

## Civil War Battle Simulation – Roll Explanations

**Three:** Food in the camp was improperly stored and spoiled. Lose fifty food. If you are out of food, lose fifteen soldiers.

**Four:** One of your artillery guns overheats and explodes when your soldiers try to fire it. Ten of your nearby soldiers die from the explosion.

**Five:** You order your artillery to fire and are unsuccessful. The explosion not only misses the enemy, but ends up hitting your own men! You lose ten soldiers!

**Six:** You order your artillery to fire and are successful! Your direct hit on the enemy kills twenty enemy soldiers - that is an entire company.

**Seven:** You order the cavalry to attack the enemy. They flank the enemy and successfully catch them off guard. If you still have horses, your cavalry kills twenty enemy soldiers. Nothing happens if you have no horses.

**Eight:** You order the cavalry to attack the enemy. The cavalry flank the enemy but they anticipate your attack and are waiting for you! If you still have horses, you lose fifteen horses. If you have no horses, you lose fifteen soldiers.

**Nine:** Your infantry maintain their ranks and fire directly into the enemy. They fire when commanded and kill twenty enemy soldiers.

**Ten:** Your infantry are unable to maintain their ranks and become disorganized. The enemy kills fifteen of your men as they try to retreat.

**Eleven:** The enemy not only breaks through your first ranks, but also your reserve ranks. They are able to shoot twenty-five soldiers before your officers can maneuver their companies.

**Twelve:** You command a brave yet risky bayonet charge that succeeds. Your soldiers kill an entire company (twenty soldiers), however, you lost five soldiers in the attack.

**Thirteen:** During your attack, a leading officer was struck by a bullet by an enemy sharpshooter and fell off his horse. Although he survives, the attack failed miserably. You lose fifteen soldiers.

**Fourteen:** The enemy attacks at the middle of your lines and successfully breaks through. As your army is split in half, the enemy is able to kill fifteen of your soldiers.

**Fifteen:** Your daring attack through the middle of the battlefield fails as only five enemy soldiers are killed - yet fifteen of your men are killed.

**Sixteen:** You have wounded one of their officers and their soldiers do not know whose commands to follow! You take advantage of the situation and kill twenty-five enemy soldiers.

**Seventeen:** You get a new supply shipment of ammunition. If you have guns left, you kill ten enemy soldiers. If you don't, lose fifteen guns.

**Eighteen:** You order your infantry to have one rank lie down on the ground, and have the other kneel behind them. This doubles your firing power and allows you to kill thirty-five enemy soldiers.

\*In real life, each soldier in your Regiment would equal about five soldiers. Each Company was organized into approximately 100 soldiers. Each regiment would have 12 companies, having between 1,000 and 1,200 soldiers.