

# *A Charge of the Light Brigade Variant: European Intervention in the American Civil War, The Battle of Nashville*

## PART I

By: David L. Raybin (c 2004)

### Introduction

This article was written for a convention game using my *Charge of the Light Brigade* rules. The premise of the game is that some European powers have sided with the Yanks after other powers assist the Rebs. When Lee attacks Nashville (!) he has the British and French protecting his right flank. The Union's General Grant (!) has the Holy Alliance (Russia, Austria, and Prussia) on his left. Is this all fantasy? Hardly. European military assistance to the Confederacy was a reality and actual intervention a distinct possibility. England needed Southern cotton for her mills. Early in the war she granted belligerent status to the Confederacy which was one step away from formal recognition. Secretary of State Seward threatened war. If England recognized the Rebs as an independent nation, "we from that hour shall cease to be friends, and become once more enemies of Great Britain."



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war. If England recognized the Rebs as an independent nation, "we from that hour shall cease to be friends, and become once more enemies of Great Britain."

The diplomatic situation deteriorated in the summer of 1861. The troops in Canada were put on alert. Things got worse. In November 1861, a Union warship forcibly stopped the British *Trent* on the high seas and removed two Confederate ambassadors. Both were imprisoned. The British were furious. The export of arms to the Union was prohibited. When the Union refused to release the two men, more troops were sent to Canada. Plans were made to invade New York and Maine. A British officer slipped across the border to scout an American fort.

By early 1862 the flap was over when the ambassadors were released and Lincoln apologized. It was a close call. An armed truce existed for the remainder of the conflict. What would have happened had the *Trent* been sunk? Suppose the British officer scouting the fort had been shot as a spy? War for sure.

Let's not forget that Lincoln was very upset by the French invasion of Mexico. The French could easily have taken greater offense at Union threats. Had England recognized the Rebs the French would have done so as well.

Relations between the Union and Russia during this period were at an all time high. When the Russian fleet docked in San Francisco there was some speculation as to an alliance. Remember that large numbers of Germans had located in the North; Prussian observers joined the Yankee field army.

All these actual events are recipes for European intervention in the American Civil War. What fun. A war game with some redcoats adds color to blue and gray.

### **The “History” Behind the Game**

It was Spring, 1862. General Lee was upset with his President. While Lee was most appreciative of French weapons now reaching his men, French troops were another matter. Lee informed Davis that perhaps “our friends” could be put to better use somewhere else. “Perhaps New Orleans,” suggested Lee; “they speak a good deal of French down there.” “Too close to Texas,” said Davis, “we don't want them getting ideas about ‘returning’ that state to Mexico in exchange for their help.” The two men determined to wait until the morning when the British Ambassador, Sir Abbott Anson was to arrive in Richmond.

Sir Anson never made it to Richmond. News came later that day that his ship had been sunk by a Union fleet blockading Norfolk. Davis knew that recent British recognition of the Confederacy would be shortly followed by a Declaration of War against Lincoln. Lincoln was a fool. He had provoked the French by blockading Mexico against further troops landing there to aid Maximilian: something about the “Monroe Doctrine.”



Napoleon III was all too happy to engage the Yanks who already had their hands full. Now Lincoln would have to contend with England who had the largest fleet in the world.

Lincoln was not a fool. He knew the Brits would shortly have to devote their attention elsewhere. The Russians were about to invade India, recently weakened by the mutiny. Lincoln had also met with certain Prussian representatives who advised that Bismarck might attack France if Napoleon were overextended in Mexico. A general war in Europe would keep the Rebs from trading with England and France far better than any blockade ever could. Of course, none of this would have developed if Captain Wilkes had not sunk the *Trent* . . .

