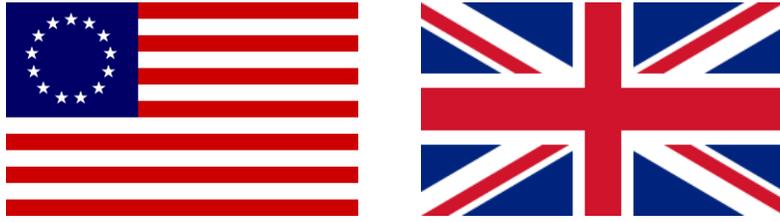


SONS OF LIBERTY: Redux



Rules for Wargaming the American Revolution in Miniature by Wes Rogers
Redux Version by Mick Heynen

Forward on the Adaptations

There are those that would wonder why these rules require a redux version. If it ain't broke don't fix it, right? To be honest, these are very tidy rules and I've only made a few changes and introduced some things to suit my tastes and to spruce up the formatting.

The credit remains entirely with **Wes Rogers. rog999 @ comcast.net**

Some original text has been deleted or replaced, the majority being left as-is. Resolving the Combat phase was the most confusing part to me so the biggest changes and clarifications will be in that section. Movement and shooting Ranges have been changed to more realistic proportions. Basing and formations have also been updated to accommodate current basing conventions and to make them more compatible with other popular rules.

In the spirit of the original set, these are still available free for anyone to use.

SOL was designed for conventions and for a quick learning curve. This premise was adhered to.

I am sure that regular users of these rules have their own house rules and tweaks. Maybe the tweaks will make these accessible to new and returning AWI/American Revolution players.

Cheers,
Mick
2012

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Introduction

The American Revolution is a wonderful period for wargaming. Important battles could range in size from 10,000 – 13,000 men per side (Brandywine, Germantown), down to 2,000 or less (Oriskany, Cowpens). It has fascinating terrain and tactical problems to overcome. Best of all, it has a plethora of troops wearing unusual uniforms (especially the headgear!). In many cases uniforms are poorly documented, so you can use your imagination freely when you paint them up.

The rules are meant for "medium" sized battles of 2000 to 5000 men per side. Since the game scale is 1:20, this means a typical battle will have about 150-200 figures per side. Smaller games of this sort are often more enjoyable and engrossing than huge "table crushers" where 1000-figure armies bash at each other into the wee hours of the morning.

The rules make the assumption that "European" infantry usually forms up in close order, shoulder-to-shoulder in three ranks, while "American" troops use a more relaxed loose order, two ranks deep. There are strong historical indications that the British began using a two-rank line themselves starting as early as 1777; the rules therefore let British troops use loose order if desired. Loose order units move a bit faster through difficult terrain, and their shooting is somewhat more efficient. However, they suffer severe morale problems in close combat against close order troops.

Cavalry presents a bit of a problem in Revolutionary War battles. Cavalry units were always very small, mere scouting parties really. Yet its presence was decisive, as at Waxhaws and Cowpens. The rules solve this by changing the figure scale for cavalry from 1:20 to 1:10, effectively doubling cavalry unit sizes, and by giving cavalry extra combat dice. This is rationalized by assuming that infantry were generally somewhat broken up by the terrain, and therefore far more vulnerable to cavalry charges than their European cousins (unless in close order; classic European infantry would have little trouble shooting away sparse light cavalry troops).

Artillery was not at all a decisive weapon in the Revolution, except during sieges. The rules recognize only two types of artillery, light guns and field guns. Light guns are generally 3-pounders, while field guns are everything smaller than siege guns: 6-pounders, 8-pounders, and "light" 12-pounders. In general there should only be about one gun model per 100 figures on the table; terrain will generally be so restrictive that even these guns will find it hard to be sited with good fields of fire.

Hand-to-hand combat in this period were short and sharp. In general, it is difficult to win a combat by charging headlong into a steady opponent, unless you have advantages such as bayonets vs. no bayonets, or close order vs. loose order.

How the Rules Work

This section is a high-level description of how the basic mechanics of the rules operate.

The turn sequence is of the "you go – I go" variety, also known as move-countermove¹. Each turn, the two sides roll for initiative. The side that gets the initiative is known as "Side A" that turn, and moves first. The other side is known as "Side B" and moves second that turn. The effects of shooting and combat (hand-to-hand melee), however, are simultaneous, so it doesn't really matter what order the units shoot and resolve combats at each other each turn. We assume here that "normal" movement is very slow relative to the time scale, because units spend a lot of time waiting around to get orders. Retreat moves can be large, however, because the units "know what to do" – run!

The only complicated thing about movement is the difference between loose order and close order infantry. Close order infantry have to be careful in rough ground or they get disordered.

Shooting and combat both follow the same pattern: A player rolls one d10 for each "stand" (usually 4 figures) in his unit, modifies the scores of the dice, and for each score that is high enough, a "hit" is inflicted on the enemy. Each firing hit removes one enemy figure. Each combat hit goes toward deciding the winner of the combat. This is a simple, traditional system that you usually only have to explain once.

At various times during a turn, a unit may have to take a test to see if it keeps fighting or panics and retreats. This is called a morale test. When a unit must test morale, the player rolls one d10 and modifies it. If the score is high enough, the unit passes the test and carries on. If the score is too low, the unit has failed, and must roll again to see how badly it panicked. The worse your score, the farther your unit retreats. Again, this system is designed to be easy to explain in a noisy convention hall. A retreating unit drops from "good" morale to "shaken", and suffers additional damage due to desertion and confusion, called rout hits. If the final morale score is zero or less, the unit completely falls apart and is simply removed from play. This is called being shattered.

The game continues until one side or the other has achieved its victory conditions. These can be simple or complicated depending on the scenario of the battle, but a good rule is to say that one side loses when half its figures have been lost. This is easy to measure, and keeps the game from running on too long (remember, most convention games are only supposed to last about 4 hours).

¹ Some rule sets use a card-draw system to move individual units or brigades, the idea being to better represent the chaotic nature of command control during battle. IMHO this works fine for private two-player games, but breaks down in a multi-player game where time is short; you wind up with 7 people sitting around bored while 1 guy frets over whether to order a charge or not.

