP	All brigade units retire 30cm [18"] to their rear and lose 2 casualties each. Lose 1 Staff Officer. Routed/Whipped units Disperse. Artillery Low on Ammunition. No other actions permitted. Brigade continues to Falter.

INITIATIVE

Roll 2D6 minus Hesitant and Faltering brigades. Highest score wins.

SEE THE ELEPHANT TEST

Test if: Fire Result; Skirmish Fire Double Six; Charged/Fired in Flank/Rear; Broken through by Routers; Skirmishers Evade. ROLL 2D6 ± modifiers

Obey Orders on:	ELITE & VETERAN = 6+	REGULAR = 7+	GREEN & OLD LAG = 8+
Unformed on:	5	6	7
Whipped on:	2 to 4	3 to 5	4 to 6
Rout on:	1 or less	2 or less	3 or less

MODIFIERS

General attached: test as next highest troop grading. Flanked (enemy within 15cm [9"] to flank/rear) or Whipped = -1. Casualties: see below.

Regiment Size/Casualties	Fresh	1st Level		2nd Level		Disperse
Large Regiment	0-3 casualties	4+	-1	10+	-2	14+
Standard Regiment	0-3 casualties	4+	-1	8+	-2	12+
Small Regiment	0-3 casualties	4+	-1	8+	-2	10+
Artillery Battery	0-3 casualties	4+	-1	6+	-2	7+ (CSA) / 8+ (Union)

MOVEMENT & FORMATION CHANGES

Charges: target not in Reach? If can reach 5cm [3"] point but not target unit, charge Unformed. Unable to reach: halt at end of move Unformed.
Support Units must be within 5cm [3"] of lead unit, or rear of lead unit/other rear support.

DOUBLE QUICK = +4D6cm [3D6"]. **DOUBLE QUICK CHARGE BONUS** = +2D6cm [1D6"].

UNIT MOVEMENT RATES

UNIT	LINE	COLUMN	STEP BACK	EVADE/RETIRE	WHIPPED/ROUT
Infantry	15cm [9"]	20cm [12"]	10cm [6"]	30cm [18"]	30cm [18"]
Skirmish Line	15cm [9"]	N/A	15cm [9"]		
Sharpshooters	20cm [12"]	N/A	20cm [12"]		
Mounted Cavalry	25cm [15"]		10cm [6"] 25cm [15"] if skirmish line	30cm [18"] +1D6cm/"	30cm [18"] +1D6cm/"
Artillery	LIMBERED		WHEEL/PROLONG	EVADE/RETIRE	WHIPPED/ROUT
	20cm [12"]		5cm [3"]	30cm [18"]	30cm [18"]
Charge Bonus	Infantry = +1D6cm [1D6"], Mounted Cavalry = +3D6cm [+2D6"]				
Fog of War card	20cm [12"]				
Generals	30cm [18"]. Once attached to a unit, Generals take any necessary additional movement to stay in contact.				

CROSSING RAIL FENCE/STONE WALL

Skirmishers	No effect
Close Order Infantry	Formation Test
Mounted Cavalry	Half Movement Allowance and Formation Test
Artillery	Half Movement Allowance and Formation Test

SEVERE TERRAIN

Skirmishers	Formation Test
Close Order Infantry	1/2 speed and Formation Test
Mounted Cavalry	Not Allowed
Artillery	

FORMATION CHANGES

ELITE & OLD LAG	Change Formation with No Move Penalty	Rally/Reform from Whipped/Rout	Brigade Obeys Orders with Full Movement Phase
VETERAN & REGULAR	Change Formation with Half Movement Phase Penalty	Change Front to Flank or Go to Ground	Half move
GREEN	Change Formation or Move	Reform Skirmish Line into Close Order	Fall back behind friendly close order unit, stay within 15cm [9"] and then reform. The close order unit cannot be whipped or routed and cannot be other skirmishers.
Reform Unformed Regiment	All Units Take a Full Movement Phase. Cannot Be Done When Charged.	Change Formation in Rough Terrain	Full Movement Phase For ALL Units.

