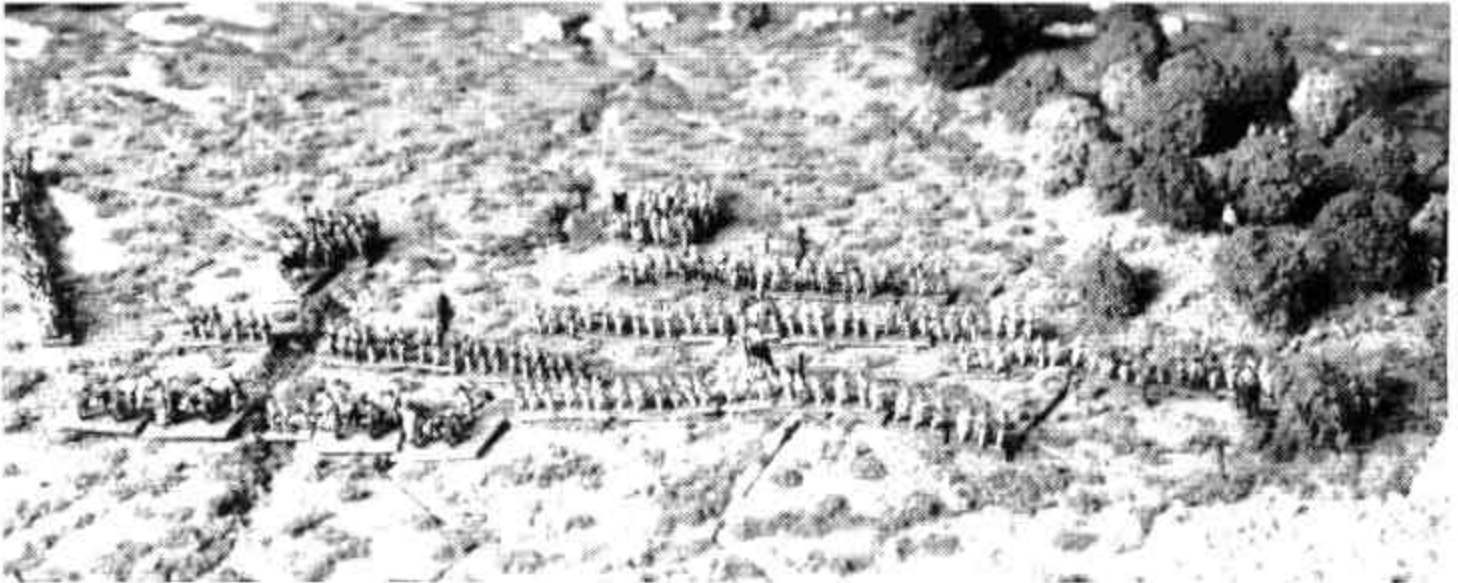


TAC NEWS

March - April 1996
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A CIVIL WAR PRIMER

W "Weapons dictate tactics." It's an old, shop worn quote, but it's true. As students of military history, the more we can learn about 1860's weapons systems, the greater our enjoyment. As tabletop generals, we need to precisely understand what our miniature weapons represent. Only then are we prepared to properly command our armies.

ORGANIZATION AND EMPLOYMENT OF A NAPOLEON BATTERY

The predominant field piece of the Civil War was the 12 pound (light) gun, Model 1857, known as the "Napoleon." This smoothbore was an improvement of the Model 1841 12 lb. gun, which weighed 2932 pounds, the new design weighed in at 2355 lbs. Even with this reduction of near 20%, this was still over a ton of gun. Add in the limber and ammunition chest, any bridge had to carry 3865 pounds, excluding the 6 horses and riders! For all that, the gun had only 36 rounds of ready ammunition.