Spring, 1863. Lee had knocked hell out of Hooker. Nevertheless, the war was not going well. Problems in the West were getting worse. Grant was still about Vicksburg. If that city fell much of the Mississippi would be in Union hands. Longstreet suggested that Lee take one Corps and defeat Rosecrans in Tennessee which would draw Grant away from Vicksburg. Lee was against it at first. News from Richmond, however, indicated that Jackson might recover from his wounds. The English doctor had done what local physicians thought impossible. “Perhaps there was some benefit to the English after all,” Lee was to later write. Jackson’s recovery was a miracle.

Lee met with Davis and Jackson in Richmond in mid-May. Jackson was still weak and could not undertake the “great adventure” to Tennessee. Jackson could, however, stay in Virginia and duel with Hooker. It was decided that Lee would attack Nashville with as many troops as could be spared. Victory there might allow an invasion of the Union either through Kentucky or, better still, a thrust from Virginia.

Lee moved west. When he got past Knoxville he was joined by European troops recently landed via Mobile. They had come after all. Units from France and England moved as if on a parade. Command could have been a problem but the Queen insisted that Lee retain overall control. "It is, after all, your country," she said, in a touching letter she addressed to that "Great Captain in Gray." Louis Napoleon agreed but only because he had little faith in his generals "wandering alone in forests that only a fox would be happy in." Failure could be blamed on someone else.

Lincoln was in a dither. The press was howling. Lee was now loose in Tennessee with an unknown number of English and French battalions. Rebel troops were flocking to Lee as if this were another crusade. It was obvious that Lee was attempting to draw Grant away from Vicksburg. If it was Grant that Lee wanted then it would be Grant he would get. Lincoln ordered Grant to hold Nashville at all costs.

Lincoln's message to Grant came wrapped around a bottle. The brand is unknown to this day; Lincoln called it "Victory Wine," when the press found that a case of liquid refreshment had left the White House.

Lincoln's message also informed Grant that the Prussian, Russian and Austrian "observers" located in St. Louis were on their way to stiffen the ranks of the Yankee army massing in middle Tennessee. The Southern papers had scoffed at the "pointed hats" of the Germans "strutting about the streets of St. Louis." Lincoln wondered how the Rebs would report the death of those "sons of the south" killed by German bullets. The Russian artillery which had destroyed the English Light Brigade nine years earlier in the Crimea would soon be firing on one J.E.B. Stuart and his equally foolish horsemen. Lincoln managed a smile.

The last weekend in May was hot. As Lee's army approached Nashville things were going to get a great deal hotter. A Union Captain bounded into Grant's office and reported that he heard artillery fire coming from the direction of Sheraton's hotel a few miles from the city. "Wonder what those boys are up to?", asked Grant as he poured himself another glass of Victory Wine. "Don't know Gen'rl," said the Captain, " 'sept they'll be a'talking 'bout this fight clear into the next cent'ry."

Lt. Heinrich Schultz was in charge of a section of Prussian guns. His battery was sited near Sheraton's Hotel with a commanding view of the eastern approaches to Nashville. A battery of Union artillery was just to his left under Captain B.F. Morgan of the U. S. Army regulars. Both officers watched a large group of blue-jacketed infantry walking slowly toward their position. Morgan was concerned that Union troops would

already be retreating back toward their lines since he had not heard any major engagement with the Rebs. The infantry was about 500 yards away when Schultz's guns suddenly opened up on them.

Captain Morgan was stunned. "By God, Sir," said Morgan to Schultz in perfect German, "What do you mean to fire on my infantry . . . you have killed at least a dozen men." Schultz responded in Morgan's tongue, "Sir, those are not your troops, they are French and I would suggest you look to your guns else those fellows be upon us in a moment." Morgan ordered his battery into action only after first convincing his men that the troops to their front were not Union infantry.

What followed has been called the "Morgan-Schultz French Fry." The six Union guns picked off a number of men and then the Prussians tried to beat the total with a six-gun volley of their own. This "sport" went on for twenty minutes or so. Frenchmen littered



the hillside. It was these guns which Grant heard from his headquarters on the Capital grounds. The Battle of Nashville was on.

