

# MICRO FORCE<sup>®</sup>: THE GAME - AMERICAN CIVIL WAR

## COMBAT TABLE CARD

### SEQUENCE OF PLAY

#### 1. INITIATIVE DETERMINATION

- 2D6 + senior command modifier.
- Low roll wins.

#### 2. POSTURE DETERMINATION

- Moving? Mark unit with green bead.
- Firing? Mark unit with red bead.
- Brigades first, regiments/ batteries next.

#### 3. FIRE PHASE

- Player with initiative this turn fires first or passes to opposing player.
- Declare target unit and all units firing at it.
- One Regt./Batt. and fires at a time.
- +2 per AV stand bonus for First Fire only.
- Check for Officer Casualties.
- Mark damaged unit's Morale State.  
Shaken = white bead = +2 to cohesion rolls.  
Routed = black bead = +4 to cohesion rolls.

#### 4. MOVEMENT PHASE

- Players alternate moving 1 brigade/unit.
- Player with initiative this turn determines who moves first.
- Procedure under "At the Double Quick." (Chart 9)
- Opportunity Fire occurs during movement phase.
- Units that charge may proceed to Melee.

#### 5. MELEE

- Only if units don't "Falter" or "Skeddadle."
- Procedure under "Bayonets, Boys." (Chart 10)

#### 6. MARKER RECOVERY PHASE

- Remove all movement markers (green).
- Fire markers (red), unless enemy is at long range.  
1D20 + 1 on cohesion
- Shaken markers (white).  
1D20 + 3 on cohesion
- Routed markers (black).  
1D20 + 5 on cohesion
- Rejoining brigade command?  
1D20 on cohesion (modified)
- Out of ammo? Attempt to resupply!  
1D20 + 5 on cohesion

### PHASE 1 - INITIATIVE

1. Each side's Senior Commanding Officer rolls 2D6.
2. Add Command Bonus to die roll.
3. Low roll wins!

Tie? - Last turn's winner still holds initiative.

In the Fire and Movement phases of this turn, the winning player may choose to act first or force his opponent to do so.

### PHASE 2

### POSTURE DETERMINATION

- Moving or Firing? A unit can't do both in the same turn.
- Players alternate marking moving units with a green bead, and firing units with a red bead.
- All brigades are marked before any independent units.

Chart 2 - "WHO WILL FOLLOW ME?"

Competence Level	Command Radius	Command Bonus Modifier	Cohesion
0	8"	0	14
1	10"	-1	15
2	12"	-2	16
3	14"	-3	17

*A unit can never join a brigade it was not assigned to at the beginning of the scenario.*

# PHASE 3 - FIRE PHASE

## OVERVIEW

- Player w/ initiative fires first or passes.
- Declare target and all firing units.
- One Regt./Batt. declares and fires at a time.
- Move red bead to the front of unit once it has fired.
- +2 stand bonus for First Fire only.
- Check for Officer Casualties.
- Mark damaged unit's Morale State.
  - Shaken = white bead = +2 to cohesion rolls
  - Routed = black bead = +4 to cohesion rolls
- Opportunity Fire occurs during Movement Phase.

## FIRE PROCEDURE

1. Declare target unit and all firing units.
  2. Verify valid line-of-sight.
  3. Check cohesion. If it fails, +4 to die-roll.
  4. Measure range and look up AV.  
(Charts 3 & 4, p.23)
  5. Multiply AV by # of stands firing. Round up result.
  6. Determine target unit's DV. (Chart 5)
  7. Subtract DV from AV (rounded up).
  8. Roll 2D6 and modify according to "The Butcher's Bill." (Chart 6)
  9. Mark firing unit with a red bead. Move bead to unit's front once the unit has fired.
  10. Mark target unit with appropriate markers.
- Fire alternates between players until all units wishing to fire have done so.*

Chart 6 - "THE BUTCHER'S BILL"

		Attack Value (base AV minus DV)													
		-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8
Modified 2D6	14+										S	S	S	1	
	13								S	S	S	S	1	1	
	12							S	S	S	S	1	1	1	
	11						S	S	S	S	1	1	1	2	
	10					S	S	S	1	1	1	1	2	2/5	
	9				S	S	S	1	1	1	1	2	2/5	2/5	
	8			S	S	S	1	1	1	1	2	2/5	2/5	2/5	
	7		S	S	S	1	1	1	2	2	2/5	2/5	2/5	3/1	
	6	S	S	S	1	1	1	2	2	2/5	2/5	2/5	3/1	3/1	
	5	S	S	1	1	1	2	2	2/5	2/5	2/5	3/1	3/1	3/1	
	4	S	1	1	1	2	2	2/5	2/5	2/5	3/1	3/1	3/1	4/1.5	
	3	S	1	1	2	2	2/5	2/5	2/5	3/1	3/1	3/1	4/1.5	4/1.5	
	2	1	1	2	2	2/5	2/5	2/5	3/1	3/1	3/1	4/1.5	4/1.5	4/1.5	
	1	1	2	2	2/5	2/5	2/5	3/1	3/1	3/1	4/1.5	4/1.5	4/1.5	5/2	
	0	2	2	2/5	2/5	2/5	3/1	3/1	3/1	4/1.5	4/1.5	4/1.5	5/2	5/2	
-1	2	2/5	2/5	2/5	3/1	3/1	3/1	4/1.5	4/1.5	4/1.5	5/2	5/2	5/2		
-2	2	2/5	2/5	3/1	3/1	3/1	4/1.5	4/1.5	4/1.5	5/2	5/2	5/2	6/1.5		

