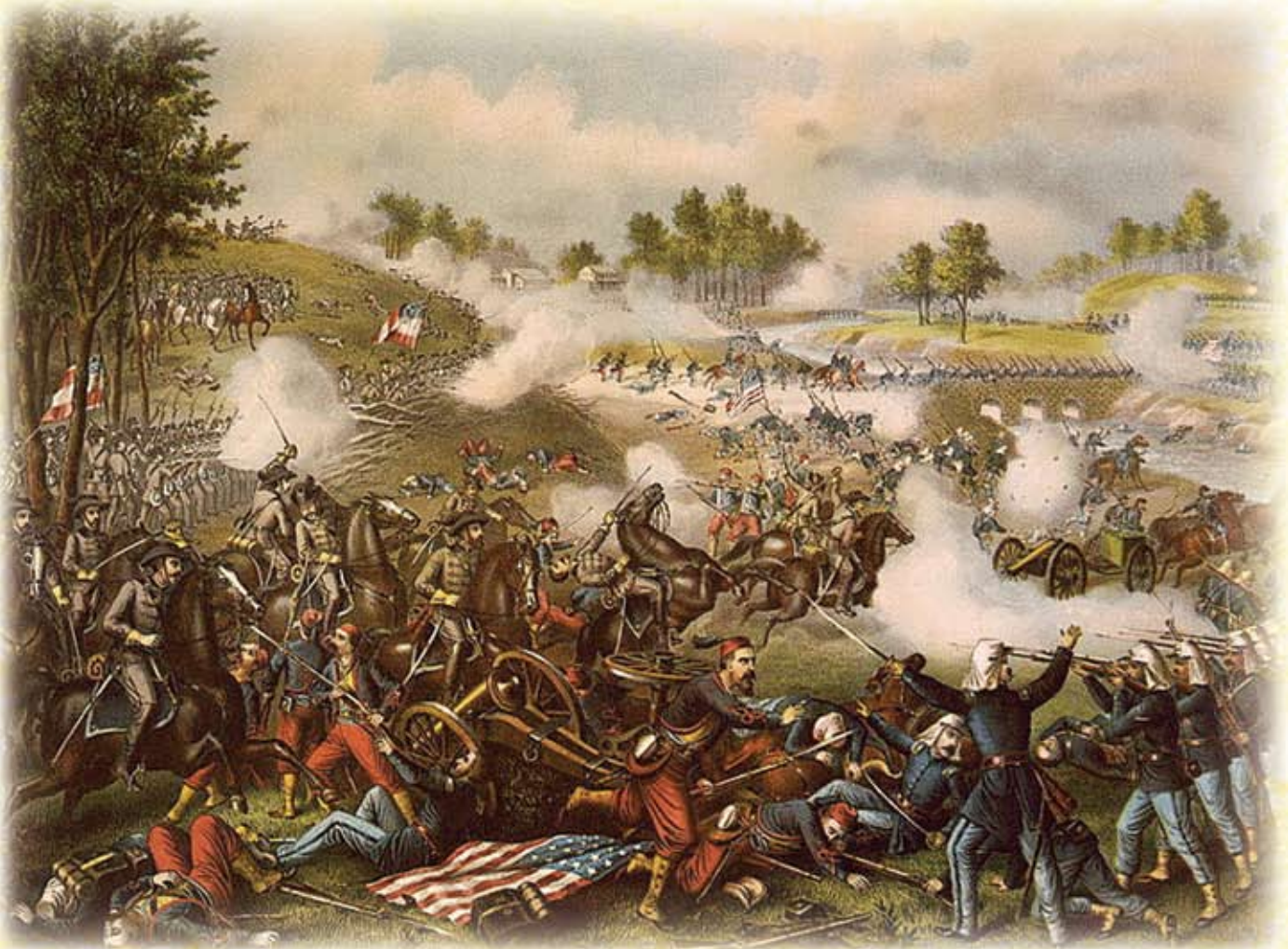


**Command Combat:  
Civil War**

# **THE BATTLE OF BLACKBURN'S FORD**



# COMMAND COMBAT: CIVIL WAR

## THE BATTLE OF BLACKBURN'S FORD

JULY 18, 1861

Game Design by

Jeff McArthur

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This scenario is from the Command Combat: Civil War series. To learn more about it, or to order the primary game book and accessories, go to:

**[www.commandcombat.com](http://www.commandcombat.com)**

## History of the Battle

In July of 1861, President Abraham Lincoln determined that it was time to put an end to the rebellion. McDowell, the general in charge of Union forces in Washington, insisted that the men needed more time and more training. Lincoln did not have that luxury. Many of the volunteers had signed up for three month enlistments, which were running out soon. "You are green, that is true," Lincoln said, "but they are green as well. You are all green alike."

