UNDER THE SHADE OF THE TREES

4 pages of fast play rules for ACW figures,

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BASING
It is suggested that the common "Fire and Fury / Johnny Reb", basing is used, with 15 or 20mm figures grouped together on 20 / 25mm wide stands.

SCALES
30cm for 800 yards; a game turn for 30mn.

ORGANIZATION
The game is intended to place the player in the role of an Army Commander, who has under his command: one, two, or three Army Corps. The smallest represented unit on the table is the **brigade**, which in game terms is a group of 1 to 5 stands of the same type (infantry, cavalry or artillery), adjacent and facing in the same direction. The number of stands of a unit corresponds to its Fighting Value (FV), and this takes into account the unit's fatigue and experience:

	Crack	Average	Green
Fresh	5	4	3
Worn	4	3	2
Exhausted	3	2	1

For example, a 3 stands infantry unit will represent either an exhausted veterans unit, or a worn average unit, or a fresh but inexperienced unit.

The players may agree the term "unit" indicates either an isolated brigade, or a set of brigades evolving under the control of a divisional commander.

COMMAND
Army Corps Leaders
An Army Corps Leader is represented by a stand which should include a mounted officer accompanied with one or several aids-de-camp. He is characterized by his Initiative, graded between 1 to 3, and by his Charisma, graded between 0 to 3, which symbolizes the commander's capacity to lead his men.
Examples, Gettysburg campaign:

	Initiative:	Charisma:
Reynolds	3	2
Sickles	0	1
Sedgwick	2	1
Longstreet	3	2
Ewell	1	0
Stuart	3	3

An Army Corps Leader does not command his brigades directly (this is the role of Divisional Leaders). An exception to this is if he is attached to a brigade by being placed adjacent to its command stand.
Divisional Leaders
A Divisional Leader is represented by a stand which includes a mounted officer, possibly accompanied with one aid-de-camp. As for a Corps Leader, a Divisional Leader is characterized by his Initiative, by his Charisma, and he too can be attached to a brigade.
A Divisional Leader commands a maximum of 6 brigades. As a rule, a Divisional Leader cannot come within less than **30cm** of another Divisional Leader, friend or foe.
Note: the same general can have different characteristics according to the role which he occupies within a scenario; for example, Hood can be treated as a remarkable Divisional Leader, but on the other hand as an inferior Corps Commander, because we shall consider for the game that he achieved his "threshold of incompetence" in this role.
Brigades Commanders
Represented by the command stands of brigades, including normally a standard bearer and\or an officer. A brigade is said to be **commanded** if its command stand is within 10cm of its Divisional Commander, if it is facing the same direction, and if this divisional commander is not attached to a brigade; it is said to be **detached** if any of these conditions is not met.
A set of commanded brigades is indicated by the term **division**. A division can be made by a combination of two types of troops: infantry / artillery, or cavalry / horse artillery. As a rule, a brigade commander cannot come within less than **10cm** of another brigade commander, friend or foe.

SCENERY
Only pieces of terrain giving a potential of protection (such as woods, hills, etc.) require to be represented on the table, with clearly marked boundaries. During the same turn, units may not cross more than one terrain type.
Note: it is the location of the command stand that determines if a unit is in cover.

GAME TURN
1 - Initiative phase
2 - Activation phase of the player who won initiative
3 - Activation phase of the other player
4 - Resolution of the fighting, carried out simultaneously for both camps

INITIATIVE PHASE

Each side rolls a dice and the side with the highest roll has initiative. Option rule: if a player has lost his General-in chief and if he loses the initiative roll, his opponent can choose to play first or second.

ACTIVATION PHASE

To move or re orientate a unit which fought or didn't move in the previous turn, or to move a brigade from cover.
For a detached brigade, or a brigade moving under cover, add:
· The VC of the unit, and
· The Initiative of the Corps Leader or Divisional Leader possibly attached to the unit (adjacent to its flag).
Roll **1d8**; an equal or lower score is successful.
For a division, add:
· The Initiative of the Divisional Leader, and
· That of his Corps Leader, if the Divisional Leader is within command radius of the Corps Leader (30cm or less) and if the Corps Leader is non-attached.
Roll **1d6**; an equal or lower score is successful.
Option: the score to be obtained is incremented for every failed attempt.