.5, 1, 2, etc. = Steps Lost / Stands Lost

A step loss always results in a cohesion test for shaken in addition to any casualties.

**S** = Cohesion test for shaken. The target unit must pass a cohesion check at their current cohesion after applying the results of the die roll.

If a unit fails a cohesion test for shaken by 5 or more, the unit routs.

### Firing Penalties & Bonuses

*All penalties and bonuses are cumulative.*

- +4 die-roll penalty for a failed cohesion roll before firing.
- +1 die-roll penalty if the firing unit is shaken.
- +3 die-roll penalty if the firing unit is in disorder.
- +1 die-roll penalty if the target unit is in movement posture.
- +2 die-roll penalty if the firing unit is in a skirmish or attack column.
- +2 die-roll penalty if the firing unit is in skirmish formation.
- -5 die-roll bonus for rear fire.
- -4 die-roll bonus for enfilade fire.
- -2 die-roll bonus if target unit is in disorder.

# PHASE 3 - FIRE PHASE *continued*

**Chart 5 - "LIKE A STONE WALL"**

<b>Infantry</b>	<b>Line</b>	<b>Skirmish</b>	<b>Disorder</b>	<b>Column</b>	<b>Attack Col.</b>
Open	2	3	1	1	0
Light Cover	3	5	2	2	1
Med. Cover	4	5	3	3	2
Heavy Cover	5	6	4	4	3

<b>Cavalry Mtd.</b>	<b>Line</b>	<b>Skirmish</b>	<b>Disorder</b>	<b>Column</b>	<b>Attack Col.</b>
Open	0	1	0	0	n/a
Light Cover	1	2	0	0	n/a
Med. Cover	2	3	0	n/a	n/a
Heavy Cover	n/a	n/a	n/a	n/a	n/a

<b>Artillery</b>	<b>Limbered</b>	<b>Unlimbered</b>
Open	4	5
Light Cover	5	6
Medium Cover	-	7
Heavy Cover	-	8

- Infantry & Cavalry units at or below 50% of their original strength add one to their defensive value.
- If a unit/battery occupies 2 or more types of cover, use majority unit's cover to find DV. If it's 50/50, a D6 roll will decide.
- Dismounted Cavalry are treated as infantry for DV.

**Chart 7 - "STEADY, BOYS!"**

**Infantry/Cavalry Cohesion Loss**

**Steps Lost**

<b>Original Stands</b>		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	
	1	8																	
	2	4	8	12	15														
	3	3	5	7	10	13	15												
	4	2	4	6	8	9	11	13	15										
	5	2	3	4	6	8	9	11	12	14	15								
	6	1	2	4	5	6	8	9	10	11	13	14	15						
	7	1	2	3	4	5	6	7	9	10	11	12	13	14	15				
	8	1	2	3	4	5	6	7	9	10	11	12	13	14	15	16			
	9	1	2	3	4	5	6	7	9	10	11	12	13	14	15	16	17	18	

**Artillery Cohesion Loss**

<b>Original Stands</b>	<b>Steps Lost</b>					
	1	2	3	4	5	6
1	5					
2	3	5	8			
3	2	4	5	8	10	

**Chart 8 - "THEY COULDN'T HIT AN ELEPHANT..."**

<b>Die-roll</b>	<b>Results</b>
1	<b>Minor Wound:</b> no effect
2	<b>Light Wound:</b> -1 to Officer's cohesion
3	<b>Serious Wound:</b> -2 to Officer's cohesion, remove from play
4	<b>Death:</b> normal cohesion test, remove from play
5	<b>Death:</b> morale cohesion test +1, remove from play
6	<b>Heroic Death:</b> cohesion test +2, remove from play

- Upon the death of a Brigade Commander, each unit in his command must pass a cohesion test or become shaken.
- Units failing by 5 or more do not rout but are only shaken.