What You Need

As mentioned above, a typical game will involve 2 brigades of infantry (8 units), 1-4 cavalry squadrons (2-8 units) and a gun or two per side. So you can get started with these rules with about 150 figures per side. Most players can comfortably control 1-2 brigades at one time. Use this recommendation if intend to complete a game in under 4 hours. You will also need about 5-6 d10s per side, an imperial tape measure or ruler, casualty markers, disorder markers and some sucker-fine, upstanding fellow to be the umpire.

Game Basics

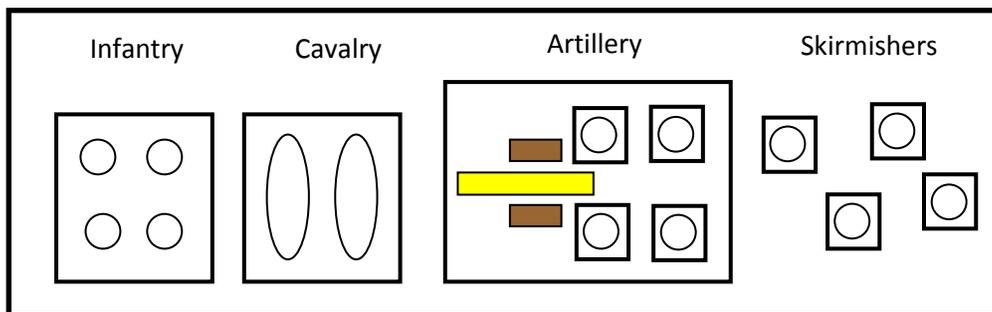
Game Scales: Each figure represents 20 infantry, 10 cavalry, or 3 gunners. A gun model represents 1 actual gun. The length of a turn is not strictly defined, but about 10 minutes seems right, all things considered. The rules use 10-sided dice (d10) for all random calculations. The rules measure distances in inches. One inch represents 15 paces (about 40 feet). The rules are meant for 25-28mm size figures.

Mounting Figures:

- Infantry should be mounted at 4 figures on a 40mm square base
- Cavalry should be mounted at 2 figures per base on either a 40mm square or 50mm square base
- Guns should be mounted at 60mm width per model with four crew figures. Crews are best based individually but not essential
- Skirmishers can be mounted individually on 20mm or 25mm square or circular bases

However, you may mount your figures in any desired multiple of figures per stand, as long as the width per stand is similar for all sides.

Mounting Figures



Units: The typical unit is a *regiment* of 12-24 figures of infantry, a *troop* or *squadron* of 4-20 cavalry figures, or a *battery* of 1-4 gun models (1-2 is usual). All the figures in a unit must have the same morale grade; attached grenadiers or lights are treated the same as the rest of the unit.

A typical campaign strength British regiment at will have 24 figures. When it became common to detach the grenadier and light companies, typical regiments will have 16 figures.

Morale Grades: There are six morale grades, listed from highest to lowest as below:

- British guards, grenadiers, and Highlanders
- Elite Continentals, most light infantry on both sides
- Veteran line troops
- Average line troops
- Green regulars, "elite" militia
- Most militia

The Bayonet: During the Revolution, especially during the first couple of years, it was common for American troops to lack bayonets. Therefore, American infantry (and many Loyalist troops as well) may be designated as "no bayonets". Such troops will suffer penalties when facing either cavalry or enemy infantry that has bayonets.

Line and Light Infantry: Infantry is rated as either line or light. Line infantry are the bulk of troops in each army, including militia. Light infantry are elite troops specially trained to manoeuvre in skirmish order. Light infantry can form as close order, loose order and skirmishers as desired. Line infantry may be placed into skirmish order at the start of the game, but if this is done, they may not form up later during the game, and suffer manoeuvre penalties while in this (to them) odd and uncomfortable formation.

Close Order and Loose Order: Typical Eighteenth Century drill had men standing shoulder-to-shoulder in three ranks. This is called *Close Order*. Close order units are always in base contact. In the Revolution, both to extend the frontage of small units, and because cavalry was not much of a threat, many units formed up in a looser, 2-rank formation. The rules term this *Loose Order*. Loose order troops manoeuvre more freely than close order troops and have a shooting advantage, but do not fight as well in combat. Loose order troops are indicated by leaving a minimum spacing of 1 inch between bases. Cavalry and mounted infantry are considered loose order but receive no penalty in combat.

Steady and Unsteady Troops: A unit is steady if in good order and good morale, and is not Grade F. Other units are "unsteady". Examples of unsteady units are: All grade F troops, shaken, disordered, or skirmishing troops, all artillery.

Disordered Units: A unit's formation may become disordered for various reasons: Due to terrain, after a round of combat, if skirmishing, or if a friend recoils or interpenetrates the unit improperly. Disordered units suffer various penalties. Give formed disordered units a marker of some type to indicate their status.

Shaken Units: If a unit fails a morale test, it:

- becomes shaken
- must make a rout move, and
- suffers penalties to its actions

Give shaken units a marker of some type to indicate their status. A casualty figure is ideal.

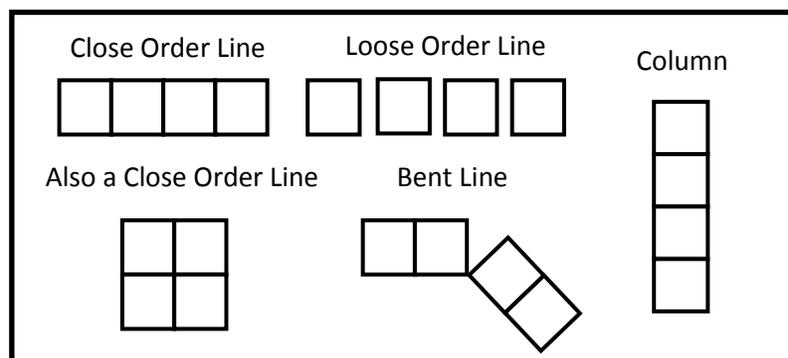
Shattered Units: If a unit is reduced to 1/4 of its original strength or badly fails a morale test, it is removed at the end of the turn.

Rallying from Shaken and/or Disordered Status: To rally from shaken and/or disordered status, a unit must stand for a full move and be within command radius of the general. It may not move, shoot, or be in combat. Recovery is automatic. A unit may rally from both states at the same time.

