

V&B Mag ID



Left, rear of stand I affixed a label of 6 hit boxes as a standard because this is the largest unit size (for infantry, 4 for cav/art'y). Stands can be used "generically". The ID magnet (.25x1") is placed to right of the # of hit boxes stand starts with.



Here, stand starts with 3 hit boxes and then takes a hit and you just slide the Mag ID to the left 1 box. Note: I settled on grey hit boxes rather than tan—goal is to be subtle not strong contrast.



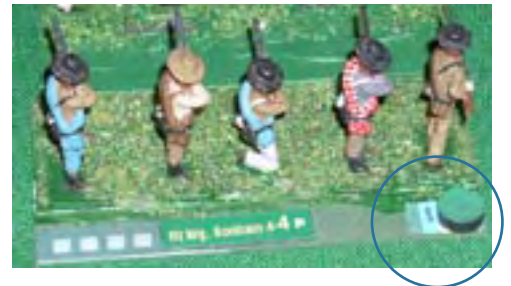
These hit boxes could work for another game systems in the opposite manner. The Mag ID could start covering *all* hit boxes and be moved to the *right* to expose the number of hits taken.



Artillery piece is on 1.5" square stands like gunners. Pull gunners off to drop on the limber & kept together by magnet on 1.5x3" stand (limber over-

hangs). Because 25mm scale is so large, the ID magnet needs to be on the left side (this one is disordered, yellow "D").

Refer to the next pages showing how the round magnet (mine are about 5/16" wide & wider than I'd prefer but you can find many sizes on line these days) is slide right or left on .25x.5" label (with blue S or yellow D) to indicate: stationary (blue circle) or disordered (yellow circle).



Morale label is on right, rear of stand: half being blue "S" (stationary) and other half yellow "D" (disorder)... covered over with a magnet (green 1 side & red the



other). Flip the Green magnet over when in Rout (that side of the magnet is painted Red) & show the yellow D (orange circle). If it recovers from Rout, and thus Permanently Disorder: Red magnet covers over both colors (red circle).

The divisional commander having the same "S/D" label on his stand can be used to note when division morale has collapsed. But for the army commander (below), there is no need for this.

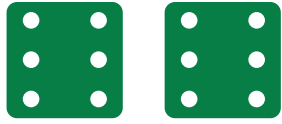


The Divisional Display (last page) is magnetic too (actually steel paper). With a yellow magnet showing previous turns' casualties and a red magnet, this turn's. Probably these being magnetic is overkill;

just laminate the Display and use A/V rub-off markers with the slash/back slash for current/previous hits. Better yet, use generic divisional displays rather than make them especially for each scenario (have 40 boxes, cross off the unneeded ones and put a line where the exhaustion roll trigger is).

V&B Marking Hits

1. Place dice that hit, if any, next to target.



2. Owning player slides ID tag magnet to left to cover # of boxes hit & remove dice.

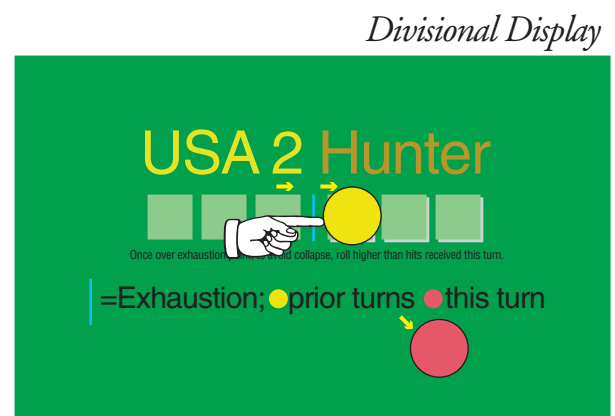


3. Owning player marks same # of hits on divisional display with red magnet disk.



4. During morale phase & if over exhaustion point (blue bar), roll higher than # of red disk hits to avoid morale collapse (2+ in example).