With that, McDowell marched his Army of Northeastern Virginia, 35,000 strong, southward toward a railroad hub called Manassas, where a line of 20,000 Confederates waited behind a deep, winding creek known as Bull Run, under the command of P.G.T. Beauregard. Outnumbered and outgunned, Beauregard was counting on General Joseph E. Johnston to get there by rail with his 12,000 men.

McDowell began the battle by feinting further to the south, sending General Daniel Tyler with two brigades to reconnoiter the two fords known as Blackburn and Mitchell's. His orders were to demonstrate, but Tyler found what appeared to be an opening, and if he could cross at Blackburn's Ford, he would be on the flank of the enemy. As a result, Tyler pressed forward with both his brigades.

But the Confederacy had a surprise waiting for him. At both crossings they had a hidden brigade ready to fire on them, and another on its way.

*"The enemy has assailed my outposts in heavy force. I have fallen back on the line of Bull Run and will make a stand at Mitechell's Ford."*

*- General P.G.T. Beauregard, July 17, 1861*

Welcome to Command Combat: Civil War - The Battle of Blackburn's Ford, the game where players take on the roles of generals and lead their armies against one another to fight out the mightiest battles of the Civil War.

Blackburn's Ford is an introductory scenario, using the bare basics of the Command Combat system. It leaves out many of the rules used in the game. Use this scenario to learn how to play the game, then move on to Bull Run, where you will learn how to use the full game system.

Players first choose whether they will play as the United States, or the Confederate States. (There must be at least one player on each side.)

Command Combat: Civil War is a brigade level game, meaning that the smallest unit to maneuver is a brigade. 3-7 stands make up a brigade, and they must be kept together in one of two formations, as explained later.

To mount your miniatures, use the base sizes listed below as a guide to mounting your units. The best size of miniatures for this are 15 mm. It is not critical that the units be exactly this size, so if you already have units based at a different height, it is okay. You will simply want units that are approximately this size and shape.

You will also want paper cut-outs that resemble dead soldiers to mark where the dead have fallen. You can make some of your own, or you can find some pictured at the back of this book.

Finally, you will want a bunch of 10 sided dice, or a lot of markers numbered 0-9, and a bunch of markers that say "Ammo", "Low ammo", and markers that are red, markers that are white, and markers that are blue. You will also need index cards that have the generals' names on them, one card for each point of each general's initiative.

All units needed for this scenario are pictured in the back of this book for your reference. You can also copy the page and use the cut-outs until you have the proper sized miniatures.



Infantry  
1" X 1"



Dismounted  
cavalry  
1" X 1"



Limbered artillery  
1.5" X 1.5"



Corps general  
2" X 2.5"



Supply wagon  
2" X 2.5"



Division  
generals  
1" X 1"



Horse stand  
1.5" X 1.5"



Artillery  
1.5" X 1.5"



Cavalry  
1" X 1.5"