Formations: Infantry and cavalry may form column, line, or skirmish order. Note that cavalry moves at the same rate whether in line or column. Artillery may be limbered or unlimbered. A column is a formation up to 4 figures wide. Anything wider is a line. Note that close order troops remain in base contact and loose order troops have a minimum spacing of 1/2" and maximum 2" between bases.

Bent Lines (refusing the flank): An infantry unit can refuse a flank and form a bent line. It may not move until it changes formation back to a straight line. An enemy unit may not claim a flank or rear charge unless it is attacking the far end of a bent line, not one of the inside angles. To count as "bent", the line must have an angle of at least 22.5°. Lesser "kinks" in the line, usually made to conform to terrain, are ignored.

Formations



Visibility: Visibility is the distance at which troops will be recognised by the enemy. Using the 1 inch = 40 feet scale, troops will see each other in open, flat terrain at 60 inches or 5 feet on the table. Seeing as most Revolutionary battles were fought in wilderness type terrain (rough ground) default visibility is reduced to 36 inches in open, flat terrain. If the scenario or umpire says so, visibility can be altered as needed depending on weather and time of day.

Generals: A general is given command of a specific set of units (his brigade), and cannot influence other units. One general on each side is designated the Commander in Chief (C-in-C), who may influence any unit. Generals are usually mounted on 25mm x 50mm bases. The C-in-C can be mounted as desired and lends itself to creating small, diorama type bases.

A general is given a charisma rating, which he adds to the morale scores of units to which he is attached.

Roll 1d10 to determine his charisma:

- 1-3 = +0
- 4-8 = +1
- 9-10 = +2

A general is also given a Command Radius (CR) of 12". If a general is attached to a unit, he may add his charisma to its morale tests; however, his command radius then drops to 6". Units outside their general's command radius suffer morale penalties and will not rally from an unsteady status. Measure command radius from the head of the general's figure to the nearest point of the target unit. If a general is attached to a unit that suffers 2 or more hits, roll a d10: On a "1" the general is disabled and removed from play.

Pre-Measuring: Pre-measuring movement and ranges is allowed at all times.

American Indians: Or Native Americans as they are known today are represented as skirmishers but have the advantage of fighting as loose order troops in combat. This is because they are heavily armed and are quite tough. If Indians are used as pathfinders or scouts then visibility bonuses can be given to the army they are attached to. Assume that Indians are armed with muskets. Native troops with mixed traditional and black-powder weapons are considered only to have black-powder weapons for shooting. If they only have traditional missile and hand weapons then they can only fire using the musket short range chart. Indians can never frontally charge formed troops.

Umpires: A non-playing umpire is recommended to help direct the game, answer any questions and resolve any tricky situations that arise. The umpire is usually the person that wrote/designed the scenario.

Movement and Manoeuvre

Turn Sequence: A turn consists of 4 phases, outlined below:

1. Roll for initiative. The winner chooses to be Side A or Side B that turn
2. Side A does all actions and charges; Side B does evade moves
Side B then does all actions and charges; Side A does evade moves
Side A does all other movement
Side B then does all other movement
3. Do all shooting. Units test morale to charge home, vs. shooting, or to meet charges
4. Fight combats. Losing units do recoil moves. Winning units do pursuit moves

Skirmish Movement: Infantry and cavalry (both mounted and dismounted) may be placed into skirmish formation. Skirmish movement is slow, to reflect lack of command control. However, skirmishers may move and face freely in any direction; they do not need to "manoeuvre". Line infantry may be placed into skirmish order, but move *very* slowly, to reflect their confusion in this situation.

Approaching the Enemy: A unit may not come within 2" of the enemy unless charging or recoiling, or if close order troops pushing back skirmishers. Skirmishers must fall back in front of enemy close order troops, remaining 2" away, or they may evade if they will be overrun by faster troops. Side B skirmishers must deduct this forced movement from their movement phase later that turn; Side A units move free.

Actions: In order to do certain things, such as build defences, set fire to a structure, lay obstructions on roads and paths, etc. Use the action part of the turn to achieve this. This happens before charges. The scenario and/or umpire will decide how long (number of turns) it takes to carry out specific actions.

Charging: A charge move is a move that is made to contact the enemy. Infantry charge moves are the same length as normal moves. A unit may perform normal manoeuvres during a charge move when charging, but the final 3" of a charge move must be straight forward. There are no counter-charges, not any combat bonuses for charging. Some units cannot charge: Gunners, mounted infantry and shaken units cannot charge. Foot may not charge cavalry. Skirmishers may only charge guns and other skirmishers. There is no charge bonus to movement. Charge units that fail the morale test will stop 2" from their intended target.

Cavalry Charging Loose order Infantry: Loose order infantry becomes disordered at once if enemy cavalry contacts them. This happens in Phase One, before shooting, and unsteady cavalry still causes the effect.

Charge and Combat Sequence: The charging unit moves to contact. The target of the charge evades if eligible. Do all shooting. The charger, if hit by fire, tests morale. If the charger passes, fight a round of combat. The losing unit automatically fails morale, and rolls on the Rout Distance Chart to see how badly it fails. The winner may do a pursuit move if eligible.

Evading a Charge: Only skirmishers and gunners can evade an enemy charge. The evading unit moves away from the charge at least 1/2 an evade move, within a 45° arc to either side of the line of the charge. The unit must end the move facing away from the charge. Evading gunners abandon their guns. The charger may continue his charge in a straight line if desired, or halt at the original point of contact with the evading unit. An evading unit may shoot (at a penalty) before evading. Side A units may evade even if it has already moved this turn.

Evaders Caught Flat-Footed: An infantry unit is caught "flat-footed" and cannot evade if an enemy cavalry charge starts too close to it. Evaders are caught flat-footed if an enemy cavalry charge starts (or is first visible) within 6". Only infantry and gunners may be caught flat-footed; skirmishing cavalry units are always able to evade when charged.

Mounting and Dismounting: Cavalry and mounted infantry can dismount to become foot skirmishers. They cannot form close order or loose order units. Each mounted figure that dismounts is replaced by 1 foot figure. So 8 cavalry figures dismounting becomes 8 foot figures skirmishing.