General U. S. Grant believed his enemy was to his front just fifteen miles south of the city. If Lee assumed Grant would just sit there, Lee was very wrong. Grant ordered Rosecrans to cover the city while another force moved to seek out Lee. Grant felt confident; he had fought many battles in this State before -- Lee had not. Shelby Foote said it best: "For Lee, Virginia was as familiar as Traveler's saddle, Tennessee was like riding an old mule alone in the dark." But then, as Foote noted, "even an old Tennessee mule will kick fire out of you if stand in the wrong spot."

Grant believed all that racket to his left was unimportant. Reports were coming in that the main Rebel army was spread out to the south but much closer than expected. "So much the better," the cable to Lincoln read, "we now know where our enemy is at last." Grant was informed that his European allies were strung out near the river to "cover" the Union rear. Grant had placed them there to get them out of the way. He directed his aide to

inform Count Holinzen that perhaps he might investigate what the firing was about to the left and move in that direction if appropriate. The aide found the Count well on his way, marching to the sound of the Prussian guns.

Captain Morgan was relieved to find two regiments moving to his position. These were indeed Union troops - - the 8th Indiana and 12th Ohio brigaded under Col. Sam Tomblin. Morgan's relief turned to dismay when he learned from Tomblin that there were no further Union troops for support. "Just the Germans and Russians," Tomblin said, adding a polite, "no offense," to Schultz who was in earshot of the remark. "None taken," replied Schultz.

There were no further pleasantries given that the French were renewing their assault, this time with substantial artillery support. The Prussian and Russian infantry formed to the left of Tomblin and began preparations for a counterattack. Tomblin remarked that the rear of their own position seemed secure. Morgan responded that the ground seemed even and flat back there, " perfect for . . . ( to be continued )

### **The Game Itself**

A brief intermission from our story is necessary for a little look at the game itself. The game is played with 25mm figures on as large a table as we can find, usually 6 x 12 feet at least, 18 feet being that much better. Troops are organized in a uniform manner. Infantry are 4 castings to a stand ( 2 up and 2 back ) with 6 stands to a "unit" plus one additional leader figure who is usually mounted. Cavalry has 2 figures to a stand with 6 stands and a command figure per unit. Each battery has three stands with a piece and 2 figures per stand and no separate command stand. An infantry and cavalry "unit" represent about 500 to 1000 actual men but I do not worry overly much about such things. I just call them "regiments" and let it go at that. Remember that the name of the game is simplicity. We use six-sided dice because they are easier to read.

The rules for the game are my *Charge of the Light Brigade* originally designed for the Crimean War. I guess these have been "under development" for the last five or six years. The rules are designed to reduce everything to simple mechanics and playability. One page of charts is all that you need. At an earlier game several fellows were using these rules unaided after 30 minutes! The key to the game is the turn sequence and the use of "command points." When the turn begins each side rolls for initiative. The side which had the initiative last turn adds one to the die roll since, in this game, if you have the initiative you tend to keep it. If you won more close combats than the other side there is an additional modifier. The side winning the initiative gets his choice of who acts first that turn.



A player's turn is divided into phases. The first phase is "free" and all units can do any one action of their choice. An action is: a move, fire, close combat, limber, unlimber, dismount etc. The point is that a unit is limited to only one action of its choice. Once you have taken your free action phase you can spend command points to take further actions. This is really the guts of the game. Each unit has so many command points ( the other guy does not know how many since this number is written on the bottom of the leader figure). In the first command point phase a unit - if it desires - can spend one of its command points and take another action of its choice. Then there is a second command phase and those units which burned a point can take another action - if desired - by paying two

points. A third phase in that same turn requires the expenditure of three points for a single action. This can go on and on but there are few units which would have enough points to go more than four command phases in a single turn. Of course using that many points means you have burnt them up and you might need them later on.

