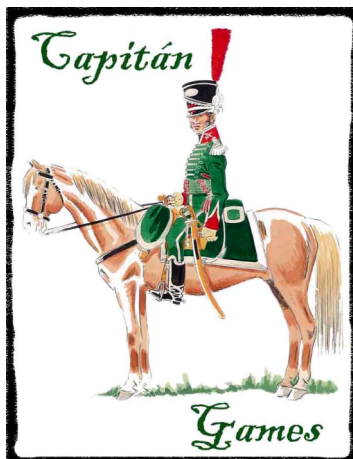




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MARAVEDIS. AÑO DE MIL
NUEVECIENTOS NOVENTA Y
TRES.



Supplement to the Capitan rules





All the rules of the Capitan rule book apply to play American Civil War. In addition to general rules, we must take in account special rules for this supplement.

Sharpshooters Units

Units of Unit Type: Sharpshooters, and his officer units, follow the special rules:

- The maximum number of miniatures per unit is six.
- They have the special ability of hidden movement without any cost.
- The rule 5.3 of reduced unit is not applicable to sharpshooters.
- If they are charged they can use the special ability of evasive, even if they have been activated yet in that turn.
- Always can re-roll the first evasion throw.

Cavalry Raiders Units

Units of Unit Type: Cavalry Raiders, and his officer units, follow the special rules:

They are explorers (Rule 1.3.6) the terrain effects do not affect them, apart from impassable terrain.

They have the special ability of Expert Riders without no cost.

Dismounted cavalry

Any cavalry unit can start his turn dismounted, from this moment they are like light infantry, his movement rates are: 15cm. (normal) 20cm. (march) 25cm. (charge).

They can shoot and combat on foot, but for each 5 miniatures 1 miniature can't do nothing, because it's attending the horses.

They can remount at the starting of any desired turn.

Cavalry shooting

Cavalry units can shoot mounted at any range, and they don't subtract the -1 of the Shooting Modifiers for cavalry shooting.