Manhandled Gun Movement: Manhandled guns take 1/2 move to turn about; otherwise they may move freely. It takes at least two gunner figures to manhandle a gun model.

Movement Table (inches)

	Formation				
	Close Order	Loose Order	Column	Skirmish	Recoil
Line Infantry	6	8	10	4	4
Light Infantry	6	8	10	12	6
Cavalry	N/A	12	18	16	12
Generals	18				N/A

Artillery	Formation	
	Limbered	Manhandled
Light Guns 3-4 lb	10	6
Field Guns 6-8 lb	10	4
Position Guns 12 lb	8	2

See Terrain Effects for more on how it affects movement.

Manoeuvre Chart

Manoeuvre	Cost (Cost is doubled for Unsteady or grade E-F Units)
Wheel	Distance of pivot on one flank and move on any remaining distance
Change formation/facing	1/2 move. Facing changes must be 90° or 180°. The unit's front centre stand must remain stationary or rotate to a new facing about its centre; the other stands then reform around it. Shaken units cannot change formation/facing
Sidestep, oblique forward at 45° angle, or back step (facing the enemy)	1/2 speed. F grade cannot oblique move. E grade can oblique move up to 22° only
Limber/Unlimber	1/2 move
Reform from skirmish	One full move for light infantry. Not possible for line infantry
Rough Ground	1/2 move for close order and cavalry. More than 1/2 move unit is disordered
Dismounting Cavalry	One full move for cavalry and mounted infantry to dismount or remount
Pass through a friendly unit	A unit can pass through a friendly unit at half speed, and the friendly unit must stand still. You can charge through friendly units. If you do not pay the movement cost, both units become disordered

Shooting

Shooting Procedure: Shooting is basically simultaneous. It doesn't really matter who goes first as the effects of shooting aren't resolved until after the shooting phase is complete. Convention generally implies that Side A shoots first, Side B replies – done unit by unit. All weapons have unlimited ammunition unless specified by the scenario or the umpire.

Infantry Fire: Infantry in close order, and not in works or buildings, rolls 1d10 per four figures, rounding up a final remainder of 3 figures. Infantry skirmish order, or in works or buildings, rolls 1d10 per four figures, dropping all remainders.

Artillery Fire: Artillery fires two types of ammunition, roundshot or canister. Short range for artillery is considered canister. All normal and long range shooting is roundshot. Roll 1d10 per gun model. A gun model needs at least two crew figures to be able to shoot. A gun with 1 crew figure can only shoot every second turn. Amusettes (1lbbers) are considered to be long range rifles due to the weight of its shot.

Cavalry Fire: Cavalry and mounted infantry cannot shoot while mounted.

Natural Scores: A "natural" 10 is always a hit. A "natural" 1 is always a miss. N/A = no hits possible.

Dense Targets: A "dense" target is a close order (not skirmishing) unit two or more stands deep, or a line enfiladed at 22.5° or less onto its flank by artillery.

Arc of Fire: Arc of fire is 45° to either side of the firing stand's front edge. The target must be visible to be eligible as a target.

Shooting after Moving: Infantry (if not charging) can move half a turn and fire at a penalty. Artillery may move half a turn and fire at a penalty. Charging troops cannot shoot.

Shooting into a Combat: This is forbidden, unless the target unit has a "hanging flank" of at least 2 stands. The hanging flank can then be shot at normally, and the unit tests morale normally for shooting hits. If it recoils, its opponents may be moved forward to keep in contact.

Priority of Fire: A unit must shoot first at any enemies charging it. If stationary, it can shoot at any target that spent at least half a move inside its range and arc of fire this turn. If it moved, it can only shoot at targets still in range and arc of fire at the end of all movement.

Danger Zones: For direct fire, friendly units overlapping a firing unit's frontage must be shot at first, by all stands or models that could hit the friend; any dice that miss can then be rolled against the intended target (credit to WRG for this rule). This also applies when firing through a gap between friends.

Splitting Fire: Any firing stands unable to hit the main target may fire at another target. However, as many stands as possible must shoot at the main, most logical target, and the secondary target must be as close as possible to the main target.

Overhead Fire: Artillery can be fired over friendly units on lower contours, as long as the friendly unit is at least 4" from the guns, and at least 12" from the target. Troops may always fire freely over enemy troops on lower contours. If the friendly unit is two or more contours below the guns, then the friendly must be at least 2" from the guns.

Artillery may likewise be fired over friends on the same contour at enemy targets on higher contours, if:

- The friendly unit is on a lower contour than the target
- The friendly unit is at least 12" from the guns, and;
- The friendly unit is at least 4" from the target (2" if two or more contours below the target).

Other overhead fire must roll first against any intervening friendlies using the Danger Zone rule.

Firing through Enemy Units: Solid targets stop fire. The firer can choose to ignore enemy artillery and shoot at a rearward target instead. Skirmishers stop small arms, but not artillery; artillery can fire through them, hitting a rearward target instead.

Shooting Table

Type of Range	Range	Scores to Hit Target Types		
		Open	Soft Cover	Hard Cover
Musket Fire	2" Short	6	7	9
	5" Normal	7	8	10
	8" Long	9	10	N/A
Rifle Fire	4" Short	6	7	8
	8" Normal	7	8	9
	12" Long	8	9	10
Carbines	1" Short	6	7	9
	3" Normal	7	8	10
	6" Long	9	10	N/A
Light Guns 3-4 lb	6" Short	5	6	7
	12" Normal	7	8	9
	16" Long	8	9	10
Field Guns 6-8 lb	8" Short	5	6	7
	16" Normal	7	8	9
	20" Long	8	9	10
Position Guns 12 lb	12" Short	5	6	7
	24" Normal	7	8	9
	30" Long	8	9	10

Artillery Point Blank range is half short range

Amusettes fire as rifles at Light Gun ranges

N/A = no hits possible

Loose order has 1 bonus d10 shooting dice per 3 stands (as they bring more weapons to bear in 2 ranks)

Hessian Jaegers use Rifle Fire ranges but Musket Fire scores to hit.

