

Here are my ACW mods for LPE. I have used these in this form for a couple of years now, on and off, for both fictitious battles and refights of historical battles, such as Gettysburg (1 base per Brigade, 1 Art per 4 batteries) with great success.

Have fun. All comments gratefully received, as usual.

John

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### **ACW LPE - Rule Changes**

Cavalry may dismount as LT without movement penalty during their own movement phase or during the enemy phase if demoralised by enemy shooting.

Cavalry may never frontally attack infantry that are not demoralised. They may flank attack units that are engaged in melee to the front.

All infantry may shoot as LT.

When infantry charge they take a Rally Test:

- +1 if enemy unit is demoralised
- +2 if enemy unit is double demoralised

If fail halt 1 inch from enemy and go demoralised.  
If pass, make contact and fight at +2 in melee if they did not shoot before charging.

All artillery moves as H Art, with 12 inch range.

All infantry (not dismounted cavalry) move as LN.

ET can be renamed "Veterans" and LT "Green."

Before the battle, roll a die for each army. On a score of 1-3 it is on the march. Half of the army starts the game deployed, the other half arrives in column along the road that enters the table nearest to the centre of their table edge.

Morale clock goes down 1 if army loses phase by 2 demoralises or more.

## Army Lists

The lists reflect my feeling that the CSA should have given up in July 1863.

Battles between early armies will have the USA on the receiving end, hoping for a lucky break.

Battles between mid-war armies will be hard fought and fairly even.

Battles with late war armies will have a sense of desperation and futility about them on the Confederate side.

Early = 1861-62

Mid-War = 1862-64 (best bit to wargame, IMHO)

Late = 1864-65

<b>Early USA</b> 1 OC 10 LN 13 LT 4 H Art 2 L Art	<b>Early CSA</b> 2 OC 4 ET 12 LN 6 LT 2 H Art 4 L Art
<b>Mid-War USA</b> 1 OC 1 ET 22 LN 4 H Art 2 L Art	<b>Mid-War CSA</b> 2 OC 4 ET 18 LN 2 H Art 2 L Art
<b>Late USA</b> 2 OC + Repeaters (hit on 4, 5 or 6) 4 ET 16 LN 4 H Art 2 L Art	<b>Late CSA</b> 1 OC 2 ET 21 LN 6 L Art