# ORDER OF BATTLE

## UNION

### FIRST DIVISION

General Daniel Tyler

Initiative: 1

Leadership: 2

1st Brigade: L.B. Richardson  
4 Infantry stands - Green

2nd Brigade: R.C. Schenck  
4 Infantry stands - Green

3rd Brigade: W.T. Sherman  
4 Infantry stands - Standard

Artillery: H.J. Hunt  
2 Rifled - Standard  
2 Smoothbore - Green

## Confederate

### FIRST DIVISION

General PGT Beauregard

Initiative: 2

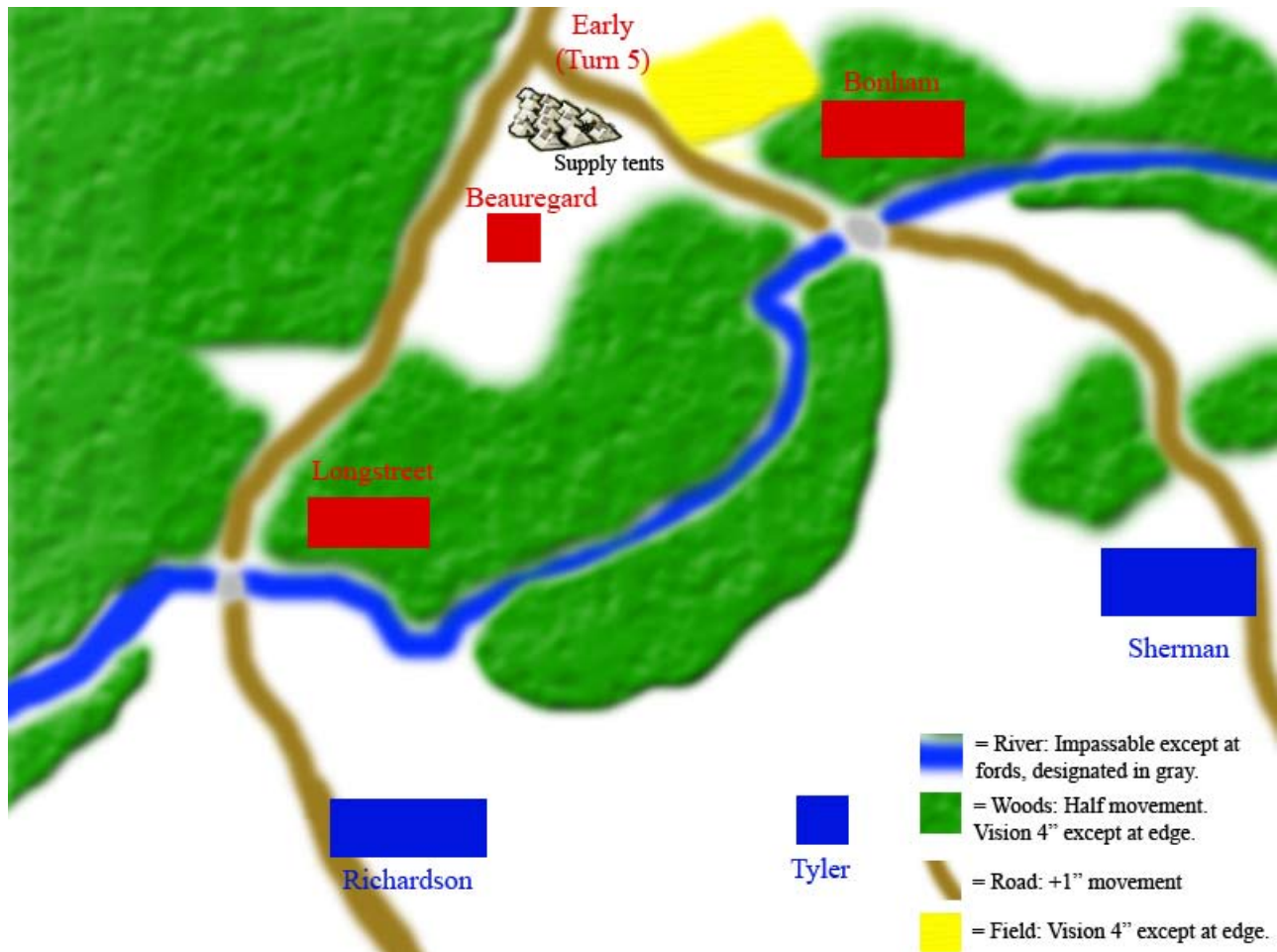
Leadership: 3

1st Brigade: James Longstreet  
5 Infantry stands - Standard

2nd Brigade: Jubal Early  
4 Infantry stands - Green

3rd Brigade: Bonham  
4 Infantry stands - Green

Artillery - Shields  
1 Rifled - Green  
2 Smoothbore - Green



# SET-UP

Use the map on the previous page to set up the table using your terrain. The entire board should be approximately four feet by three feet, but can be a little larger or smaller, depending on available space.

