

**Command Combat:  
Civil War**

**THE  
HORNET'S NEST**



**Battle Pack**

# COMMAND COMBAT: CIVIL WAR THE HORNET'S NEST APRIL 6, 1861

Game Design by

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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

Confederate forces under Albert Sydney Johnston caught the army under General Ulysses S. Grant almost completely by surprise as they were camping near Pittsburg Landing. The Southern army raced through the Union lines, sending the Federals running for their lives toward the landing. Their backs were to the river, and could be finished off if the Confederates got to them before they could rally.

Grant was desperate. He ordered General Prentiss to hold his position at all costs; a daunting task for his division as Confederates sent wave after wave toward him in a clearing that soon became known as the Hornet's Nest.

Confederate General Bragg was sending those waves forward. With the two divisions of his corps, he needed to break through the position as soon as possible so he could join with the other corps and finish off the main Union army, still in chaos beyond Prentiss's line. He had the manpower to overpower the enemy, but the question was whether or not he would be able to break through in time.

*"Hold that position at all costs."*

*- General Ulysses S. Grant*

*"It's like a hornet's nest in there!"*

*- Confederate soldier*

Welcome to Command Combat: Civil War - The Hornet's Nest, 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.

This scenario is a solitaire game, intended for one player to take on the role of the Confederates trying to break through the Union lines. However, it can also be played with 2-3 players, with each player taking a general on either side, (Bragg, Johnston, and Prentiss.) When playing solitaire, the player sets up the Union line as shown on the map and moves the pieces only as instructed. He places his own units as shown, then moves them as he sees fit, according to the rules.

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"



Johnston  
1:5 / 1:1  
Division  
generals  
1" X 1"



Horse stand  
1.5" X 1.5"



Artillery  
1.5" X 1.5"



Cavalry  
1" X 1.5"

# UNION ORDER OF BATTLE

## SIXTH DIVISION

General B.M. Prentiss

Initiative: 2

Leadership: 4

Damage: 9

Special: "Hold at all costs." When forced to pull back, units under Prentiss ignore the first 2" of moving back on top of all other bonuses, and will only rout when rolling 7 or more below their morale number.

1st Brigade: Everett Peabody

6 Infantry stands - Green

2nd Brigade: Madison Miller

6 Infantry stands - Green

Artillery:

2 Artillery stands (Smoothbore) - Standard

# CONFEDERATE ORDER OF BATTLE

## ARMY COMMAND

General Albert Sydney Johnston

Initiative: 3

Leadership: 5

Special: Leads from the front. May re-roll any morale test of any unit he is within 1" of, but if the re-roll is a 0, Johnston is hit. Roll on the "Hitting Generals" chart.

## CORPS COMMAND

General Braxton Bragg

Initiative: 2

Leadership: 2

Damage: 90%

Special: Disciplinarian. Once per turn, any unit within command range of Bragg may re-roll a failed morale test.

## FIRST DIVISION

General Daniel Ruggles

Initiative: 2

Leadership: 2

Damage: 5

Special: Artillery organizer. May combine artillery from any Confederate unit into a grand battery.

1st Brigade: R.L. Gibson

4 Infantry stands - Green

1 Artillery stand (Smoothbore) - Green

2nd Brigade: Patton Anderson

4 Infantry stands - Green

1 Artillery stand (Smoothbore) - Green

3rd Brigade: Preston Pond

4 Infantry stands - Standard

1 Artillery stand (Smoothbore) - Standard

Artillery:

4 Artillery stands (3 Smoothbore/1 Rifled) - Green

## SECOND DIVISION

General Jones M. Withers

Initiative: 2

Leadership: 3

Damage: 7

1st Brigade: W.B. Franklin

5 Infantry stands - Green

2 Artillery stands (Smoothbore/Rifled) - Green

2nd Brigade: J.R. Chalmers

6 Infantry stands - Green

3rd Brigade: J.K. Jackson

4 Infantry stands - Green

1 Artillery stand (Smoothbore) - Green

# SET-UP

Use the map on the following page to set up the table using your terrain. It is intended to be approximately 4' by 4', or about the size of a card table.