## PHASE 4 MOVEMENT PHASE

- Players alternate moving units.
- Brigades move as one unit.
- Units NOT in movement posture which have not yet fired may perform Opportunity Fire whenever their commander likes the moving target's position.
- Move, Change Formation or Charge
- Rough Terrain = woods, rocks, orchards, steep slopes, building areas, marshes and fords
- Only light artillery may move unlimbered. The rate is 1" per turn.
- Crossing a linear obstacle (fence, hedge, etc.) costs: 1" for infantry, 3" for cavalry, 6" for artillery

**CHARGE PROCEDURE:**

1. Declare charge, roll 1D6 -2 for distance charge bonus.
2. Move charging unit to 1" from target unit and stop.
3. Charging unit checks cohesion, if it fails, stop now!
4. Defender checks cohesion, if you pass, stand your ground. If it fails, retreat disordered 1D6 away from Attacker.
5. If Defender stands, move into base-to-base contact and enter melee.
6. If Defender failed, Attacker completes advance. If there is contact - melee!

**PASS THROUGH PROCEDURE:**

Units may pass through friendly units. See Section 6.53, p.17 for details.

# PHASE 4 - MOVEMENT PHASE

*continued*

Chart 9 - "AT THE DOUBLE QUICK"				
	Formation	Open	Road	Rough
Infantry	Line	4"	n/a	2"
	Column	6"	10"	3"
	Skirmish	8"	n/a	4"
	Disordered	6"	8"	3"
	Attack Column	5"	n/a	2"
Cavalry	Line	6"	n/a	3"
	Column	12"	18"	6"
	Skirmish	12"	n/a	4"
	Disordered	9"	8"	4"
Artillery	Light (Limbered)	8"	12"	4"
	Heavy (Limbered)	6"	8"	2"
	<b>Mounted Officers</b>	12"	15"	8"

# PHASE 5 - MELEE

<u>If the Defender is</u>	
in light cover:	add 1 to their highest die-roll.
in heavy cover:	add 2 to their highest die-roll.
in woods/rough terrain:	add 1 to their highest die-roll.
at a higher elevation:	add 1 to their highest die-roll.
in skirmish formation:	add 1 to the Attacker's die-roll.
in disorder:	add 2 to the Attacker's die-roll.
in column formation:	add 3 to the Attacker's die-roll.
<u>If the Attacker is</u>	
cavalry in line formation that has moved at least 1/2 of their charge movement:	add 1 to the Attacker's die-roll.
infantry in attack column formation:	add 1 to the Attacker's die-roll.
attacking the Defender on his flank or rear:	add 2 to the Attacker's die-roll.

Chart 10 - "BAYONETS, BOYS!"

DEFENDER WINS					TIE	ATTACKER WINS				
5	4	3	2	1	0	1	2	3	4	5
Attacker loses 4 steps & falls back, routed and shaken 2D6"	Attacker loses 3 steps & falls back, routed and shaken 2D6"	Attacker loses 2 steps & falls back shaken 1D6"	Attacker loses 2 steps w/ +1 cohesion check. Defender loses 1 step with normal cohesion check.	Attacker loses 2 steps. Defender loses 1 step Both sides must pass normal cohesion check.	Both sides lose 2 steps and melee. Both sides must pass a normal cohesion check.	Defender loses 2 steps. Attacker loses 1 step Both sides must pass normal cohesion check.	Defender loses 2 steps w/ +1 cohesion check. Attacker loses 1 step with normal cohesion check.	Defender loses 2 steps & falls back shaken 1D6".	Defender loses 3 steps & falls back, routed and shaken 2D6".	Defender loses 4 steps & falls back routed and shaken 2D6"

- A difference greater than 5 is treated as a difference of 5.
- All modifications are cumulative.
- At the conclusion of melee both Attacker and Defender are placed in disorder.

**Count stands** 1:1 - 3D6 Melee dice available to both sides.  
**for ratio:** 2:1 - 4D6 to 2D6 melee dice available.  
 3:1 - 6D6 to 2D6 melee dice available.

# PHASE 6 - RECOVERY & MARKER REMOVAL

- Remove all movement markers (green).
- Want a firing unit to cease fire? Pass cohesion roll w/ +1 penalty. If it fails, the unit continues to fire at the same target. *Artillery can cease without passing the cohesion test.*
- Attempt to rally shaken units: Pass a cohesion roll w/ +3 penalty. If it fails, stand fast, still shaken.
- Attempt to rally routed units: Pass cohesion roll w/ +5 penalty. If it fails, continue to rout away from enemy. *A natural roll of 20 removes all black & white beads.*
- Attempt to rejoin your brigade: Pass cohesion roll.
- Out of ammo? Attempt to resupply! Pass cohesion roll w/ +5 penalty.