Place the listed brigades where they are pictured. The Confederate units are in line formation, and the Union units are in march column formation along the roads. The Confederate artillery is unlimbered and placed with either brigade, or anywhere in between them. The Union artillery is limbered, and on either road with either brigade. Tyler and Beauregard can be placed with either of their brigades, or anywhere directly in between them.

Early's brigade will enter in march column along the road on turn 5.

Infantry units are always in one of these formations:

Line:  
No change to movement or firing.



March column:  
+1" movement. Unit fires a maximum of 1 firepower.



Disorder:  
-1 to everything, including shooting, morale, movement, etc.



Artillery units are never in a formation. Each individual artillery stand is in one of these formations:

Limbered:  
Moves 5". Cannot fire.



Unlimbered:  
Moves 2". May fire.



Generals and supply wagons have no formation, nor facing. They move freely, and are considered facing in every direction. Orders that come from generals are unaffected by terrain except when it is impassible. Ammo that comes from supply wagons are effected by terrain. 4 Ammo markers are placed on the Confederate supply wagon, and 6 ammo markers are placed on the Union supply wagon.



## ORDER OF PLAY

After setting up the battlefield, the game begins with the first turn. Each turn is handled in the following order:

Draw a card  
Movement / Charges  
Determine targets  
Firing  
Morale  
Command Phase



P.G.T. Beauregard  
(1861)  
Initiative: 2  
Leadership: 3  
Morale check: 7

## DRAW A CARD

The general cards are shuffled, and the top one is drawn. If the general who was drawn has a second card, (due to a higher initiative,) the player controlling him may hold his turn until that general's card comes up again. If the general has no more cards in the stack, or if the player wishes to activate him, he does so now. When a general is activated, all units under his command are also activated.

# MOVEMENT

All units under the drawn general may move.  
Their speeds are as follows:

Infantry: 6"  
Cavalry: 12"  
Limbered artillery: 5"  
Unlimbered artillery: 2"  
Generals: 15"  
Supply wagons: 5"  
Orders: 15" (Unaffected by terrain.)  
Ammo: 10"

Units' movements are altered as follows:

Across a creek or ford: -1"  
Through woods: 1/2 speed  
On road: +1"  
In march column: +1"  
Is disordered: -1"

Increases and decreases are cumulative. A unit can always move at least 1".

Units in disorder may sacrifice half their movement to attempt to get into order. They roll against their morale marker. If they exceed the number, they are placed in order. If they do not exceed it, they may sacrifice the rest of their movement to try again, or move at half speed -1 because they are still in disorder.

# CHARGES

Charges are handled during movement. They have a turn order all their own. All units who take part in a charge, either offensively or defensively, cannot perform any further actions during the turn.

## Charge Phase:

Select target  
Charging unit rolls morale  
Support fire  
Withdrawal  
Roll for extra movement  
Defensive fire  
Counter-charge  
Offensive morale  
Defensive morale  
Melee

**Select Target:** The charging player chooses the charging unit and the unit it is charging. The charging unit's flag stand must be able to see the unit it is charging, but he may make a full movement to put it in sight of the target. However, once the flag stand can see the target, it must charge directly toward it.

A general may attach himself to a charge if he is within 1" of the charging unit.

Only infantry and cavalry units not in disorder may charge. Artillery and supply wagons cannot charge.

**Charging unit rolls morale:** If the charging unit has a morale die on it, he must roll it now. If he fails, the charge does not begin.

**Support fire:** The charging unit may fire from the position it starts the charge with a firepower of 1, and any other infantry or artillery in range may also fire support fire. If a leader is attached to the target brigade, roll to see if he is hit. If a 0 is rolled, he is hit and removed from the game.

**Roll for extra movement:** The charging unit rolls and divides by 2. Measure that many inches beyond the charging unit's normal movement toward the target, taking terrain into account. If it does not reach the target, place the charging unit at its ending point in disorder. If it reaches the target or goes beyond, move the charging unit its normal movement without the bonus distance, still in order. If this takes the unit to the target or beyond it, place the charging unit 2" away from the target.