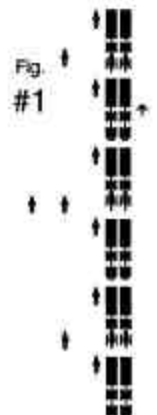
Staying power in a fire fight came from caissons. Each 12 pounder had two caissons, twice the normal number for rifles and smaller guns. A standard limbered caisson carried 36 fixed shells (round balls), 36 rounds of fixed spherical case (round hollow exploding rounds requiring a fuse or detonator) and 15 rounds of fixed canister (tin cans of 12 pounds of \pm 192 lead balls). "Fixed" meant that a standard powder bag with 2.5 pounds of black powder was fixed to the projectile, to be loaded all in one ramming operation.

In every manoeuvre in the artillery tactics manual, one of the caissons always followed each of the six guns. The rear of a

battery column would be made up of the 6 remaining caissons, the travelling forge, and the battery wagon. Under the best circumstances, Totten lists full battery length, "single file," as 242 yards. Things could get a lot worse:

If the ascent be long and steep, the road in bad shape, or, if from any other cause, the exertion of the horses is likely to be great, a part of the carriages should halt, the leaders of them be hitched on to those in front, and, when they arrive at the top, be sent back with as many leaders as may be necessary....It may be sometimes necessary to make the detachments (*men*) assist with bricoles or drag ropes.*

The standard formation of a "battery of manoeuvre" was a column of sections. See Figure 1. Two guns, with their caissons, constituted a section, commanded by a lieutenant. A fourth lieutenant commanded the caisson line. Each gun was commanded by a sergeant, who was usually mounted during manoeuvre. Two corporals superintended the crew, one as gunner with the piece, and one overseeing the caisson and setting the fuses. Seven privates were assigned to each piece in foot batteries, nine in horse batteries. Two buglers relayed orders. The overall command of the battery was a Captain.



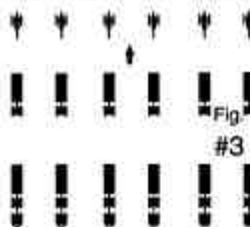
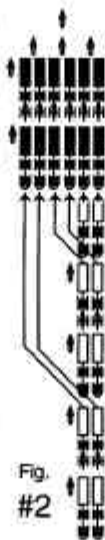
A study of the drill manuals plainly illustrate why artillery was the "professional" arm of any army. Evolutions of a battery were extremely complicated and beyond the scope of this article. As a brief example, lets move our battery into line, unlimber, and commence firing. Figure 2 shows "Forward into line."

To prepare to go into action, the Captain command "In Battery...March" See Figure 3. Here guns are immediately counter marched, turning the cannons toward the enemy. The Napoleons are unlimbered, 14 yards apart. The teams then counter march again, coming to a halt directly behind their gun, horses to the front, lead horse noses 6 yards behind the guns. Eleven yards behind the limbers, the caisson teams positioned their

teams. Ready for battle, the formation was 86 yards wide, 46 yards deep, and contained 82 horses. The 6 remaining caissons, battery wagon and forge would be positioned behind cover, but close enough to the battery position to easily replace the forward caissons when ammo ran low.

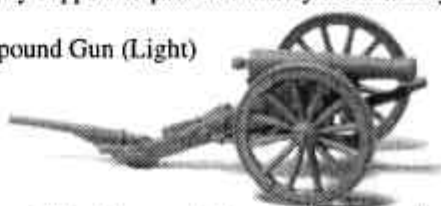
Combat normally opened in counter battery fire, against enemy artillery. Maximum range was 1680 yards, almost 1 mile. "Effective" range was closer to 1000 yards. A battery in an exposed position was sure to suffer terribly. The use of military crests, to place the horses out of the direct line of fire and protect the gunners, was extremely valuable. Without cover, shot or spherical case would quickly reduce or eliminate the horses needed to reposition the heavy guns.