Shooting Modifiers

Dense target: **+2**

Artillery Point Blank range **+2**

Evading or unit moved this turn: **-1**

Target is skirmishing: **+1** (10s on the Shooting Table become N/A)

Steady British regulars: **+1**

Artillery firing across rough ground: **-1** (ignore at Point Blank range)

Disordered (but not skirmishers, light infantry or rifles): **-1**

Shaken: **-2**

Grade A-B: **+1**

Grade E-F: **-1**

Counter Battery Effects (Roll again for each hit against a gun)

1-6 = Miss

7 = Miss at long range, 1 gunner removed at normal range or closer

8-9 = 1 gunner removed

10 = 1 gun disabled, plus a gunner from roundshot, else 1 gunner removed from canister

+2 to the roll if the guns are limbered (bigger target)

Disordered Fire Penalty: There is a -1 modifier for disordered troops firing. Skirmishing light infantry and any rifle-armed unit may ignore this modifier.

Casualties: Any hits are marked by using a hit counter or micro die (d6) behind or next to the unit. For every 4 hits remove a stand. The player controlling the unit will decide which stand is removed. Command stands are removed last (when a unit is shattered).

Rifle Fire: For every second volley from rifle armed troops, halve the number of shooting dice. This represents the slower rate of fire compared to smoothbore muskets. Round down all remainders. So, for example, 3 rifle armed stands can only fire 1 d10 every second turn that they shoot.

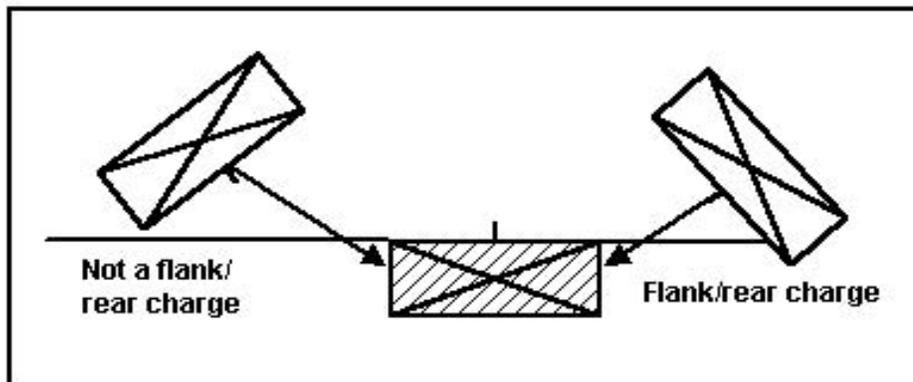
Combat

Basic Procedure: For each infantry and cavalry stand (4 figures and 2 figures respectively) roll 1d10 per stand. For stands with hits on them, round up a final remainder of two infantry or 4 gunners. Do not round up for a single cavalry figure. Count all the unit's stands as being in combat, regardless of overlap or actual contact. Gunners may only defend in combat and attempt to do some damage before being removed. The basic score to hit in combat is 6, or more, per d10. Apply all relevant modifiers and the unit with the most hits is the winner. The losing unit will then *recoil* and take one casualty. Winning unit may be able to *pursue*. When there is a draw the unit with the highest morale grade is the winner. If both units have the same morale grade, the combat is declared an epic fight (they'll write a paragraph about it in the history books, you know). Each unit takes one casualty and the combat procedure begins again to resolve the combat in the same turn.

Multi-Unit Combats: If a unit is in combat with 2 or more enemy units, divide its stands as evenly as possible among the attackers.

Contact at an Angle: When one unit charges into contact with another at an angle (and not eligible for a Flank/Rear charge), the charging unit will conform its frontage to the stationary unit. This represents the fact that advancing units are more likely to be more broken up when on the move. Exception is when the stationary unit is in loose order against a close order attacker.

Flank/Rear Charges and Attacks: To be eligible for the flank/rear bonus, the charging unit must have started its charge move partly or wholly behind the target of the charge (see diagram below). If the unit is eligible for this bonus, it keeps it for the entire combat against the target unit in question. Charging units that contact the enemy in the flank or rear then "freeze" in that position to indicate it is a flank/rear charge. If the unit caught in the flank/rear wins the combat it does not inflict a casualty on the attacker.



Overrunning Skirmishers or Guns: Formed troops do not fight skirmishers or gunners; if the skirmishers or gun crews cannot evade or drive off the charge with a defensive fire, any figures contacted are simply overrun and eliminated, and the charger may continue the line of his charge into another target.

Recoil: Recoils are the result of losing a combat. This is an involuntary retreat move that represents a unit giving ground it can no longer hold. Units that recoil will move the required distance backwards, while remaining in the same formation and facing the same direction but are now disordered.

Skirmishers in Buildings or Works: Treat skirmishers (but not gunners) as formed troops while inside. Gunners are always overrun and eliminated in combat.

Bonus Hits vs. a Routing Enemy: If a unit chooses to pursue a routed enemy, a normal round of combat is fought next turn (with the routed unit counting as shaken), but the pursuing unit inflicts double hits on the routing unit.

Combat Modifiers (Base Score to hit in combat = 6+)

Each morale grade higher than enemy* +1	Attacked in flank/rear -4 (applies to all stands in the unit)
Loose order infantry vs. close order infantry, or vs. cavalry** -1	Per stand more than enemy* +1
Cavalry vs. loose order infantry** +2	Each morale grade lower than enemy* -1
vs. steep slope/obstacle -1	Close order infantry vs. Loose order infantry** +1
vs. soft cover -2	Unit is Shaken -3
vs. hard cover -3	Disordered unit vs. Steady unit -2

*2 grades maximum

**Does not apply in buildings or woods

Pursuit Moves: After a round of combat, if all of a unit's targets recoil, it may pursue. Infantry may pursue for 8". Cavalry may pursue for 12". If the enemy recoils/retreats through a friendly unit, the pursuing unit then contacts this new target; this counts as a charge move made during the next turn's movement (regardless of initiative). If the pursuer was fighting several enemies, it must pursue the one it rolled the most dice against. However, it may pursue more than one target if it does not need to break apart to stay in contact with all of them. Some units do not pursue: Gunners and shaken units never pursue, and infantry never pursues cavalry. If the recoiling unit is shattered as a result of its rout hits, there is no pursuit. Remember that a pursuing unit is disordered; therefore, any fresh enemies it charges into will not usually need to test morale.