**Defensive fire:** The target unit may fire back along with any part of its brigade, and any other brigade or artillery that is within range. If a leader is attached to the charging brigade, roll to see if he is hit. If a 0 is rolled, he is hit and removed from the game.

**Offensive Morale:** The charging unit rolls against its morale. The die may be altered by an attached general as normal. If it fails, the charge ends with the charging unit stopping where it is in disorder. The target unit will still be able to fire in the fire phase.

**Defensive Morale:** The target unit rolls its morale. If it fails, it pulls back the required number of inches. The morale die may be changed by a general within 1" as normal.

**Melee:** The charging unit continues forward. If it reaches its full distance before reaching the target, it stops in disorder. If it reaches the target, melee begins. If the target is artillery and no infantry is within 1", the artillery is automatically destroyed. If infantry is within 1", it takes the artillery's place and continues with melee.

Both units attack each other as if firing at close range without terrain effects or movement, adding the following:

- +1 - General is attached.
- +1 - Infantry charging
- +1 - Cavalry charging cavalry (1st round only)
- +2 - Enemy is in march column
- +2 - Hitting enemy in flank
- +3 - Hitting enemy in rear

During the first round, only stands touching enemy stands count as attacking. If melee continues a second round, all stands will count in the melee. So a unit in march column that is hit in the front will only fight back with the front rank in the first round of melee, but will fight with all in the second round.

After each round of melee, check to see if any general within 1" is hit. He is hit on a 9 or 0. If he is not hit, the general may reduce the morale die by his leadership -1.

After melee is resolved, both sides roll morale. If either side fails, they pull back the required number of inches, both sides are placed into disorder, and both lose half a stand. If both sides succeed, they stay in melee and lose half a stand. If both sides fail, the side that lost by more pulls back the required number of inches and both go into disorder and lose half a stand. If both sides fail morale and are tied, the charging unit pulls back the required number of inches and both lose a full stand. If one side loses all of its stands, the opposing side remains in place in disorder.

Either side may elect to leave melee only if a general is attached and still in action. They move back 1", take a half stand of damage, and end in disorder.

After melee, an infantry unit that charged remains in place, a cavalry unit that charged continues until it reaches its complete charge distance. This can only be stopped by a commander.

## FIRING

Firing is simultaneous. Players choose who their units will fire at one at a time, measuring the distance from the flag stand or the cannon of the firing unit to the easiest part to hit of each target. From this, they determine the range based on the chart to the right.

Firing has to follow the following rules:

- \* A unit cannot fire beyond its longest range.
- \* A unit cannot fire through other units.
- \* A unit cannot fire through blocking terrain.
- \* A unit can only fire in a 45 degree arc.

**Infantry and cavalry fire:** Count the number of stands firing. This is the base number. The base number is altered by the modifier chart to get the firepower number. Place this firepower number in front of the target, as shown here:

When another unit fires at the same target, instead of placing another marker in front of it, merely raise the number on the firepower marker that is already there. The firepower can never go over 9, and is always raised at least 1 when a unit fires.

**Artillery fire:** Artillery is either rifled or smoothbore. Instead of counting the stands firing, each artillery stand fires with this base number:

<i>Rifled:</i>	<i>Smoothbore:</i>
Short - 1	Short - 3
Medium - 3	Medium - 2
Long - 2	Long - 1

The base number is then altered by all modifiers except range. Place a firepower marker in front of the target with the final number, or add to the firepower marker already in front of the target, always going up by at least 1, but never over 9.



## Ranges

Infantry:

Close: 0-3"

Medium: 3-6"

Long: 6-10"

Cavalry:

Close: 0-3"

Medium: 3-6"

Long: 6-10"

Artillery:

Close: 0-10"

Medium: 10-25"

Long: 25-45"

## Modifiers

- 1 Green unit firing
- +1 Veteran unit firing
- +1 Firing at mounted cavalry
- 1 Firing up a hill
- 1 Firing while mounted
- 1 Firing at artillery
- 1 Firing at a unit behind light works
- 2 Firing at a unit behind medium works
- 3 Firing at a unit behind heavy works
- 1 Firing at a unit in standard terrain
- 2 Firing at a unit in heavy terrain
- 1 Firing while moving
- +1 Firing at close range
- 1 Firing at long range
- 1 Firing unit is low on ammo

## Resolve Fire

Both players roll a die against each of the firepower markers in front of the enemy units. A roll equal to or less than the firepower die means there is a hit, and half the stand is destroyed. A roll of 4 or more below the firepower destroys an entire stand. A roll of 8 below is a stand and a half. The last stand of a brigade is considered half a stand. After a stand takes damage, place a dead marker below where it stood.