5. End of turn, consolidate red disk hits into yellow disk.



V&B Morale/Markers Display

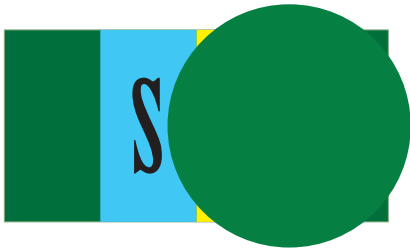
<Magnet>

PD



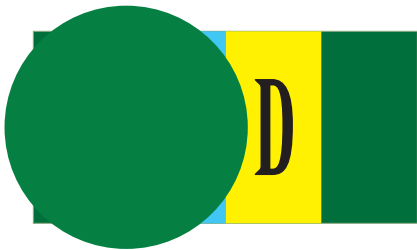
Normal may not be “stationary”
if out-of-command/disordered/routed/moved

PD



Stationary at end of turn
with no movement (except free facing change)

R



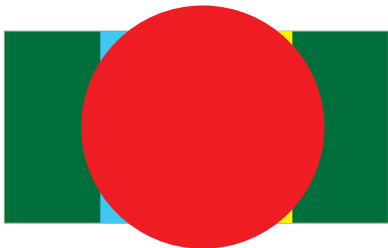
Disordered if lost melee or
fail morale test for close range; reform costs
half move rate at beginning or end of move

