

# Blood & Iron

## Rank & File for the 1860s

### Overview

This is a module of house rules to modify Rank & File for fighting in the American Civil War and the potential invasion of Mexico immediately following it.

### Artillery

Each artillery stand represents a gun section of 2-3 guns. In some periods one stand may be an entire battery, but in periods with lots of artillery the stands are grouped into multi-stand batteries. Each stand of artillery in a battery may be a different class of gun.

All stands in a deployed battery must have the same facing, except that a single gun stand on one end of the battery may have a different facing, up to 90° different.

Gun batteries follow the Splitting Fire rule (max two targets). *If two or more types of gun are firing at the same target, be sure to calculate shooting results differently for each.*

All fire at a battery affects the whole battery. Hits are not allocated to a stand until there are enough to remove a stand. The battery owner decides which gun stand to remove.

Siege guns may not move at all - not even to change facing.

### Formations

Formed units may interpenetrate.

Any formation is allowed for infantry or cavalry.

Cavalry may mount or dismount throughout the battle as required if they have that ability.

### Lines

A unit does not have to maintain a single, straight line and may refuse one or both flanks to face threats or engage enemy units in fire fights. If a unit refuses a flank then the whole unit will have counted as having made a formation change for purposes of firing modifiers.

Line of foot or mounted may wheel any amount.

All lines may advance up to 45° oblique.

### Skirmishers

Skirmishers may freely change from formed to skirmish if the unit has this ability.

Stands in skirmish order must be separated by at least 1/4" and may be separated by up to a stand width.

A regular drilled army unit may deploy a portion of its stands as a skirmish screen in front of the unit. Such skirmishing stands may not move more than 6" from the parent unit.

### Supported Line

Both ranks of a Supported Line can fire.

*Think of "supported line" as close order.*

### Troop Types

Cuirassiers count as **Shock Cavalry**

Garibaldi, Confederate infantry of Veteran or higher morale class, native infantry armed primarily with melee weapons count as **Shock Infantry**.

### Special Rules

**Infantry Charged by Cavalry** do not suffer a -1 firing penalty.

### Breech Loaders

Breech Loading rifles and carbines have a greater rate of fire than normal muskets. Various nations had different tactics and doctrines for using their new, improved small arms capability but these rules have simplified these into one single rule.

When a unit armed with breech loading weapons fires you calculate the number of dice as usual but then multiply the amount by 1.5 - rounding any fractions down.

*Example: a line of 7 stands of Prussian Fusiliers armed with Dreyse needleguns in 1870 would fire with 10D6 (7 multiplied by 1.5 is 10.5 rounded down to 10).*

All modifiers, firing restrictions and rules apply as usual except that you multiply the firing dice by 1.5. When splitting fire you split the fire of stands not dice so split fire by stands first and then work out the actual amount of D6 that will be rolled afterwards.

### Mitrailleuse and Gatling

These early machineguns fire as per small arms and have their own row on the small arms fire table. In all other ways they are treated as light artillery and use the artillery rules for movement, limbering and unlimbering, movement modifiers and distances.

### Overhead Shell or Shrapnel Fire

Usually artillery need to be on a higher elevation to fire over the heads of intervening obstacles and troops. When artillery use shell or shrapnel they may fire at targets that are blocked by an intervening obstacle. To do this both the target and the firer must be at least 8" away from the intervening obstacle.

This fire **will** incur the -1 hindrance modifier even though this does not normally apply to artillery.