Combat examples:

1. A British regiment of four stands (close order, C grade) charges a 3 stand Continental regiment (loose order, D grade). Both units are in line. The Continental unit is in position behind a fence line so the British unit will be disordered as they come into contact. The British unit passes the morale test and is carrying 2 hits from shooting. The Continental unit has no casualties and passes the morale test to stand.

So, the British unit applies their modifiers: +1 for being a higher grade, +1 for close order vs. loose order, +1 for having one more stand than the enemy, -2 for being disordered, -1 for fighting over an obstacle. This brings the total to **0**.

The Americans have -1 for being a lower grade than the British. Their total is **-1**. They also get 1 bonus firing d10 for having at least 3 stands in loose order and can bring more muskets to bear in the firing line.

British roll 4d10 and get 8,5,9,4 for 2 hits. Americans roll 3xd10 plus 1 bonus d10 and get 10,6,6,1 which is modified down to 9,5,5,0 for 1 hit.

The Americans have lost 1-2 and recoil 4", are disordered and take a casualty. The victorious British and choose to occupy the space the Americans held as they are still disordered. The Americans will then take a morale test.

Combat examples (cont):

2. Two squadrons (4 stands, B grade) of American Continental dragoons charge a unit of Hessian Grenadiers (4 stands, close order, C grade) in the flank. Then one squadron of Queens Hussar loyalist cavalry (2 stands, D grade) charge, the next part of the phase, into the Continental dragoons. The dragoons are now forced to split their combat dice against two enemies.

So, against the Hessians the modifiers are: +2 for being a higher grade (max of 2). Total is **+2**. The Hessians are -2 for being a lower grade (max of 2), -4 for being caught in flank, +2 for having 2 more stands than the enemy (as 2 dragoon stands are now fighting the Queens Hussar cavalry). Total is **-4**.

Dragoons roll 2d10 and get 1,3 (oh no!) and becomes 3,5 for 0 hits. Hessians roll 4d10 and get 10,8,3,1 to become 6,4,-1,-3, for 1 hit. Hessians win 1-0. 2 stands of dragoons recoil 12" and are now disordered and must test morale.

Dragoons vs Queens Hussar cavalry: Dragoons are: +2 for being a higher grade (max of 2). Total is **+2**. The Queens Hussars are -2 for being a lower grade (max of 2). Total is **-2**.

Dragoons roll 2d10 and get 7,10 which becomes 9,12 for 2 hits.

Queens Hussars roll 2d10 and get 6,6 which becomes 4,4 for 0 hits. Dragoons salvage something from the combat and send the British loyalist cavalry recoiling 12", losing a figure and becoming disordered. The winning dragoons are now also disordered and can opt to do a pursuit move.

Morale

Procedure: To test, roll 1d10 and modify as applicable. If the final score meets the required score to pass, the unit passes and may carry on; otherwise it fails and must roll on the morale failure chart.

States of Morale: There are two states of morale, good and shaken. A unit either ends a rout move in shaken status, or it is off the table and out of the game. Use a marker or casualty figure to denote a shaken unit.

Mercy Rule: The first time a unit routs/loses a combat and its recoil move takes it off the table, allow the unit to halt at the table edge instead. This rule helps to keep the defending side from being punished simply for having to deploy near a table edge. If the modified morale result is score 0 or less, however, the mercy rule does not apply; the unit has been shattered and is removed from play.

When to Test Morale: The table below lists the reasons when a unit will have to test morale. Note that a unit testing to charge home or to meet a charge, if it also suffers shooting hits, just takes one test to cover both conditions. Also, if a unit would not normally need to test morale to charge home or to meet a charge – for example if close order troops are charging loose order troops – it will still need to test if it suffers shooting hits during the charge.

When to Test Morale

Morale Test	Morale Test
vs. Shooting Hits	Test if any shooting hits suffered
To Charge Home	Test if: 1) Infantry are charging home against steady bayonet-armed infantry of equal or greater formation density 2) Any unit charging hard cover
To Meet a Successful Charge	Test if: 1) Loose order or unsteady infantry are charged by any cavalry 2) Infantry are charged by steady bayonet-armed infantry of equal or greater density 3) Any unit charged on the flank/rear
If the unit loses a round of combat	Take morale test if the unit loses the current round of combat. This is made after the compulsory recoil move

Morale Test Chart

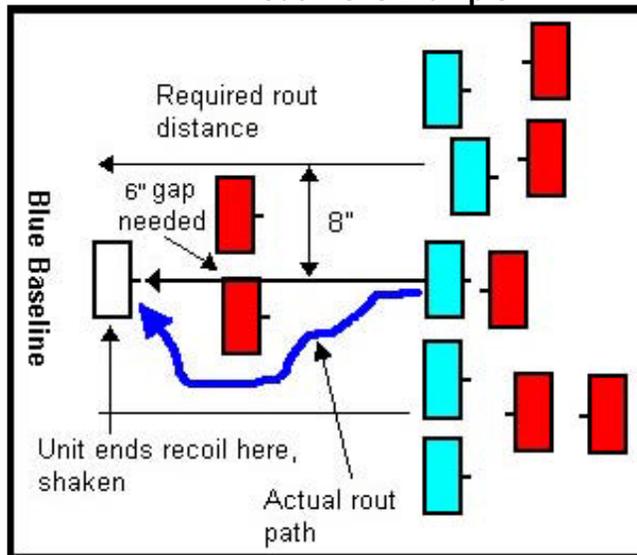
Score to Pass	Modifiers to Morale Score
Grade A: 0	General with unit/no general in Command Radius: +?/-1
Grade B: 1	Infantry charging home frontally vs. steady bayonet-armed troops of equal or greater density: -3
Grade C: 2	Infantry meeting a successful charge by any cavalry, or by steady bayonet-armed troops of equal or greater density: -3
Grade D: 3	Charged on flank or rear, or under flank/rear attack in combat: -2
Grade E: 4	Lost current round of combat: -3
Grade E: 4	At or below half strength: -2
Grade E: 4	Shaken: -2
Grade F: 5	Each shooting or combat hit suffered this phase of the turn: -1
Grade F: 5	If no friendly units with 12": -1

Rout Moves: When a unit routs, roll on the Rout Distance Chart to see how far it routs, and the "rout hits" it suffers (which may shatter the unit). Rout hits represent the effects of exhaustion and loss of cohesion the unit suffers during its rout. Then move the unit so that it ends up the required distance straight back towards its baseline from its original position. It may follow any desired path to reach this location, so long as its "centre of mass" does not go more than 8" to either side of a straight line back from the cause of the rout, and does not come within 3" of an enemy unit other than the ones that caused the failure. This is its "rout corridor". It may flow freely through 3" gaps between impassable terrain, and through 6" gaps between enemy units. It may recoil freely through friendly units. If it cannot avoid an enemy unit or impassable terrain, it is eliminated. When the unit completes its rout move, it may form column. It may end the rout in any facing. It ends the turn in shaken morale. You may also choose to retreat a unit farther than required, up to 24".