MOVEMENTS

Infantry and artillery: **10cm**, or 20cm if performing a forced march.
Cavalry and horse artillery: **20cm**, or 40cm at forced march.
Detached generals: **40cm**.
If performing a forced march, a unit cannot fight in the same turn.
Procedure:
· Move brigades indicated as **detached**. The movement is made in a straight line, by measuring the distance from the command stand of the brigade. The possible attached generals can be simultaneously moved. Before moving, a brigade can make about-turn or wheel on the axis of its command stand up to 45 ° without penalty. Having moved 10cm, a unit can perform another pivot if movement is pursued. A pivot which exceeds 45 ° costs 10cm of movement.
· Move the **divisions**: the Divisional Leaders are moved in a straight line, up to a maximum distance corresponding to that of the type of commanded troops, then their brigades indicated as commanded follow the movement; only those that move from a cover are individually tested. At the conclusion of their movement, the exact location of the commanded brigades is left with the free appreciation of the player, as far as they just have to stay within command radius of their Divisional Commander and directed in the same way. The pivot rule applies as for the detached brigades, but it is the Divisional Leader stand that serves as axis and determines the rotation of his brigades.
· Lastly move the detached command stands.

COMBATS

When two opponent command stands are within engagement distance, we consider that their units are capable of fighting.
· Within **60cm** this represents artillery and counter battery fire employing solid shots and shells,
· Within **30cm** this represents that the involved units are close enough to be engaged, even partially, in firefights and that artillery makes use of shrapnels and canister.

Procedure:

Draw a Line of Fire between the Divisional Leader of the division which is firing (or the brigade commander for a detached unit) and that of the targeted division (or the brigade commander for a detached unit). If the LoF crosses a piece of terrain that blocks the sight between the two then firing is not possible. Also if the target is situated behind the frontline of the firing unit, firing is not possible.

If the LoF exceeds 30cm, then only artillery that didn't move that turn is eligible to fire.

Roll **1d6** for each stand of the same type aiming at the same target, by throwing a number of dices equal to the total number of stands. For example, a division consisting of three infantry units of four stands will roll 12 dice.

Every dice that is equal or lower to the efficiency of the type of firing unit is a "hit", symbolized by a marker. The efficiency differs according to if the unit moved or not during the movements sequence.

EFFICIENCY CHART (not moving / moving)		
Engagement distance:	30cm	60cm
Infantry	3/1	-/-
Artillery	4/-	2/-
Cavalry	2/2	-/-
Horse artillery	3/-	1/-

If the firing affects a division, the player who undergoes the losses distributes "hits" on the units within it. Each brigade can only receive a second marker if every other Brigade has a marker on it. The hits must be spread evenly.

COHESION

For every brigade affected by losses during the turn, add:

·   the FV of the unit and the Charisma of its Divisional Leader for a commanded brigade,

·   the FV of the unit, and the Charisma of a possible attached Corps Leader or Divisional Leader, for a detached brigade.

For every "hit", roll **1d10**. If the obtained score is lower or equal to the modified FV, the "hit" is ineffective and the marker is removed. If the rolled score is greater than the modified VC, the brigade loses one stand, and thus 1 point of FV. If the brigade is under cover, it benefits from a second chance in case of failure on an even score.

The elimination of a stand represents not only the killed and the wounded, but especially the rout of a part of the unit. Thus, if a brigade underwent several "hits", the tests are resolved one by one, and every failure reduces the score to be obtained for the subsequent test.

Every "hit" causes two tests for a moving cavalry unit, and\or in case of a rear attack (ie: if the line of fire is unmistakably behind the frontline of the targeted unit).

RISKS TO GENERALS

A general receives a "hit" for every "6" rolled by the opponent during the fights:

·   If he is detached, and directly targeted,

·   If he is attached to a targeted brigade, or

·   If he commands a targeted division.

Once the tests of cohesion are resolved, roll **1d6** by successful "hit"; if one 6 is obtained, the general is eliminated.