X



Rout if disordered & fails morale,
flip magnet to red side; rallies to PD below

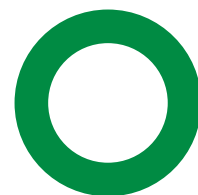
R



Permanently Disordered
rallied from rout/may not flip back to green side



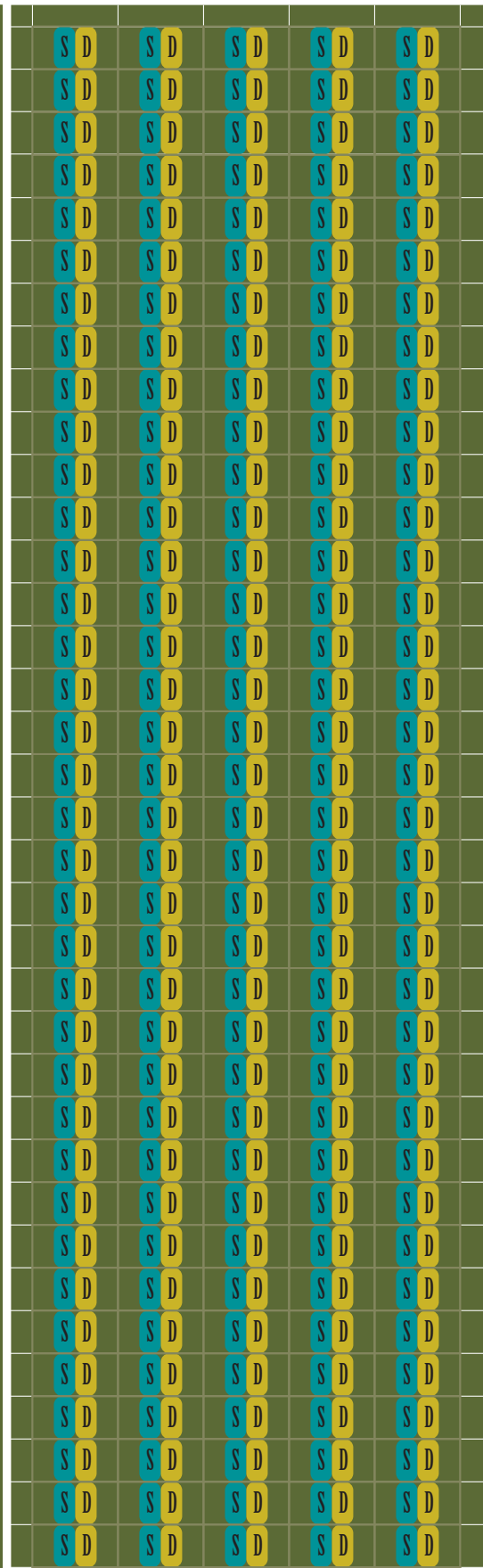
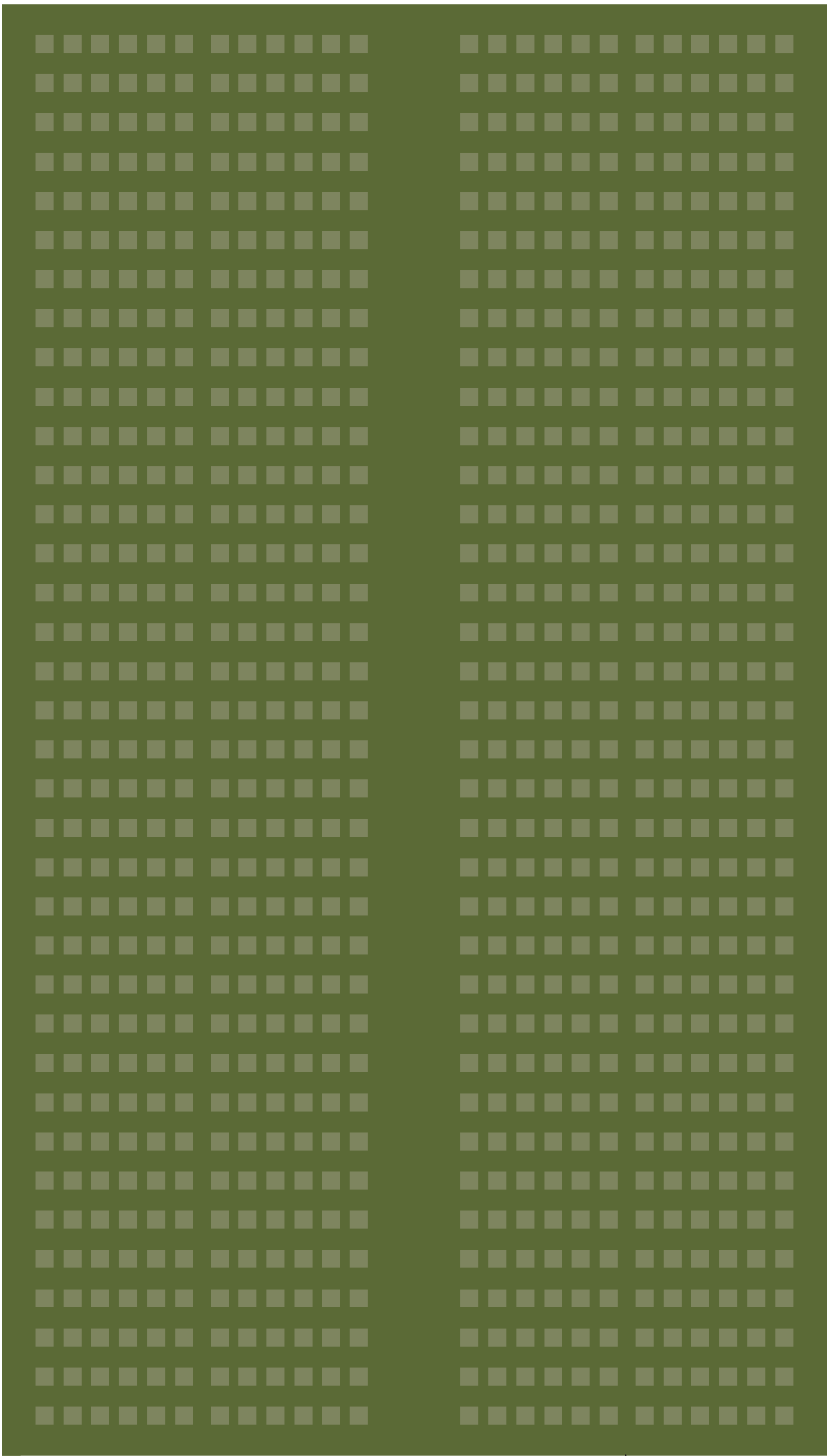
Out of Command
black ring



Prone
green ring



What happens when morale collapses: X=eliminated; or initials of above



Hit Boxes for 30-up, 1x2 5/8" label stock (like Avery 5610). *Designed for Volley & Bayonet brigade hit marking*

Each of 27 labels above makes 12 small 6-box labels. Slice between the rows of 6 boxes (vertically) then horizontally between rows. Stick small label to steel stand and place magnetic unit ID marker over boxes unneeded for size of unit (i.e if stand size is 4, then cover rightmost 2 boxes. When stand takes a hit, slide magnetic ID marker to the left to show # of hits left.