Rout Distance Chart

Score	Rout Result	Modifiers
0 or less	Shattered at once	Charisma of attached general: +?
1	Retreat 24", 4 rout hits	No general in Command Radius: -1
2-3	Retreat 18", 3 rout hits	Grade A: +2
4-5	Retreat 12", 2 rout hits	Grade B: +1
6-8	Retreat 6", 1 rout hit	Grade E: -1
9 or more	Retreat 3", 0 rout hits	Grade F: -3

Rout Move Example



Brigade Morale: Units are grouped into brigades and are led by a general. As individual units of the brigade start to deteriorate, so does the stability of the entire brigade.

Brigade morale will break when:

- All units in the brigade are routing
- When 50% of units are shattered
- When the umpire deems the brigade is no longer an effective fighting force

Artillery is not included as part of the brigade morale.

Once a brigade is broken, remove all stands, including the general and any attached artillery.

Terrain Effects

Woods: There are two kinds of woods, light and heavy. Woods are two contours high. Troops must be within 1" of the edge to see into or out of woods. Troops concealed on the edge of woods are not seen at more than 6" distance, unless they fire. They are then spotted as if in the open. Visibility inside light woods is 6", and is 4" inside heavy woods.

Woods are disordering terrain. Woods give no cover in combat, but soft cover vs. shooting. Skirmishing or loose order foot moves through light woods normally, and through heavy woods at half speed. Other infantry moves through light woods at half speed and through heavy woods at 1/4 speed. Cavalry moves through light woods at 1/4 speed and cannot enter heavy woods. Guns must be manhandled through light woods at half speed, and may not enter heavy woods. Limbered guns may not enter any woods. Generals move normally through woods.

Each inch of light woods counts as 2" for small arms and canister fire (close range), and as 4" for roundshot (normal and long range). Each inch of heavy woods counts as 3" for small arms and canister fire, and as 6" for roundshot.

Rough Ground: This is an area of scattered trees and brush, rocky ground, etc. This is probably the most common terrain found on Revolutionary War battlefields, and indeed often covers most of the game table. Troops in or across rough ground from enemy guns may claim soft cover from artillery, but not from small arms or in combat. Sighting range is per visibility rules. Skirmishers and loose order infantry move normally through rough ground. Cavalry and close order infantry are disordered if they move more than half speed. Cavalry is always disordered if it charges inside, across, or into rough ground. Close order infantry is only disordered if it charges more than half a move.

Hills: Gentle hills have no effects other than to stop visibility beyond their crest lines. Steep hills are rough ground, and all troops climb them at half speed.

Obstacles: These are stone walls, hedges, ditches, etc. They cost 2" to cross, and disorder troops charging into or across them, or who are divided by them at the end of the movement phase. Stone walls usually give soft cover vs. small arms and artillery fire.

Streams: Streams cost 2x their width to cross, or more if they have steep banks. Some may be impassable to cavalry or guns. Streams disorder troops charging into or across them.

Rivers: These are impassable except at bridges and fords. Troops may cross a bridge in a column 1 stand wide. Roll to see if they become disordered upon crossing. 1-2 means the unit is disordered.

Roads: Roads in 18th Century America were usually not good enough to give movement bonuses; however, they allow narrow columns to move at normal speed through otherwise restrictive terrain.

Fieldworks: Light works are treated as a type of obstacle; they generally give soft cover. Heavy works are passable only to foot, and give hard cover. All fieldworks are broken terrain for troops inside or attacking them. Light works block sighting more than 6" past their rear edges. Heavy works (redoubts and the like) block sighting more than 2" past their rear edges. Works do not block sighting from higher contours. All the area inside works is disordering terrain. For linear works, the "disorder" zone extends 2" deep along the inner edge of the works.

Abatis: This type of works provides no cover, but is impassable until removed. Roll a d10 for each stand spending a turn in contact with the abatis: On a score of 6-10, it removes its frontage of abatis at the start of the combat phase. If the abatis is being defended at the time, the defenders may shoot before the attackers try to remove it. The attackers are disordered when they remove the abatis.

Town Blocks (built up areas): These rules represent a town or village by one or more "blocks". A "town block" is usually a square or rectangular area and represented by a defined border with a model house or two on it to mark the terrain type. Use fences, walls, hedges, tree lines, etc to define the border of the town block. A village is usually made up of one or two such blocks. A town usually consists of 2-4 such blocks. At the start of the game, the umpire decides how many stands each block may hold. Usually this is 2-6 stands. A town block is one or two contours high. Place troops occupying a town block anywhere desired; they are all treated as one mass while inside. Their facing is unimportant. If more than one unit can fit into the block, they are all treated as one unit while inside. Use the lowest morale grade among the units as the grade for the whole. If stands cannot fit in the town block border, the stands can be placed on a quiet edge of the table until required. Occupying troops are known as the *garrison*.

Movement in/out of Town Blocks: It costs nothing to enter a town block, but costs half a turn to emerge (unless routing out) or move between adjacent blocks. Only infantry may enter or attack a town block. One gun model may be placed in a town block at the start of the game, provided the force has had a full day to prepare the position. Such emplaced guns cannot leave or move about in any way during the game. When troops emerge, they may be in any facing or formation. They are disordered. A unit may detach part of its figures to hold a block. Treat the two parts as separate units until they can rejoin. They must rejoin as soon as possible if the garrison emerges. This will have to be regulated by the umpire, as it is a rather unusual situation. Troops inside a block or contacting a block are disordered.

