

RFCM Civil war battles— Game set up (18)		
1	Calculate army	600 points for 2 divisions (14)
2	Scenery	7 pieces (3 woods,1 linear compulsory) (20)
3	Generals quality	2D6 per general. Add 1 level to C in C (16)
4	Allot war points	60 D6. 10-25 to be attacker. Other events 1-9. (15)
5	Who is attacker	Roll attacker D6. Each 5,6=success. Player with more D6 loses 1 success. (17)
6	Attacker road	Side to side (20)
7	Defender two roads	Here to there. TWICE. In two table thirds.(20)
8	Attacker 3 objectives	Rough hill, building, road entrance (one of the four base edge entrances) (20)
9	Defender all scenery	Touching allowed. Cannot overlap table thirds.(20)
10	Attacker moves scenery	Attacker rolls D6+2. Each D6 roll 4,5,6=move scenery piece. Choose and roll before next D6 (20)
11	Flank road owners	3D6 per player. Higher score owns road for purposes of reinforcement arrivals. (23)
12	Deployment notes	Allocate units to L, R or C. Use only 2 sections for normal game.(21)
13	Attacker deploys	6”(21)
14	Defender deploys	20” (21)
15	Defender reinforcements	Late /ost. Every unit. Guns any fail =roll D6 1,2,3,4= OK 5= reinforcement .6=lost
16	Carry out “war points” Scenario (24)	
17	Attacker has turn 1 (25)	

Cavalry Gun withdraw (33)	Vet/raw re-roll	1,2	3,4	5,6
	Deployed gun	Destroyed	1Damage. Retire. Limbered.Low ammo	Retire Limbered Low ammo
	Limbered gun	1 damage. Retire	Retire. Low on ammo.	Retire
	Cav on foot	Routed	Retire Low ammo Disordered Lose 1/2 base Place casualty	Retire. Low on ammo Disordered
	Cav on horse	2 casualties. Retire. Disordered	Retire. Disordered. Low on ammo	Retire

Generals (16)		
2D6 2-3= 3 4-8= 2 9-10= 1 11+= 0		
	Name	Quality
C in C		
1st Div		
2nd Div		
3rd Div		

Scenario (15)			
Attacker(10-25)		Result	
	Points (1-9)	Adjust	Total
1.Subterfuge			
2. Battle plan			
3. Politics			
4. Scouting			
5. Supply			
6. Road/railway			
7.Random			
8. Leadership			
9. Cavalry			
TOTAL (60)			

Scenery (20)	
7 pieces TOTAL	
Woods(3-6)	
Linear (1-4)	
Buildings(0-3)	
Gentle hills(0-3)	
Rough hills(0-3)	
Marsh (0-3)	
Crops, rivers, towns see main rules	

Deployment (21) Minimum 2 infantry and 1 gun.		
Left	Centre	Right

Countdown					21
20	19	18	17	16	
15	14	13	12	11	
10	9	8	7	6	
5	4	3	2	1	