Magnetic Morale

Manassas Scenario

CSA stand labels

INFANTRY BRIGADES (13)

Rt Wg, Bonham 4-4 P

Lt Wg, Bonham 4-4 P

Ewell 5-4 P

Jones 4-4 P

Longstreet 4-5 P

Cocke 5-4 P

Early 5-5 P

Howles 4-4 P

Evan's D-B' de 3-5 P

Jackson 5-6 V

Bartow 5-4 V

Bee 4-4 V

Kirby-Smith 5-5 V

CAVALRY SKIRMISHER (1)

Stuart's VA Cav. 1-5 P

ARTILLERY B^{ns} (3)

Wash. Art'y 2-5 FS P

Army Art'y 2-5 HS P

Army Art'y 2-5 HS V

CSA COMMANDERS (2)

B^g G^l Beauregard ^{Potomac} Ex. 16

B^g G^l Johnson ^{Valley} Ex. 8

UNION stand labels

INFANTRY BRIGADES (15)

Keyes 5-4 1

Schencks 5-4 1

Sherman 5-4 1

Richardson 5-4 1

Porter 3-5 2

Burnside 3-5 2

Franklin 6-4 3

Rt Wg, Wilcox 4-4 3

Lt Wg, Wilcox 3-4 3

Howard 6-4 3

CSA Notes

Note that (P) units are part of the Confederate Army of the Potomac; (V) are part of the Confederate Army of the Valley.

Note: Union Divisions are indicated by colored numbers 1-5 Both CSA/USA commanders have Exhaustion level (Ex.) shown in total strength points lost. Keep separate track of how many you've lost this turn (see divisional display).

Artillery abbreviations of type are based on initial:

Field
Hheavy (which has a box around it)
Smoothbore
Rifle

Numbers on either side of dash mean:

left, small- number of hits before destroyed (division commander can't be hit & army commander only on a roll of 6 if supporting combat with morale increase)

right, large- morale # or lower that must be rolled to avoid morale drop

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USA Notes

Rt. Wing, NJ 4-4 4

Ctr. Wing, NJ 4-4 4

Left Wing, NJ 4-4 4

Blenker 6-4 5

Davies 6-4 5

ARTILLERY B^{ns} (4)

1 Div. Art'y 2-6 R

2 Div. Art'y 2-5 R

3 Div. Art'y 2-5 R

5 Div. Art'y 2-5 HS

UNION COMMANDERS (6)

B^g G^l Daniel Taylor

1 Div. Cmdr. Ex. 8

Colonel D. Hunter

2 Div. Cmdr. Ex. 3

C^t Samuel Heintzelman

3 Div. Cmdr. Ex. 8

B^g G^l Theodore Runyon

4 Div. Cmdr. Ex. 5

Colonel Dixon Miles

5 Div. Cmdr. Ex. 5

B^g G^l Irwin McDowell

Union Army of the Potomac

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Union Army of the Potomac

B^g G^l Beauregard ^{Potomac} Ex. 16

B^g G^l Johnson ^{Valley} Ex. 8

Black Horse Cav. 2-4

Skirmisher 11-4 D

Skirmisher 21-4 D

Skirmisher 31-4 D

Skirmisher 41-4 D

Skirmisher 51-4 D

Spectators -1 w. 6"

How to...

I first start with "generic" stands for Volley & Bayonet. I mean generic because I have SIX hit boxes labeled (or painted) on the back, right corner of the brigade stands. This allows for the largest brigade size or if smaller, the specific ID label can start covering the unneeded hit boxes (see at bottom for example of how a 3 or 6 hit brigade would start).