What usually happens is that most folks use one command point per turn at most since it gets very expensive to take more than one or two command phases per turn (because of the additive effect per turn). The ability to use command points, in effect, represents a unit's extra energy to "double time" or execute a charge. The better units have more command points and thus can do more things during a game. This also eliminates a host of other variables which tend to complicate things - and thus otherwise slow down the game.

While one side is using command points the other side gets a limited reaction capability. If side A uses a command point for a given unit then all enemy units within range get to fire on that unit. Enemy cavalry get a reaction charge. This reaction capability keeps things

from getting out of hand because otherwise the fellow using command points could run right up on the enemy with impunity. Using command points has a risk factor if your unit is close to opposing troops. The flip side is that - where the risk is low - you can move your guys near the action with dispatch and get right into the fray. In desperate situations you can reinforce a unit which is about to be overrun. A limited number of command points keeps folks on edge.

Movement in the game is by die roll; each pip representing an inch. A unit in line can move 2 dice....in column 3 dice. There are die penalties for terrain and that sort of thing. Given the relatively low number of units in the game allows for movement by die roll which a lot of folks seem to enjoy.



Changing formation in this game is an action as is unlimbering or limbering guns. This means that if you want to change formation and move in the same turn you need to burn a command point. My idea is that any alteration of the current activity tends to slow the unit down given that each action represents a brief moment in “real time.” Artillery cannot

shoot and scoot in the same turn like a modern tank. These were the days of limbered guns and it took some time to gather up the pieces before moving away to a new position.

### **The “History” Behind the Game, Continued**

“Cavalry,” reported the Union scout to his commanding officer, General Custer. Custer was with his Austrian counterpart surveying the flat terrain behind Sheraton’s Hotel situated to the east of Nashville. “Well, it is about time,” quipped Custer to Duke Flautlin, “Just some Reb troopers yelling across the way.” Flautlin asked if those fellows making all that noise were any relation to the Indians he had heard so much about. “Oh, no sir,” said Custer, “Indians are just wild animals that we can shoot at our leisure, those fellows

over there shoot back and put up a good fight.” “That’s nice to know,” remarked Flautlin, “I’ll be sure to have you with me when I do meet some of your Indians.” “My pleasure sir, lets charge those Rebs and brush them aside.” The Union, Austrian and Prussian horse formed three neat lines and, with bugles blowing made off for the jagged gray cavalry. The Rebs fired a few shots and promptly beat a hasty retreat heading for a large stand of woods near the river.

“We have them now,” yelled Custer as he drove his troopers to a full gallop, his long yellow hair flowing in the wind. At about 200 yards Custer saw that both sides of the woods were suddenly enveloped by clouds of dust from which hordes of enemy cavalry burst forth. British dragoons on the left and French lancers on the right. They all seemed headed right for Custer who, by now, was well ahead of his own men. As he was about to be skewered by a French lance, Custer’s mount was dropped by a confederate rifleman who was firing a bit too low. “Custer’s luck” brought him through again although those around him fared not as well. A giant melee with swords, pistols, shotguns and lances resulted in a bitter retreat for the Yankees and their allies. The Rebs followed up, capturing several hundred fellows dismounted in the fray.

From Sheraton’s Hotel, atop a hill, the Union and Prussian infantry forces became alarmed at the sight of their cavalry defeat to the rear of the position. Not that they could spend much time worrying . . . a large force was assaulting the hotel from two directions. Shells went flying at the attacking French troops. The attack was repulsed with heavy losses on both sides. The flanks of the Union hilltop position were soon reinforced by Austrian and Russian battalions stiffened with several batteries of artillery.

The weakened French were joined by the British component of the European forces allied with the Confederacy. It was now early afternoon. General Colin Campbell, hero of the Crimea and the Mutiny, surveyed the field. It was obvious that the hotel position had to be taken; it was the key to the east flank of the city. Campbell began amassing his troops and directing orders for an attack. Just then a group of officers in gray rode into Campbell’s headquarters: Lee!