Place the Union units exactly where shown. The brigades can be on either side as they are exactly the same. The same goes for the artillery.

The player then places his Confederate second division in the woods within 6" of his side of the table, all in line formation, and in disorder. All artillery is limbered. The player may place these however he likes, as long as they are within the specified parameters.

The first division enters near the road, as shown. One brigade may be in march column formation on the road, as well as the artillery, but the rest of the brigades must be in line formation, in disorder, in the woods.

Infantry units are always in one of these formations:

Line:

No change to movement or firing.



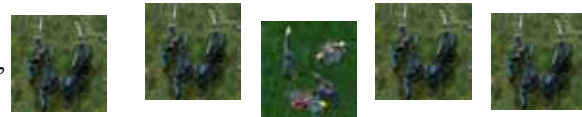
March column:

+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.



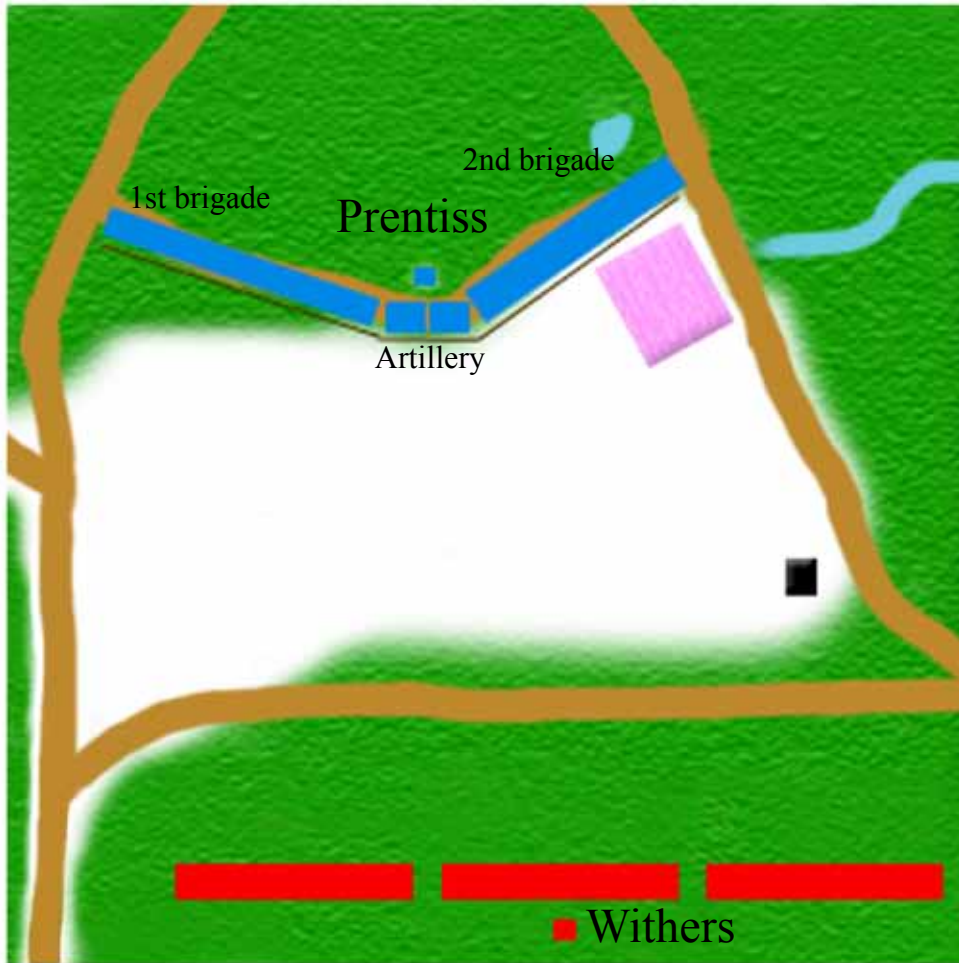
**Thickets:**

The thickets were very thick at this battle, and it was hard for units to keep cohesion. Every turn that a green unit moves full speed in the woods, it becomes disordered.

**Good Cover:**

The thickets also provided great cover. Any unit that does not move has an additional -1 to hit it.

