



# UNITS

## Types of Units

### Infantry and Cavalry

Infantry and cavalry units represent regiments. When they first arrive in the game, as eager new recruits, and before the ravages of battle and camp fever, they are typically **ten** bases. As they are reduced through casualties, they can drop as low as two bases. If an infantry or cavalry unit is ever reduced to a single base, it is **broken** (the remaining base is placed in the broke box).

No infantry or cavalry unit may ever have more than ten bases.

### Artillery

An artillery unit represents a battery. Each base represents a section of two guns. When artillery units first arrive in the game, they are typically either two or three bases. An artillery unit can be reduced to a single base and still be in play as a unit.

No artillery unit may ever have more than three bases.

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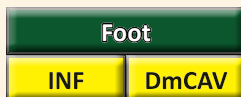
The game recognizes three types of units: foot, mounted, and artillery. Because cavalry units may fight mounted or dismounted, it is important to be precise with the terms we use to describe the units.

The category of **foot** is used to indicate infantry and *dismounted* cavalry. Sometimes a rule might apply only to infantry, but not to dismounted cavalry, or vice-versa. In that case, the rule will specifically use the words “infantry” (INF) or “dismounted cavalry” (DmCAV). Otherwise, if a rule reads “foot,” then it applies to both.

The category of **mounted** is used to indicate *mounted* cavalry only.

If a rule applies to cavalry, whether or not it is mounted, then it will use the word “cavalry.”

The category of **artillery** refers to all artillery bases and units, regardless of the type of guns on those bases. Rules sometimes specify whether they apply to *limbered* or *unlimbered* artillery. If the rule doesn't specify, then it applies to all artillery, regardless of formation.



## Identifying Units

It is not necessary to label your units (although you certainly can, if you wish). It is however necessary to be able to tell at a glance what type and quality the bases in the unit are. For example: are we looking at hardened veterans or green conscripts?

The game's small scale encourages players to customize and paint their favorite regiments, and to take note of which units are which, perhaps by having the historically correct flags for them, or the special uniform touches that set that unit apart. It can be useful, therefore, to create a label for the unit's "command base" (the base with the flags, officer, etc.), such as that shown here.



## Unit Qualities

Infantry and cavalry units are rated for two **qualities**: **elan** (which has three levels) and **experience** (which has two levels). A unit could be any combination of these qualities. For example: gung-ho volunteers in 1861 might be rated **eager recruits**. Burned-out long-service soldiers by late 1864 might be rated **cautious veterans**, and so on.

Artillery units do not have unit qualities.

Elan
Eager
Seasoned
Cautious
Experience
Veterans
Recruits





## Unit Sizes and Formations

### Ranks and Files

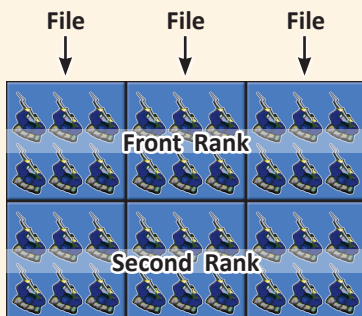
The bases of a foot or mounted unit must be arranged in ranks and files. All bases must be squared-up so that they fit flush edge-to-edge and corner-to-corner against the other bases in that rank that they touch. Each base must be aligned in a file, so that it is squared-up perfectly behind the base in front of it. Arranged in this way, a unit is in a **linear** formation.

There are two exceptions to the above rule, which will be discussed later in this chapter.

A rank is considered a “full” rank when it has the same number of bases as the front rank. A rank may never have more bases than the rank in front of it.

You may form your unit into any number of ranks, but you may never form a rank unless the rank in front of it is a full rank. *(For example: you can't create a third rank, if the second rank is not yet full.)*

Ranks and files are only ever considered *within* a single unit. For example, two one-rank units, one perfectly behind the other, are not “two ranks.” (They are just two one-rank units.)



**Illegal for two reasons:**

- 1) The bases in the second rank are not squared up into files, behind the front rank.
- 2) The two bases in the second rank are not in contact with each other on their flank edges.



**Illegal for two reasons:**

- 1) The third rank has more bases than the second.
- 2) You may not create a third rank until you have a full second rank.



## “Named” Formations

Players have a great deal of freedom to arrange the bases of their units as they please, within the rules for formations. Not all kinds of legal formations have a particular name. However when a unit’s formation meets certain criteria, it is said to be in a named formation.

**Line** A unit with all bases in a single rank.

**Column** A unit with all bases in a single file.



Dave Taylor’s 2nd Wisconsin in a Line



The same unit in a Column



### Regarding Formations

*Miniatures bases, particularly with larger figures like 28mm, require much more depth than their historical counterparts would have, and thus the depth of unit formations in games is always distorted. Double or reinforced lines were common in the Civil War, but they admittedly didn’t look quite so “blockish” as we see on the wargame table. That’s one of the concessions we make in order to play with big, pretty figures.*

*We also have to imagine that the skirmish line exists, in many cases quite substantial in both breadth and depth, across the front of the unit. If it helps conceptually, you can imagine a “deep” looking miniature unit consisting of both skirmish line and formed companies.*