Campbell explained his plan and requested that perhaps Lee could spare an aid to accompany the assault. It was apparent to Lee that Campbell needed far more than just one man. Ever tactful to the British commander, Lee suggested that none of his staff were available. However, a general officer could “observe” if that officer were allowed to bring the troops under his command with him. Campbell’s now-famous reply was, “Sir, a dash of gray amid the red should do wonders to evaporate the blue.”

Who was available? Longstreet advised that most of his troops were committed elsewhere but that the last division was only now arriving from the east and should be on the field within the hour. Campbell said that a division would be “most satisfactory” and that it would take some time to form up for the assault which was to be preceded by an artillery pounding.

“This will be a grand charge,” said Lee as he watched the cream of the Queen’s forces amass for the assault on Sheraton’s hotel. Bagpipes and drums could be heard during the lull in the activity. “In our nation we shall call this ‘Campbell’s Charge’,” suggested Lee. Campbell declined and advised that the charge be named after the Confederate officer whose troops would lead the attack. An aide spoke up, “That, sir, would be Pickett.”

### **The Game Itself -- Conclusion**

A bit more about the rules. Earlier we discussed the command points and movement. Fire is simple. Each stand throws a die and a table shows if there is a possible “hit.” This considers weapon type and target. You have seen a dozen charts like this. Long range is half hits rounded up. Rifles fire out to 20" and most artillery at 40". Remember, you only get one shot per turn ( and that constitutes your activity unless you wish to burn a command point and fire again). Even after a possible hit is scored, the unit gets to roll on the “save chart” to see if it can avoid the casualty. The chart is nonlinear, which is to say there is a greater probability for a save -- at least for some units -- when the unit is at full strength than when the unit is reduced to, say, 30% of the stands. This process is to represent the higher quality of one unit over another in that one can take the same amount of punishment and still retain a higher combat effectiveness. In short, the better units fight at “normal” strength for a long time and then - when they reach a certain damage level - they evaporate. Poor quality units diminish proportionally as they take losses. You don’t have to worry about any of this as you play since the save chart does all the work for you.

The morale rules are simple. There are a number of things which cause a morale chit. It is the normal stuff like losing a leader or having a unit rout near you . . . that sort of thing. Another event is if an enemy unit throws two sixes in a single fire phase. In addition to the kills the target unit draws a morale chit representing some degree of being shocked by this level of loss all at once. The morale chits can accumulate on the unit. You can have as many as you want until the number of chits equals the number of stands in the unit in which case the unit routs. The sanction for a morale chit is simple: one pip is deducted from every die the unit rolls for all purposes. Since almost everything - including movement - is governed by the dice this penalty is subtle and with several chits -

crippling. Nevertheless you don't have to worry about complicated morale effects charts. Just deduct that pip. You can attempt to remove a chit during your phase but that consumes the action, unless you want to burn a command point and try again that same turn.

Close combat is itself an action. In other words you move up to your enemy in your free phase and then you pay a command point to engage in close combat. By doing so the target gets a free reaction shot at you - at close range obviously. If you survive that volley then the stands fight it out stand to stand with high die winning each little round with a few modifiers here and there. The side with stands still in the fray wins the combat. Since fire combat is so bloody there are not that many hand-to-hands, which do take up some time, but is lots of fun.

As earlier noted, each unit is a "regiment" of between 600 and 1000 men. In this game I have elected not to have any fixed higher command structure other than by saying that each fellow in the game commands so many units. In this fashion the common units tend to stay relatively close together which is all "higher command" tends to do anyway (besides unduly complicating things ). Allowing a fellow to detach his units from each other is just fine since everyone can then learn from the mistake.

### **The "History" Behind the Game, Continued**

General Pickett arrived on the field near Sheraton's Hotel. He advised General Lee that the positions at that site seemed far too strong to assault. However, his route of march had brought him near a river crossing somewhat farther to the south which seemed like a perfect place to attack the Yanks in the flank. "Sir, the whole underbelly of their positions seems naked near this spot," advised Pickett, pointing to the hamlet on the map. Lee uttered the name of the town: "Smyrna!"