- = Woods. Half movement. -1 firing into. 2" visual in woods.
- = Creek/Pond. -1 to movement.
- = Orchard. -1 to movement. Unit more than 1" inside orchard has -1 to hit and to be hit.
- = Road. +1 to movement when in march column.
- = Building. -1 to movement.
- = Short wall. -1 to movement. -1 to hit target behind the short wall. Any behind the wall that has a blue order that fails its morale subtracts 1 from its forced movement.



Johnston  
(Turn 6)

Ruggles'  
division  
(Turn 2)

Bragg  
(Turn 4)

# COMMANDS

Every division general has one of three color coded commands. Each one represents a stance that everyone in his division is in. Place a marker of the appropriate color next to the division general to show that everyone under his command is under that color coded order. Each color has its own rules associated with it. They are:



Red (Attack):

Brigades may charge.

Brigades may counter charge when charged.

Artillery may support the charge of a brigade it is attached to.



White (Maneuver):

Units may move at +1 speed.

Units must move away from the enemy when it comes within 4".

Units may do forced marches.



Blue (Defend):

Brigades may ignore the first inch of pulling back when forced to do so.

Artillery may conduct defensive fire with a brigade it is attached to.

Brigades that are charged get +1 to their defensive fire.

Units may not move closer than 4" toward enemy units, but may remain if the enemy moves closer than 4" toward it.

A division general remains under the color coded order until changed by a corps commander, or he changes it himself. In the Bull Run scenario, Confederate division generals can change their orders at will, even after Jefferson Davis comes onto the table. On the Union side, the orders must be sent by the corps commander, (McDowell.) They travel 15" per turn, so they may immediately change if the division general is within 15". The movement of orders are unaffected by terrain.

All units within 15" of their division general are under his color coded order, and are subject to those rules. Any unit that moves more than 15" away from its division general receives a marker with the same color of its last order. It keeps this marker and is subject to those rules until it returns to within 15" of its division general, at which time its marker is removed and it comes under the order of the division general.

## 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:

Uphill: -1"  
Across a creek or ford: -1"  
Through woods: 1/2 speed  
On road: +1"  
In march column: +1"  
Under a white order: +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. Any unit of the same division that is under a red order may also fire at the target. Units of other divisions may also fire if their general or a higher ranking general is within 1" of them and uses a leadership point. After the player has determined who all will take part in the support fire, resolve the fire. After resolving the fire, if there is any general within 1" of the target, roll to see if he has been hit. On a roll of 0, he is hit and must roll on the Hitting Generals chart.

**Withdrawal:** If the unit being charged is cavalry, it may make a full move directly away from the charging unit. If the target is dismounted cavalry, it may mount if its cavalry stand is within 1", and may make a half move directly away. If the charging unit still catches this stand, it is considered hitting in it in the rear.



**Roll for extra movement:** The charging unit rolls and divides by 2 if it is infantry, or takes the whole number if it is cavalry. Measure that many inches beyond the charging unit's normal movement toward the target. If it does not reach the target, place the charging unit at its ending point at this 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 with any part of its brigade. If the target's division is in a blue order, any unit within that blue order may fire in defensive fire. Also, any stand of any other division may fire if a general is within 1" and uses 1 point of leadership. If any general is within 1" of the charging unit, roll again. On a 0, roll on the Generals Hit chart.

**Counter-charge:** If the target unit is in a red order, and is infantry or cavalry, it may counter-charge. If the target is artillery and has infantry or cavalry within 1", a single brigade may counter-charge. The target unit now moves forward a full movement, or to 1" from the target, whichever is closer. If it will not come into contact, it rolls the same way the charging unit did, and marks its full distance.

**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. If the target unit did not counter-charge, it will still be able to fire in the fire phase. If it did counter-charge, the charge continues, but with the counter-charging unit immediately becoming the charging unit and the charging unit becoming the target.

**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 or cavalry is within 1", the artillery is automatically destroyed. If infantry or cavalry 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 infantry (1st round only)
- +1 - Cavalry charging cavalry (1st round only)
- +2 - Cavalry charging infantry (1st round only)
- +1 - Defending a hill if within 1" of edge
- +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.

