AMERICAN CIVIL WAR RULES

Some of these American Civil War variations to the Blucher rules were developed by different contributors to the Blucher discussion pages. In particular I have used some of the excellent ideas from the Chamberlain variant developed by Ross McGee and Charles Hamack.

Rules Changes

Woods
Units outside of a wood can fire at units that are in wooded hexes on the edge of the wood [ie they cannot fire through one wooded hex into another]. This firing counts as obstructed.
Units in wooded hexes can fire out into non-wooded terrain hexes but also count as obstructed.

Units in reserve status may move through woods at half speed.

Woods still count as difficult terrain for combat penalties. Units in woods always suffer a difficult terrain combat penalty, units attacking into woods also suffer this penalty.

Movement through woods may count as a difficulty move or not depending on the scenario.

Cavalry as well as infantry can charge through wooded hexes. However, a unit whose visibility is blocked by woods can still only charge enemy units from one hex away.

Skirmish Fire
Most infantry units have the skirmish fire trait hitting on 5,6 at 3 hexes range. However, in the following circumstances the bonus does not apply:
- units in woods firing out
- firing into woods
- firing on entrenchments
- firing at targets on a hill crest

Cavalry
Cavalry can fire.
Cavalry can move and fire. Any time cavalry fire they may immediately withdraw 1 or 2 hexes. This is known as the "Hit and Run" trait.

Infantry hit frontally by cavalry do not have to re-roll. Infantry attacking cavalry frontally need to reroll, unless both are in wooded hexes.

NOTES

Artillery
The standard firing of the infantry units can be taken to include attached artillery from the divisional batteries. Corps level and higher massed batteries are represented where this was historically the case. Attached artillery is used occasionally where divisional batteries played a greater than normal role in an action.

House Rules
Any unit firing can cause a maximum of 1 casualty only, although artillery at 2 hexes can cause 2.