Lee shifted his forces to the new point of attack. Pickett was correct: the Smyrna area seemed like a perfect location to catch "those people unawares." The plan placed heavy emphasis on the Europeans turning the Union left which would then permit the Confederate army to roll right into Nashville. As the British commander, Sir Colin Campbell, put it, "We shall be having High Tea with Mr. Grant tomorrow afternoon."

“Mr. Grant” was in a fit. The Rebs had slipped away just as the battle was getting started. Where were they? Leaving a large covering force in the city proper Grant determined that Lee was moving north to Kentucky and thus the main Union army set off in that direction. As Grant was about to depart Count Flautin inquired as to what role the Prussians and Austrians should play. Grant had really had it with these Germans and decided that the best thing to do with them was to get them as far away as possible. “ Sir, I suggest you move your forces to the southeast in case the Fox slips back into the barn from that direction.” The Count thought that was a fine idea since it would separate him from the Americans and give him a chance for independent command. As Shelby Foote later wrote, “Never have two Generals agreed on a plan with as much distaste for one another: the same poles of the strongest magnets do not repel each other with as much force.”

May 25, 1863. The Prussians with five brigades of Union infantry were encamped about the Smyrna Hotel. It was warm and the locals turned out to see the troops parading about the grounds. The Austrians and Russians had wandered over to the Stone’s River to cover the bridges but they were quite a sight themselves. The combination of a multitude of languages caused a Tower of Babel of confusion. Nevertheless, the troops were sorting themselves out after the rapid march the previous evening.

It was 9:00 a.m.---- the air was filled with the sound of artillery fire. Shells were flying across Stone’s River from massed French batteries. French sappers were rapidly constructing bridges across the river over which hoards of cavalry rode forth. The effect was dramatic. The Austrians and Russians rushed into position to meet the threat. The entire Russian, Austrian, and Prussian cavalry formed up and countercharged the first French cavalry assault. A giant melee resulted in the first of several repulses of the French. Undaunted the French attacked again and slowly the Germans were giving ground.

Meanwhile, the French infantry attacked across the single stone bridge across the river. For some reason not entirely clear to this day, the French sappers failed to build additional

bridges north of the stone bridge confining the French infantry to a single point of attack. The result was not in doubt since the French would eventually cross but it took them hours -- and several brigades --- to finally get across.

At Smyrna Hotel the Confederate and British units were trying to enter the field from the woods on a single road so that battle lines could be formed for an assault. This formation came under fire from the Union and Prussian artillery. The casualties were huge. Virtually the entire English cavalry was wiped out riding under the massed fire of several batteries. The English cavalry apparently failed to achieve its goal of taking the enemy cavalry in the rear near the bridge crossings. It was a bridge too far. The Confederate infantry moved slowly up the hills to the Union position trading shots and casualties with every step. The Prussians opened up with breach loaders; their rapid fire blowing holes in the English lines.

The Union and Prussians were doing good work but were now coming under fire from artillery which had set up on some hills across the field. It was now the Union's turn to suffer from horrible fire. Whole brigades evaporated but still they held around the stone wall surrounding Smyrna Hotel. The Prussians were beginning to run low on ammunition and their fire slackened through the morning although the British felt the full effects of the expended rounds. Slowly the Confederates made their way around the enemy positions and the Prussians were being pushed back.

At about 11:00 the French cavalry made its way to Ross's stream in the middle of the field. Yet this availed them nothing since there was no infantry behind them. The promised linkup of the French with the Confederate and British forces failed to materialize dooming the entire plan of taking the Smyrna hotel from two sides. Yet the battle continued for almost another two hours. The French infantry, having *finally* made its way across Stone's River in force, began to engage Austrian troops in several sharp conflicts. The Confederates were nearing the walls after walking over heaps of Union dead and wounded.