ARTILLERY FORMATION CHANGES

Limber and 1/2 Move or 1/2 Move and Unlimber. Heavy Rifled Artillery (20pdr+) may only Change Formation (limber or unlimber/deploy) or Move.

UNIT FORMATION TEST (ROLL 2D6)

Test if: Mounted Cavalry have "Cold Steel" result; unit crosses rail fence etc; unit is moving in Rough or Severe Terrain.

UNIT TYPE	Elite & Old Lags	Veteran & Regular	Green
KEEP FORMATION ON:	6 or more	7 or more	8 or more
BECOME UNFORMED ON:	5 or less	6 or less	7 or less

SERENDIPITY TEST (ROLL 2D6)

Roll if Close Order unit rolls Double 6 in Charge or Firing. Apply result to Charging/Firing unit.

2-4	Rally Once Again! Your valiant action encourages some skulkers to rejoin the colours. Remove 1 casualty.
5-7	Crack Regiment! If Charge Combat : the opposing colonel is caught out by the fury of the charge and flees to the rear. Lose one supporting unit's reroll. (The player on the receiving end of the Double 6 chooses which support to lose.) If the enemy has no supports, then ignore. If Fire Combat : the opposing regimental colonel (or artillery captain) is picked off by your boys! The opposing unit immediately Retires.
8-10	Hurrah!/Rebel Yell! The unit's heroic action (and lack of cursing) so impresses the general he now regards them as a superior regiment. If an infantry/cavalry unit, issue an Hurrah!/Rebel Yell! marker; if artillery, issue a Double Canister marker. Hurrah!/Rebel Yell! = +1 to all 2D6 rolls including Formation Tests, Firing and See The Elephant tests. This lasts until the unit either Retires or is Whipped/Routed. The marker should be placed with the unit until such time as it is removed. Double Canister = +2 CD to a round of battery fire of your choice, at close or effective ranges. The Double Canister marker should be placed with the battery and removed once used. (A unit may only have one such marker at any time.) Once the unit either retires, is whipped or routed, then the marker is immediately removed.
11-12	French Leave! Your determined action panics the opposing brigadier! He now decides that a more suitable command post would be a gunboat harboured some miles from the battle and gallops off; but not before disgracefully blaming junior officers for his own incompetence. In later years, his image finds fame at the bottom of chamber pots. Opposing Brigade Falters. (For game purposes, the brigade general figure remains in play, just assume the brigadier position has been taken up by a colonel or major from one of your brigaded units.)

MUSKETRY & ARTILLERY FIRE

SKIRMISHER FIRE (1 CD PER BASE – MINIMUM 1CD)

SKIRMISH FIRE MODIFIERS

Elite	Add 1CD	Target in Cover or Skirmishers	Lose 1CD
Green	Lose 1CD	Prone & armed with muskets	Lose 1CD
Mounted Cavalry	Lose 1CD	Unformed	Lose 1CD
Repeaters or Breechloaders	Add 1CD	Casualties: 4+/ 8+ (10+)	Lose -1/-2CD

HITS: Effective range – each 5 or 6 = 1 casualty; Long range – each 6 = 1 casualty. Any double 6 = officer hit! Target takes 'See the Elephant' test

SNIPER targeting enemy unit rolls 2D6. Any Hit/s = 1 casualty. Targeting generals & enemy snipers roll 2D6. 2 Hits = sniper/general Killed! (Brigade Falter)

WEAPON RANGES

Weapon Type	Effective	Long	Extreme (Optional)
Smoothbore Muskets	0-10cm [6"]	10-20cm [6-12"]	-
Rifles & Rifled Muskets	0-15cm [9"]	15-30cm [9-18"]	30-40cm [18-24"]
Rifled Carbines	0-15cm [9"]	15-24cm [7-14"]	-
Snipers	0-50cm [30"]		
Cannon Type	Close Canister	Effective	Long
6pdr Smoothbore	0-20cm [12"]	20-35cm [12-21"]	35-80cm [21-54"]
12pdr Howitzer	0-20cm [12"]	20-35cm [12-21"]	35-80cm [21-54"]
12pdr Smoothbore	0-25cm [15"]	25-45cm [15-27"]	45-90cm [27-60"]
Mixed Artillery	0-25cm [15"]	25-50cm [15-30"]	50-100cm [30-66"]
Rifled Artillery	0-20cm [12"]	20-55cm [12-33"]	55-110cm [33-72"]
Heavy Rifled Artillery	0-25cm [15"]	25-60cm [15-36"]	60-120cm [36-78"]