A roll of 0 means that one unit on the firing side is low on ammo. Place a low ammo marker next to the unit closest to the target who fired during the turn. They do not have to have fired at the target. The unit will fire at -1 until an ammo marker can get to it. Low ammo markers move 10", and are removed with the low ammo marker when they reach their target.

## Hitting Generals

After all fire is resolved, all generals within 1" of a unit that was targeted must roll to be hit. On a roll of 0, they are hit, and removed from the game. His unit still moves during his turn, but they have only one card in the draw pile.

# MORALE

## Switch to Morale Markers

The firepower dice are now placed behind the target units to become the morale dice. If a unit already has a morale marker, simply add the firepower number to the morale marker, never going over 9. These numbers are further effected by the following:

## Morale Modifiers

Unit is green: +1

Unit is veteran: -1

Unit was fired on from flank: +1

Unit was fired on from rear: +2

Unit is in disorder: +1

Unit is behind a fence or wall: -1

Unit is in or behind military cover: -2

Unit has 2 friendly units within 1": -1

\* Units that were not fired upon and are not in rout decrease their morale die to 1 automatically.

## Generals Rally

Generals who are within 1" of units may lower their morale die by the amount of the general's leadership. If the general has used leadership throughout the turn for other purposes, he only has the amount remaining that has been unused.

If a general is within 1" of more than one unit, he may spread out his leadership however he likes, but he only has a total of his leadership points to spread out among them.

## Roll Morale

Players roll for each unit that has a morale die. If they roll equal to the number, the unit goes into disorder. If they roll below the morale number, the unit goes into disorder and pulls back a number of inches equal to the amount he failed the morale roll by. If the unit rolls 6 or more below the morale die number, the unit routs a number of inches equal to the amount he rolled below the morale number.

After each roll, reduce the morale die by 1 if they are in disorder, 2 if they are in order, and 3 if they are more than 15" away from the enemy.

Artillery that fails its morale roll does not move back, but instead turns around. It cannot fire until it re-orders itself. If artillery routs, replace the piece with a marker indicating abandoned cannons which can be captured for points by the opponent.

## Routs

Units that are routing move when they fail their morale, and move their full distance during the movement phase. They always move directly away from all visible enemies and ignore all terrain except impassable. If they are forced into impassable terrain, they lose 1/2 a stand for every inch they are forced into it.

# ENDING THE GAME

Just before drawing a card for the new turn, the game is checked for one of four conditions to end it:

One side has no more units on the table that are not in rout. That side has lost the game.

The Union player has a unit within 1" of the Confederate supply tents and the Confederates have no units within 10" of them. The game ends in a Union victory.

10 turns have been reached. Both sides add up the points below to see who has won.

5 points: For capturing the enemy supply wagon.

2 points: Each enemy general killed.

2 points: Each brigade completely destroyed or routed off the table.

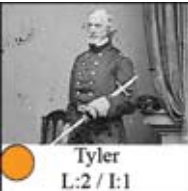




































1 point: Each artillery battery destroyed.