When infantry drew nearer, fire could be swung their way, by section, half battery or all 6 guns. Shot hurt columns and



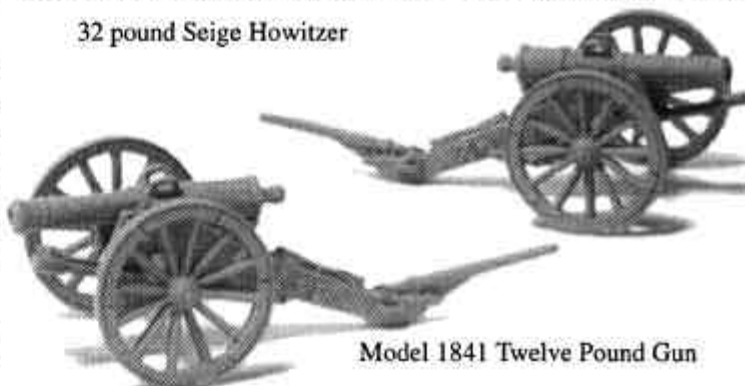
spherical case was, effective for any formation, assuming fuses were properly cut and worked. Only at extremely close range (± 300 yards) was canister employed. Remember the limited number of canister rounds listed above: "doctrine" required close infantry support to protect artillery from enemy infantry.

12 pound Gun (Light)



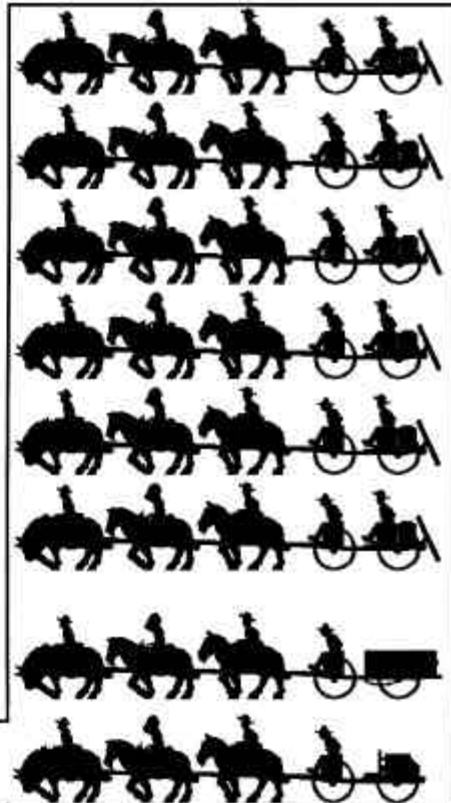
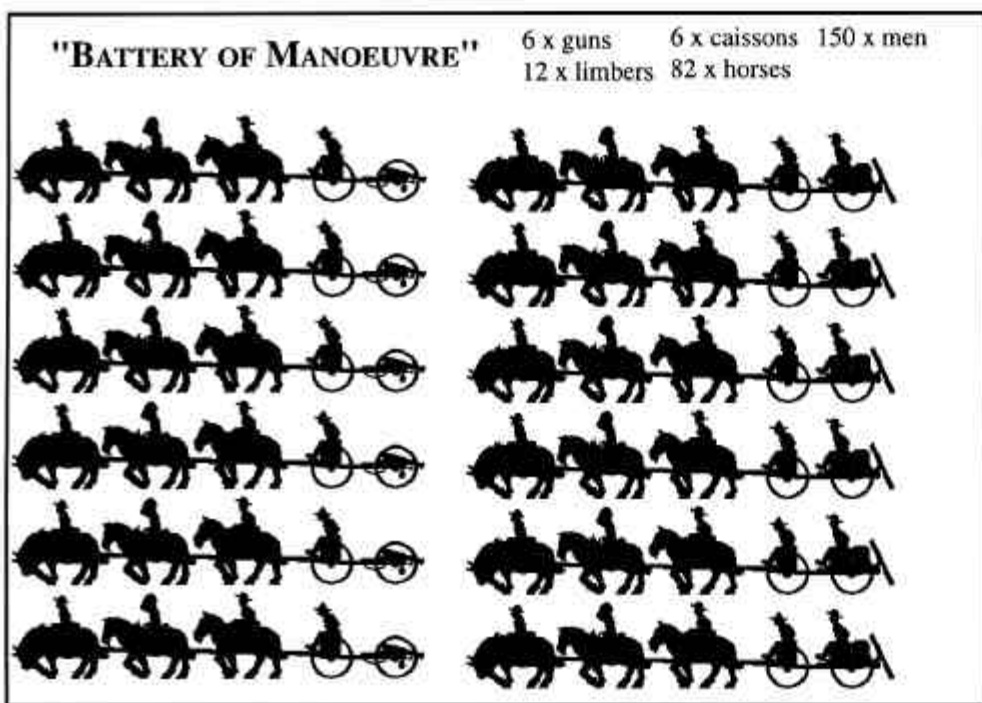
This data can help you better understand the role of the guns in ACW gaming. When calculating counter battery effectiveness, realize the target is a great deal larger than merely 6 cannon. If your games do not factor in casualties to horses and the resultant limitations on mobility, consider adding some simple "house rules." Miniatures should represent, in scale, all the elements of a battery to better simulate the awkward nature of tactical evolutions: how easy is it for a battery to "pass through" an infantry line? These are just a few areas where understanding the rich fabric of history can surely enhance the enjoyment of wargaming.