By 12:30 Lee (AKA Bob Duncan) appeared once again on the field. Lee had been riding back and forth from the main Confederate assault two miles to the west. That battle had gone only fair and Lee was pinning his hopes on the fight for Smyrna. It became clear that further attacks would be futile. Perhaps the town could be taken but the cost would be excessive. “ We have paid too dear a price today,” he said to his staff. Sir Campbell agreed. The French commanders -- under orders from Napoleon not to risk their army --- were most pleased to blame failure on someone else. Yet they informed Lee that they would be happy to go at it again knowing that Lee would decline. “Perhaps next year, perhaps next year,” mused Lee.

The repulse at Smyrna did not, as it turned out, result in a total Southern defeat. The goal of the attack on Nashville had been to cause Grant to lift his siege of Vicksburg. That purpose was accomplished since Lincoln feared further Confederate invasions in the West and insisted that Grant stay in Tennessee. Lee returned to Virginia with his bloodied European allies. There was still fight left in them.

### **The Game**

The game was huge. A 20-foot table, 16 players, and 1200 figures. Hats off to the folks running Nashcon to allow us this much room to play in. No butt rubbing with folks at another table. The purpose of such a large game was to get as many folks as possible to try out my *Charge of the Light Brigade* rules. As with most rulesets they are always a “work in progress.” Whether they were a success or not is not for me to say... I can only suggest that they did achieve the goal of simplicity since most players were operating unaided after 30 minutes or so. A good result I think for a convention game.

The scenario was designed to capitalize on such a large table so as to permit the Confederate forces to appear at opposite ends of the field to see if they could fight their way to the middle and join up. As it turned out the game developed into two separate fights at both ends of the table. One force gave little attention to the other reflecting what I would consider to be a realistic fog of war. Each player was concerned with his little corner of the world.

The rules were kept as simple as possible so folks could get right into the game and throw dice. I suppose there was a little ribbing from folks who wanted to know how the Austrians and Prussians got over here given that England and France had the largest fleets in the world. Truth is I needed 'em to fill out the ranks of the Union side. It is more fun to play with every soldier that you own and 20 feet of table space requires a lot of figures! Historical accuracy went out the window years ago with some other gamers pitting ancient Greeks against English knights. A little historical fudging on my part in the interest of good old fun needs no defense. Besides, these sticklers failed to notice that my French cavalry were really Italians. Only Pat Condray figured that out when he came by to visit.

### APPENDIX

**SAVE TABLE** ( the number inside the block is that needed to save the casualty on 1D6 depending on the number of stands remaining at the time the save roll is made ) X = no save possible

<b>STANDS or art'y figs LEFT</b> 	<b>6</b>	<b>5</b>	<b>4</b>	<b>3</b>	<b>2</b>	<b>1</b>
Austria Inf	5,6	5,6	6	X	X	X
<i>Prussia</i> Inf	4,5,6	5,6	5,6	6	X	X
Russia Inf	5,6	5,6	6	X	X	X
Union Inf	5,6	5,6	5,6	6	X	X
A&P Cav	5,6	5,6	5,6	6	6	X
Russia Cav	5,6	5,6	5,6	5,6	5,6	5, 6
<b>British</b> Inf	4, 5,6	4, 5,6	5, 6	X	X	X
<i>Confed</i> Inf	4,5,6	5,6	5,6	6	X	X
French Inf	5,6	5,6	5,6	5,6	5,6	X
<i>Turk</i> Inf	X	X	5,6	5,6	X	X
<b>British</b> Cav	4,5,6	4,5,6	5,6	6	6	X
FrenchCav	5,6	5,6	5,6	5,6	5,6	X

All Arty	4, 5,6	4, 5,6	5, 6	5, 6	6	6
Leaders	SAVE	With a	3,4,5,6	A 1 is Kill	A 2 is	a Wound