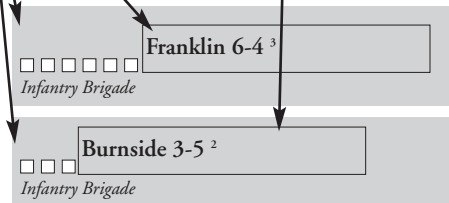
The ways these ID labels may be applied to the stands depends on how your stands are arranged.

1. If your stands are **steel**, these labels may be glued the magnetic sheet (which can be purchased with self-stick backing or plain) and then the magnetized labels will adhere directly to the stands.

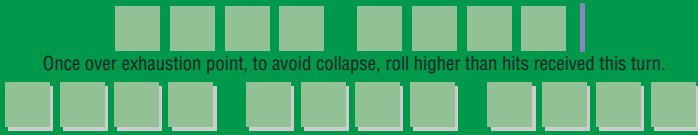
2. If your stands are non-ferrous so magnets won't work or they are so flocked with "grass", then you can avoid having the scratch of the grass (like I did from my steel stands) and try this system with a steel paper (available in England from Magnetic Displays or US at www.litkoero.com called FlexSteel) hit boxes and magnetic labels. The Flex Steel can lay on the stand or be "tacked on" with small white glue.

The ideal method is #1, steel stands (which are the best for storage too, since you can stick magnetic strips in the bottom of shallow boxes).

EXAMPLE "Generic" stands have casualty boxes printed on them. If a stand label indicates that a unit will take fewer than the maximum casualties, simply place the label over the unneeded boxes. Therefore Burnside's & Franklin's Brigades can take 3 & 6 casualties respectively. So, the labels should be placed as follows before the game (with Burnside's label covering 3 boxes and Franklin's covering no boxes).