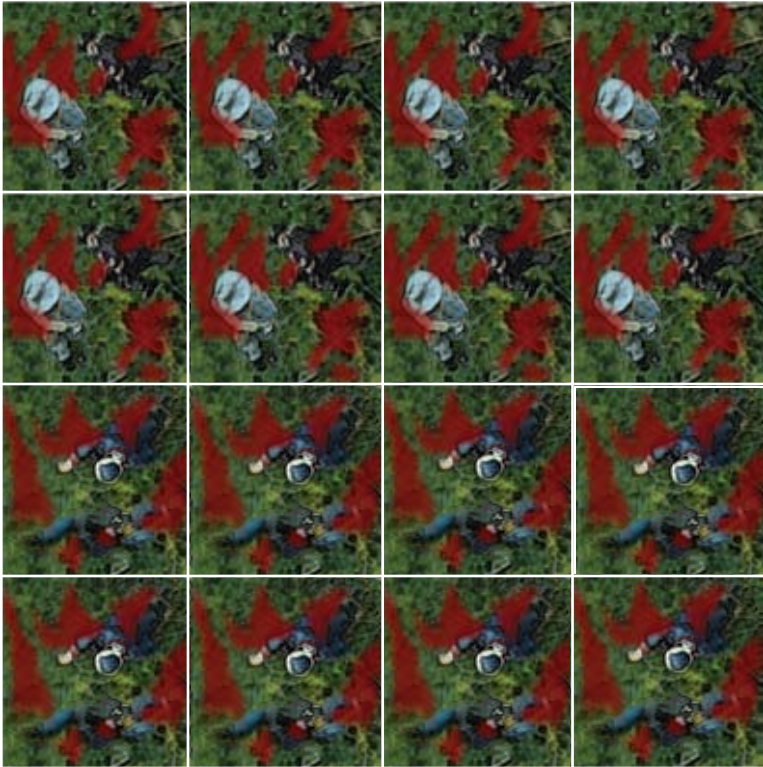
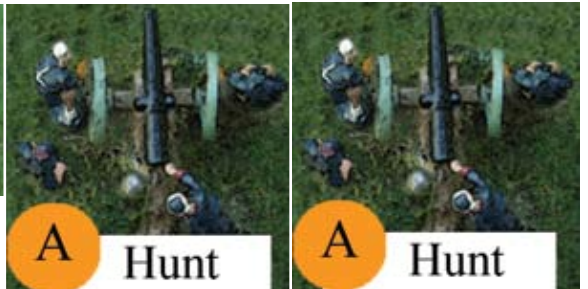
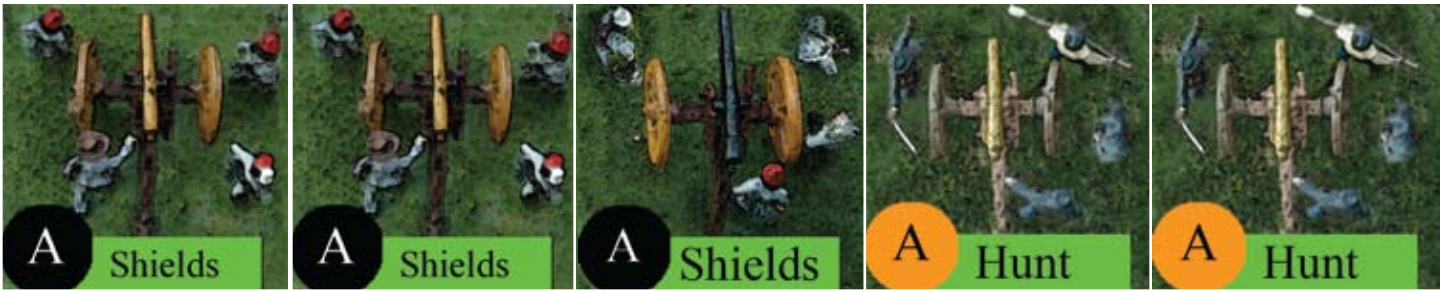
1 point: Each artillery battery captured.

1 point: Each enemy dead marker that is at or behind friendly lines.

*“War is the remedy our enemies have chosen and I say let us give them all they want.”*

*- William Tecumseh Sherman*

 Tyler L:2 / E:1	 1 Richardson				 2 Sherman	
		 Beauregard L:3 / I:2	 1 Longstreet			
	 2 Early				 3 Bonham	
		Attack	Attack	Attack	Attack	Attack
Defend	Defend	Defend	Defend	Defend	Maneuver	Maneuver
Maneuver	Maneuver	Maneuver	Ammo	Ammo	Ammo	Ammo
Ammo	Ammo	Ammo	Ammo	Ammo	Ammo	Low Ammo
Low Ammo	Low Ammo	Low Ammo	Low Ammo	Low Ammo	Low Ammo	Low Ammo
						
						



1	2	3	4
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5	6	7	8	9	1	2
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3	4	5	6	7	8	9
---	---	---	---	---	---	---