32 pound Seige Howitzer



Model 1841 Twelve Pound Gun

ORGANIZATION OF A US ARMY TWELVE POUND (LIGHT) BATTERY - 1864



DETACHMENT

6 x limbers 1 x battery wagon 64 x horses
6 x caissons 1 x traveling forge 66 x men

RAISING YOUR FIRST BRIGADE

Getting started in 10mm ACW gaming

Congratulations! You have just received your commission as a general officer in the Federal or Confederate Army. Only you know your preparedness for the coming campaign: a seasoned veteran, or a rank political lackey! It's time to raise your first 10mm Rebellion™ brigade.

GHQ's 10mm line offers everything that you will need, a great "pool of recruits." Every pack offers troops in a variety of action poses, all based on photos or the actual drill manuals of the era. Though small, GHQ has worked every possible detail into their Rebellion™ range. You know GHQ's quality in equipment: no where will you find a more complete fine scale range of 1860s artillery, in any scale! Examine pages 12 and 13 in the GHQ catalog.

Planning the organization of your troops will ensure you order the right packs. Assuming that you would like to play games using your new army, most commercially available sets of rules recommend a specific organization. All start out by suggesting a ratio of miniatures to actual soldiers. One common ratio is 1 miniature represents 20 soldiers. For this example let's say you saw the movie Gettysburg, and would like to "raise" your own model of Lewis Armistead's brigade in George Pickett's Division of "Pete" Longstreet's Corps of the Army of Northern Virginia. At Gettysburg it looked like this:

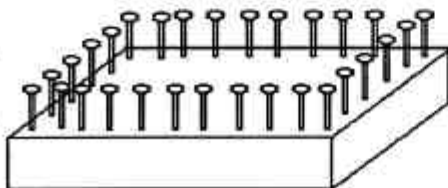
Regiment	Actual Strength	Scale Size
9th Virginia	318 men	16 figures
14th Virginia	422 men	21 figures
38th Virginia	400 men	20 figures
53rd Virginia	435 men	22 figures
57th Virginia	476 men	24 figures

In each regiment, paint 1 flag, 1 officer and one drummer, so each regiment would have 13, 18, 17, 19, & 21 men with muskets, respectively.

You'll need to have 4 packs of infantry, and 1 command pack for the 3 command figures, or 5 infantry packs which will give you a bunch of troops to start raising another brigade! GHQ command packs are set up to help you complete those spare miniatures into regiments. That command pack will also give you 2 mounted officers, to represent General Armistead and one other, or Gen. Armistead's aide de camp.

Consult the rules you are going to use for their exact suggestions on how to mount the painted figures onto bases. One great system uses metal bases. Next, affix magnetic strips to the floor of a GHQ Bunker Box, leaving "aisles" between the strips so you can remove the stands without torquing the figures. Units stay organized, and you can transport your command safely.

Here are some suggestions on painting your troops. First, you need to get a block of styrofoam, some super glue, and a bunch of nails. Start by poking the nails into the block of styrofoam around the edge. See drawing.



Now put a little dot of super glue on the head of the nail, and glue one figure down. Make sure that a lot of the base of the

figure extends past the edge of the head of the nail!!! See the arrow in this sketch: it shows where you will have to push the base with your thumb nail to remove the figure after it has been painted.