INFANTRY FIRE MODIFIERS

Infantry Type and Situation		Target is	
Elite & Old Lag	+2CD	In Cover or Prone (-2 if in Works)	-1 (-2)
Large Regiment	+2CD	Skirmishers or Deployed Battery	-2
Green Regiment	-1	Fog of War card	-2
Moved or Unformed	-2	Halve all casualties if firer is in Column or Prone	
Casualties: 4+/ 8+ (10+)	-1/-2		
Add Casualty Dice if		No Fire if	
Breechloaders/Repeaters (Effective range)	+1CD/+2CD	Unit Used Double Quick this turn or is Whipped or Routed	
In Works, or Smoothbores when charged	+1CD		
Target is in Column, or Mounted Cavalry	+2CD		



ARTILLERY FIRE MODIFIERS

Battery Situation		Target is	
Casualties: 4+/6+	-1/-2	In Cover or Prone (-2 if in Works)	-1/-2
Battery Moved or Unformed or Low on Ammo	-2	Deployed Battery	-2
12pdr Smoothbore Firing Canister (If 6 guns)	+1CD (+2CD)	Skirmishers	-2
No Fire if: Whipped, Routed or used Double Quick this turn		Fog of War card	-2
		Target is in Column or Mounted Cavalry	+2CD

CD=Casualty Dice: Roll a separate D6, preferably a different coloured die to the 2D6 dice. A score of 4, 5 or 6 on the CD equals one extra casualty. A score of 1, 2 or 3 has no effect.

VOLLEY FIRE CASUALTY TABLE

Volley Type/Score	3 or less	4	5	6	7	8	9	10	11	12*
STANDARD VOLLEY: Effective Range	FD	FD	1	1	2	2/ET	3/ET	4/ET	4/ET	5/ET
DEADBEAT VOLLEY: Effective Range	FD	FD	½	1	2	2	3/ET	3/ET	4/ET	4/ET
ALL VOLLEYS: Long Range	FD	FD	-	½	1	1	1½	2	3/ET	3/ET

DEADBEAT VOLLEY = All Small regiments, or in Double Line/Column, armed with Inferior muskets or if unit has lost Fire Discipline.

ARTILLERY FIRE CASUALTY TABLE

Range/Score	3 or less	4	5	6	7	8	9	10	11	12**
Close	FC	1	1	2	2	2/ET	3/ET	4/ET	4/ET	5/ET
Effective	FC	½	1	1	1	1½	2	2	2/ET	3/ET
Long	FC	-	½	½	½	1	1	1	1/ET	2/ET

FD = Loss of Fire Discipline. **ET** = target unit must immediately take a See the Elephant morale test. **FC** = Fatigue Casualty. *Score of 12 = Double 6 – roll on Serendipity Table

Loss of Fire Discipline = Use Deadbeat Volley Line. (If firing with Loss of FD and receive second FD result = 1 Fatigue Casualty.)

DEADBEAT VOLLEY = Small Regt., In Double Line/Column, Inferior arms or if Lost Fire Discipline. **RED CASUALTY** = 4 Gun BATTERY.

Artillery Bounce-Through = each unit within 10cm [6"] and directly behind the target suffers 1 Casualty Dice.

CHARGES (ROLL 2D6)

Player Declares Charges. (No Charges if Hesitant or Faltering Brigade.)
If General is within Command Radius 30cm [18"] – charge! If the chargers are flanked, then a General MUST be attached.