USA 1 Taylor



|=Exhaustion; ● prior turns ● this turn

USA 5 Miles



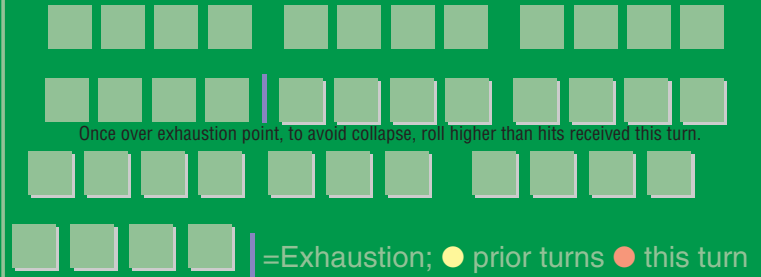
|=Exhaustion; ● prior turns ● this turn

USA 2 Hunter



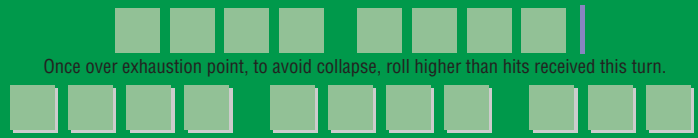
|=Exhaustion; ● prior turns ● this turn

CSA Beauregard Army of the Potomac



|=Exhaustion; ● prior turns ● this turn

USA 3 Heintzelman



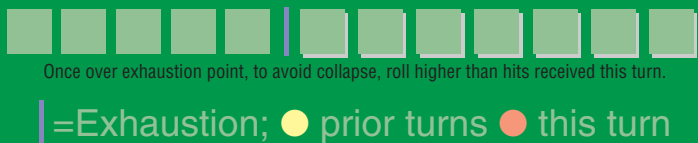
|=Exhaustion; ● prior turns ● this turn

CSA Johnson Army of the Valley



|=Exhaustion; ● prior turns ● this turn

USA 4 Runyon



|=Exhaustion; ● prior turns ● this turn

| | |
|--|---|
| <p>↖ Hill for 1st Manassas Above ↙ Sudley Springs & ↘ Bull Run</p> | <p>↖ Hill for 1st Manassas Between ↗ Rivers & ↙ New Market</p> |
| <p>↖ Hill for 1st Manassas Henry House Hill</p> | <p>↖ Hill for 1st Manassas Between ↖ Youngs Branch & ↘ New Market</p> |
| <p>↖ Hill for 1st Manassas Between ↖ Henry House Hill/Youngs Branch & ↘ Bull Run</p> | <p>↖ Hill for 1st Manassas Mount Pone</p> |
| <p>↖ Hill for 1st Manassas Bald Hill</p> | <p>↖ Hill for 1st Manassas Stony Ridge (Sudley Mountain)</p> |



(continued from page 1) I made the above Divisional Displays to track overall hits and collapse roll trigger. But you can see that I either put the CSA triggers in the wrong place or errata came out after I made it. Either way, it strikes me as too much "gilding the lily".

My current idea is to make generic divisional displays with plenty of boxes for the biggest divisions on business card magnets with steel paper disks for tracking "old" hits and "current" hits. Laminate this thing to write on the division's # and/or commander name and collapse trigger point.

I can anticipate some objections from other gamers who make permanent unit ID. But maybe a few of these ideas can be of use. The first objection is that I don't seem to bother with specific uniforms etc. Guilty as charged. My goal was to build a flexible, subtle system.

What if one doesn't have steel stands? That's hard to overcome because it is a hassle to remount your troops. But for a gamer starting out in a period, this could be a useful guideline. And a gamer with existing stands could add a steel paper 'tray' for the hitboxes/ID etc. Steel paper is the name for the material available from Magnetic Displays in England; in the USA, Litko calls theirs Flex Steel.

What if you don't like the look of the super-thick morale magnet? (I don't either.) You can buy thinner magnets on line but a cheaper solution might be as follows:

1. Spray paint 2 business card magnets red & green
2. Punch them out with 1/4" paper punch (got a 2 or 3 hole punch?, Often they are 1/4" or a bit larger).
3. Peel off the backing and stick them together!

Before I finish up on Mag ID, I need to mention that the exquisite Der Kriegsspieler figures were painted by Colonel Paul LeGreco and Mark Whitehead. I did the ugly ones.

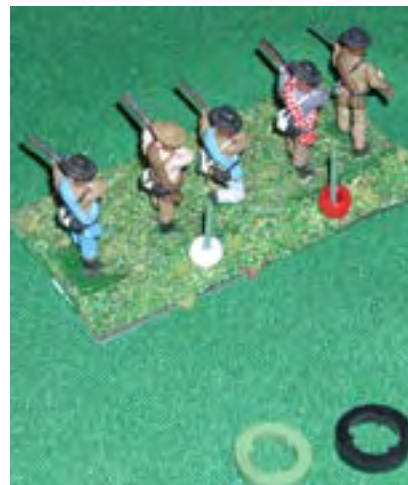


Are you as slow at painting as I am? Here's a way I can double the size of my army overnight: use each rank as a brigade! I have a lot of green magnetic material from Magnetic Displays but I would probably add some extra color to match more closely.

I always recommend testing one's ideas in small scale first. It's just not worth putting too much into something that is unproven. As I get older, I'm after the "low hanging fruit". And besides most of the players I know are pretty forgiving of crappy terrain and figures (fortunately!) I wonder if they'd play microarmor with pink painted gravel but maybe I shouldn't test this.



This may not be useful for V&B per se. If you only glue the 1st, 3rd & 5th figures then put the other 2 on magnetic material. You can pull of the 2nd & 4th and you have an instant skirmisher formation!



Here's something I tried and not happy with: wire nails glued to back of stand (or poked through a magnet strip). You pop beads on them for hits and morale state. The magnet strip is good for covering the front rank's hit boxes (you only need the back rank's hit boxes).

I still use the O-rings (or whatever they are) for prone or out of command (green/black respectively).

Bill Owen's play aids for
 Volley & Bayonet
www.g-design.us/vb
 Command Decision: Test of Battle
www.g-design.us/cd
 General Quarters 3
www.g-design.us/ships