Use a magnifying glass / light bulb tool with an arm that clamps to the work table. This ensures both enough light and helps see the fine details. Use good hobby brushes, and hobby paints. When selecting paints, get lighter and brighter colors for these small miniatures, a deep royal blue for Yankees and a variety of light greys and tans for the Johnnies. Polly S is a great brand, and available in most hobby shops. Also, find some good color art work on the uniforms of the Civil War. Check for the "Echoes of Glory" series from Time Life books at the local library, as they show dozens of original uniforms. Another good source are booklets in the Men at Arms series.

Prime the figures with either white or light grey paint. Some painters use acrylics for priming, but Floquil spray metal miniature primer, which is light grey, is recommended. Follow the instructions closely, this product is potentially hazardous. Next paint the flesh tones on the head, followed by the hair, and then each item of clothing or equipment in the same order that you would get dressed: pants & coat, boots, equipment, hat, musket, hands & then paint the base light grass green. After painting everything, go back and touch up any obvious mistakes. Finally, spray with Testor's Dullcote to protect the paint job.

Artillery guns, limbers, caissons, etc. are painted in a like manner. Union equipment was painted a light version of olive drab green, while the Confederates used a slate blue grey. In both cases, metal hardware was painted black. Smoothbore tubes are bronze, rifles painted black. Tarpaulins were off white, horse furniture brass, and tack generally black. When you order a pack with a limber, illustrated instructions will guide the proper assembly. And a word about horses: GHQ takes great pride in offering the finest scale horseflesh anywhere. Don't just dip it in brown paint and call it finished! Get some color photos of horses, and try to copy the shades, the sock and muzzle patterns, and the mane and tail colors. You'll be glad you did.

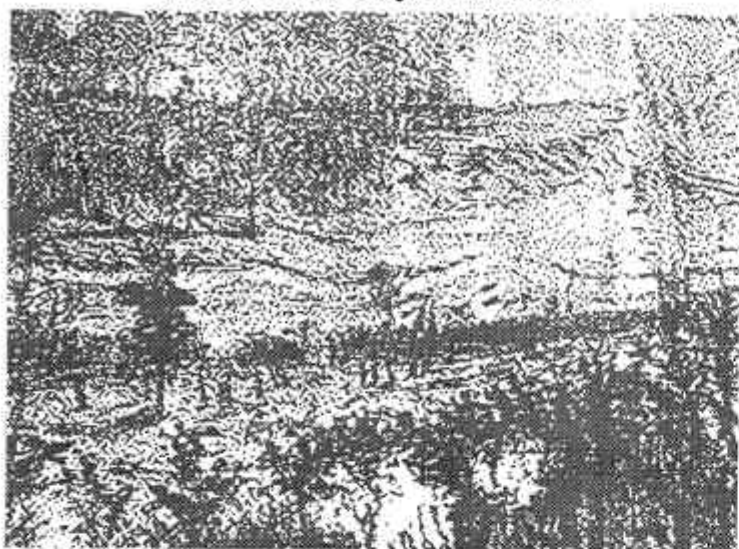
A little more time invested now will pay off in years of pleasure when you look at your army in the future. And it is *your* army: you've organized it, and uniformed it, and will be commanding it. Paint your troops carefully, for when you set them out on a tabletop for a game, you'll feel as proud of the way they are arrayed as Hancock did his Second Corps, or Pickett his marvelous division.

Happy Gaming



8" Seige Howitzer on a Quarter

Rebellion Miniatures Civil War Scenario 2 The Battle of Cloyd's Mountain



James M. Cloyd Farm, near Dublin, Virginia May 9th, 1864: US Grant's grand strategy for the spring 1864 campaign called for pressing the CS army everywhere. While Franz Sigel advanced up the valley, MG G. C. Crook's "Kanawha" Division traversed the wild mountains of West Virginia to raid the previously untouched Virginia & Tennessee Railroad. Defending the area was a scratch force, mostly horseless cavalry, under BG A. G. Jenkins, most foot called to other threatened areas (ie. the Shenandoah Valley). As Crook's 3 brigades neared, Jenkins prepared to defend the final approach to the vital rail link connecting the eastern and western bread baskets of the Confederacy.