LEAD CHARGERS' MODIFIERS

LEAD DEFENDERS' MODIFIERS

General attached = Promote to next higher troop grade:

Elite*	+1	Elite or Veteran	+1
Veteran; Regular or Green	0	Green or Old Lag or Dismounted Cavalry	-1
Pursuing	+2	Skirmishers v close order	-2
Unformed	-2	Unformed	-2
Tuckered Out Brigade	-1	Hesitant; Faltering or Tuckered Out Brigade	-1
Charging Flank/Rear	+2	Flanked or Whipped****	-2
Every 2 Casualties suffered in Charge**	-1	Artillery Casualties: 4+/6+	-1/-2
Lead Unit Casualties: 4+/8+ (10+)***	-1/-2	Lead Unit Casualties for Infantry/Cavalry: 4+/8+ (10+)	-1/-2

SUPPORT UNITS: For each Formed support, the player may reroll 1D6. For each Unformed support, the player may reroll 1D6 if a score of 2+.

PROCEDURE: 1. Attacker rerolls or passes. 2. Defender rerolls or passes. Continue until both pass or run out of rerolls.

Artillery & Skirmishers units do not provide Support Rerolls in a Charge Combat.

The modifiers only apply to the lead charge unit or lead defending unit. Supports have no bearing on these modifiers, other than the D6 support reroll.

*Elite gain no benefit from an attached general. **-1 per 2 Casualties Taken on Lead Unit and Supports.

*** (10+) applies to Large Regiments of 7+ bases. **** Flanked = Enemy within 15cm [9"] of flank/rear.

CHARGE RESULTS

CHARGER WON BY	CHARGER'S ACTIONS:	DEFENDER'S REACTION
6 or more	Give 'Em Cold Steel!	Rout! Supports Whipped. Brigade Falters
3 to 5	Press On! or Take the Ground!	Whipped! Supports Retire
1 to 2	Halt & Volley! Roll 6/5/4 CD (Mounted Cavalry Close To Melee)	Hold – Unformed! (Mounted Cavalry Close to Melee)
DRAW	True Grit! Close To Melee!	

CHARGER LOST BY:	Charger's Actions:	Defender's Reaction
-1 to -2	Halt Unformed & Volley! Roll 3/2/1 CD (Mounted Cavalry Close To Melee)	Hold (Mounted Cavalry Close To Melee)
-3 to -5	Retire! Supports Retire	Hold
-6 or worse	Whipped! Supports Retire.	Press On! Or Hold

CASUALTIES: Retire = 1 Casualty. Whipped = 1D3 casualties. Rout = 1D6 casualties.

MELEE

Each unit in melee rolls 1 Casualty Die per base. (Include all Supports). Batteries roll 2 CD. Inflict a melee casualty on score of 4, 5 or 6.

Confederates Charging	+1 CD
Elite	+1 CD
Mounted Cavalry	+2 CD
Shotgun Armed	+1 CD
Each Unformed or Skirmish unit	-1 CD
Each Unit carrying 8+ casualties	-1 CD
Each Whipped unit	-2 CD
Casualties: (6+)* / 8+ (10+)	-1 CD (*Artillery battery only)

Winners take Formation Test & Take the Ground.

Loser = Whipped.

If still a draw, all units Retire! Exception: if Defending Works, Stand.

CHARGE RESULTS DEFINITIONS

Give 'em cold steel!	The attacker has the choice to either Take the Ground or Pursue. (Player's choice.) Take the Ground! If the unit chooses to take the ground it may recover one casualty.
Pursue!	Either charge nearest enemy within reach and within a 45° arc of their front or advance the full pursuit move. Chargers pursuit move = 4D6cm [3D6"]. Pursuing units may use their D6 pursuit bonus to wheel. Exception: Mounted cavalry must take a Formation Test. Pass = act as above. Fail = must pursue or advance the full pursuit distance in the direction of the nearest enemy.
Press on!	Lead infantry unit and supports may advance 3D6 [2D6] – score = pursuit distance in centimetres or inches, taken from the unit's current position. Units pressing on may not declare a second charge.
Take the ground!	Chargers & Supports move up to or take the Defenders Position/Defences.