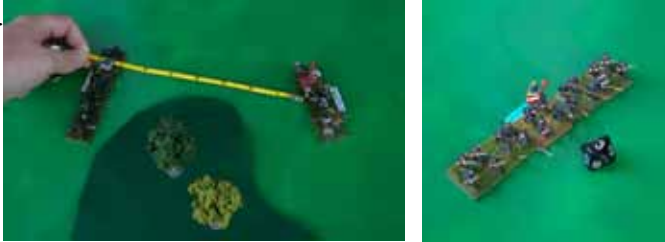
After melee is resolved, both sides roll morale. If either side fails, they pull back the required number of inches, both sides are placed into disorder, and both lose half a stand. If both sides succeed, they stay in melee and lose half a stand. If both sides fail, the side that lost by more pulls back 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.

**Grand Battery:** When 2 or more artillery batteries from the same brigade that are next to each other fire at the same target, determine the base number of each battery taking only the skill into account for each battery. Then subtract all other modifiers only once for the whole grand battery.

# 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 must roll on the following chart:

- 1 - Bravely shrugs it off. Subtract 1 from morale.
- 2 - Mere flesh wound. Remains on the field.
- 3 - Dazed. Cannot do anything for 2 turns.
- 4 - Unconscious. Remove from the game.
- 5 - Panics. Orders his men to pull back 1d10 inches. If more than 6, all rout.
- 6 - Runs away. Runs 2d10 inches away. Brigades within 1" raise 1 extra on their morale die.
- 7 - Heroic death. Removed from the game, but all brigades within command distance that can see him lower their morale dice by 2.
- 8 - Terrible death. Removed from the game and all units within 2" raise their morale die by 2.
- 9 - KIA. The general is simply killed.
- 10 - Death seen by all. General removed from the game and everyone under his command that can see him adds 2 to their morale die.

When a division general is taken out of the game, the division remains under its current order for one turn, then, during the command phase of the following turn, the player chooses a brigade within the division to be the new division commander, and all orders are placed next to it. It has no leadership, and its initiative is down to 1.

When a corps general is taken out of the game, the player has to wait until the command phase of the following turn to replace him with one of his division commanders. That division commander is then replaced by a brigade as above.

## 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 the unit's 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. When they succeed at morale, they face the enemy in disorder.

# COMMAND PHASE

During this scenario, the Confederate player must always remain in a red order, and the Union player must always stay in the blue order. A Confederate division may be forced to switch to a blue order, however, and must switch back to red as soon as he is able.

Any division general that loses a brigade either due to complete destruction or from being routed off the table must roll against his damage number. If he rolls above the damage number, his entire division switches to the blue defensive order, which cannot be switched until the following command phase. He must continue to roll against his damage number every turn during the command phase until he passes it. If both Confederate division generals fail this test in the same turn, they lose the game.

Players check to see if there is a winner, or if the game ends due to number of turns.

If there is no winner and the maximum turns have not been reached, the next turn begins with the draw card phase.

# ENDING THE GAME

During the command phase, the game is checked for one of these conditions to end it:

The end of turn 15 is reached. If all Union brigades are not in rout or destroyed, the player loses.

All Confederate brigades are destroyed or in rout. The player loses.

All Union brigades are destroyed or in rout. The player wins. Add or subtract based on the following chart:

Victory by turn 5 = 15 points

Victory by turn 10 = 10 points












































Victory by turn 15 = 5 points

Each Confederate brigade lost = -2 points

Each Confederate artillery battery lost = -2 points

Each Confederate general killed = -2 points



 Prentiss L:2/I:4/D:9	 1 Peabody					
 2 Miller						 Ruggles L:2/I:2/D:5
 1 Gibson				 2 Anderson		
	 3 Pond				 Withers L:2/I:3/D:7	 1 Franklin
				 2 Chalmers		
			 3 Jackson			
	Attack	Attack	Defend	Low Ammo	Low Ammo	Low Ammo
Low Ammo	Low Ammo	Low Ammo	Low Ammo	Low Ammo	Low Ammo	Low Ammo
1	2	3	4	5	6	7
8	9	1	2	3	4	5