SUGGESTED VICTORY CONDITIONS

The Confederates achieve a strategic victory by preventing the Union pushing off the south off the board within 3 hours. They Union achieve a tactical victory by seizing the southern ridges.

TIME CHART

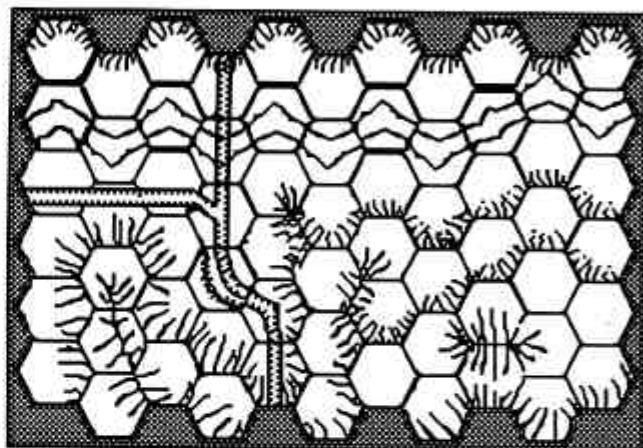
Battle runs from 9:30 am to 1:00 PM

KEY

Road

Stream

Elevation



MG George C. Crook, superior

1st Brig.: Col. R. Hayes, average
23rd Ohio Inf. 400 men, average
36th Ohio Inf. 500 men, average
34th Ohio Mid Inf. 3 coys., average
3rd W. VA. Cav. 3 coys., average
7th W. VA. Cav. 3 coys., average

2nd Brig.: Col. C. P. White, average
12th Ohio Inf. 400 men, average
91st Ohio Inf. 450 men, average
9th W. VA. Inf. 400 men, average
14th W. VA. Inf. 400 men, green

2nd Brig.: Col. H. G. Sickel, average
3rd PA Res. 350 men, superior
4th PA Res. 370 men, superior
11th W. VA. Inf. 500 men, green
15th W. VA. Inf. 600 men, green

Artillery



1st Kentucky Bttry:
6 x 3" rifles
1st Ohio Bttry:
6 x 12 pd. N



BG A. G. Jenkins, average

McCausland's Brig.: Col. McCausland, average
36th Va. Inf. 440 men, average
60th Va. Inf. 300 men, average
45th Va. Inf. 440 men, average

45th Bn. Va. Inf. 183 men, average
3rd Rgt. Va. Res. 560 men, green
4th Rgt. Va. Res. 440 men, green

Artillery



Bryan's Va. Bttry:
4 x 12 pd. N, 2 x 6 pd.,
average
Ringgold's Va. Bttry:
3 x 12 pd. N, 1 x 10 pd P,
average

SET UP: Confederates deploy anywhere on the south half of the board, behind hasty works. Federals enter, in any formation, on the north edge of the board.

SPECIAL TERRAIN FEATURES: The region is extremely rugged, thickly wooded, and rain had left the ground muddy. Most of the elevations on this battlefield should be steep. Place several areas of dense thicket around the board for concealment & movement penalty, but this field was chosen tactically as it was a farm and provided the defenders good fields of fire.

AFTERMATH: Despite a very heroic and bloody stand, weight of numbers and dogged hand-to-hand assaults overwhelmed the Confederates. The Kanawha Division was battered, one brigade shattered, at Cloyd's Mountain. The Federals pursued the remnants of Jenkins' command, and burned the vital New River Bridge. A second wing of the assault, under BG W. W. Averell harried Confederate salt producing facilities at Saittown, Va. After 21 days, (16 of which it rained) the Federals were back in West Virginia. Damage was repaired, the bridge rebuilt, and the campaign all but forgotten. A sideshow in the great drama of the Civil War, the combat was as fierce as at any of the great battles: a perfect scenario for tabletop gaming.