Shooting and Town Blocks: A town block gives hard cover vs. shooting. A town block usually gives soft cover vs. combat, but in special cases may be rated as hard cover. Stands equal to half the garrison size may shoot out any side of the block. For example, if the block has a garrison size of 4 stands, 2 stands can shoot out from any one side.

Combat and Town Blocks: Most town blocks are soft cover protection in combat, but some (such as Chew House) should be treated as hard cover. All the figures in the block may fight; split them as evenly as possible to face all attacking units. When an infantry unit attacks a block, all of its stands may attack the block, regardless of the unit's formation or depth. The rules assume that attackers, like defenders, break up into small "semi-skirmish" parties to assault or defend individual buildings but the combat is still resolved as a whole. The outcome of the various assaults affects the entire unit. If a unit in a block is routed, it must vacate its current block, but may still be able to end its rout move in some other farther-back block. Measure the recoil distance from the centre of its current block.

Unit Roster

Brigade General:		Charisma Rating:		Brigade Breaks at:
Unit	Stands	Grade	Movement	Notes

Brigade General:		Charisma Rating:		Brigade Breaks at:
Unit	Stands	Grade	Movement	Notes

Brigade General:		Charisma Rating:		Brigade Breaks at:
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Sequence

- 1) Initiative
- 2) Side A does all charges; Side B does evade moves
Side B then does all charges; Side A does evade moves
Side A does all other movement
Side B then does all other movement
- 3) Shooting, test to charge home, meet charges, or vs. shooting
- 4) Do combats, losers test morale, do pursuits

Movement Table (inches)

	Formation				
	Close	Loose	Column	Skirmish	Recoil
Line Infantry	6	8	10	4	4
Light Infantry	6	8	10	12	6
Cavalry	N/A	12	18	16	12
General	18				N/A

Artillery	Formation	
	Limbered	Manhandled
Light Guns 3-4 lb	10	6
Field Guns 6-8 lb	10	4
Position Guns 12 lb	8	2

Manoeuvre Table

Manoeuvre	Cost (Cost is doubled for Unsteady or grade E-F Units)
Wheel	Distance of pivot on one flank and move on any remaining distance
Change formation/facing	1/2 move. Facing changes must be 90° or 180°. The unit's front centre stand must remain stationary or rotate to a new facing about its centre; the other stands then reform around it. Shaken units cannot change formation/facing
Sidestep, oblique forward at 45° angle, or back step (facing the enemy)	1/2 speed. F grade cannot oblique move. E grade can oblique move up to 22° only
Limber/Unlimber	1/2 move
Reform from skirmish	One full move for light infantry. Not possible for line infantry
Rough Ground	1/2 move for close order and cavalry. More than 1/2 move unit is disordered
Dismounting Cavalry	One full move for cavalry and mounted infantry to dismount or remount
Pass through a friendly unit	A unit can pass through a friendly unit at half speed, and the friendly unit must stand still. You can charge through friendly units. If you do not pay the movement cost, both units become disordered

Shooting Modifiers

- Dense target: **+2**
- Artillery Point Blank range **+2**
- Evading, or unit moved this turn: **-1**
- Target is skirmishing: **+1** (10s on the Shooting Table become N/A)
- Steady British regulars: **+1**
- Artillery firing across rough ground: **-1** (ignore at Point Blank range)
- Disordered (but not skirmishers, light infantry or rifles): **-1**
- Shaken: **-2**
- Grade A-B: **+1**
- Grade E-F: **-1**

Shooting (1d10 per stand, per 4 skirmishers, or per gun)

Type of Range	Range	Scores to Hit Target Types		
		Open	Soft Cover	Hard Cover
Musket Fire	2" Short	6	7	9
	5" Normal	7	8	10
	8" Long	9	10	N/A
Rifle Fire	4" Short	6	7	8
	8" Normal	7	8	9
	12" Long	8	9	10
Carbines	1" Short	6	7	9
	3" Normal	7	8	10
	6" Long	9	10	N/A
Light Guns 3-4 lb	6" Short	5	6	7
	12" Normal	7	8	9
	16" Long	8	9	10
Field Guns 6-8 lb	8" Short	5	6	7
	16" Normal	7	8	9
	20" Long	8	9	10
Position Guns 12 lb	12" Short	5	6	7
	24" Normal	7	8	9
	30" Long	8	9	10

Counter Battery Effects

- 1-6** = Miss
- 7** = Miss at long range, 1 gunner removed at normal range or closer
- 8-9** = 1 gunner removed
- 10** = 1 gun disabled, plus a gunner from roundshot, else 1 gunner removed from canister
- +2** to the roll if the guns are limbered (bigger target)

Shooting: Foot in close and loose order roll 1d10 per stand
Skirmishers roll 1d10 per 4 figures. No remainders rounded up
Guns roll 1d10 per gun model
Mounted troops cannot fire. Charging troops cannot fire

Natural Hits: In shooting a natural 1 is always a miss; a natural 10 is always a hit. This does not apply to morale tests
Modifiers may make it impossible to pass or fail a test

Combat (Base to Hit = 6-10. 1d10 per stand)
A unit pursuing a routing enemy does 2x hits

Combat Modifiers

Each morale grade higher than enemy* +1	Attacked in flank/rear- 4
Loose order infantry vs. close order infantry, or vs. cavalry** -1	
Cavalry vs. loose order infantry** +2	Per stand more than enemy* +1
vs. steep slope/obstacle- 1	Each morale grade lower than enemy* -1
vs. soft cover- 2	Close order infantry vs. Loose order infantry** +1
vs. hard cover- 3	Unit is Shaken- 3
	Disordered unit vs. Steady unit -2

* 2 grades maximum

** Does not apply in buildings or woods

Leaders: Charisma: 1-3=+0, 4-8=+1, 9-10=+2.
 Command Radius = 12"
 Command Radius when in combat = 6"

Cavalry Charges and Disorder: Loose order infantry becomes disordered if steady enemy cavalry contacts them. This happens in Phase 1, before shooting.

When to Test Morale

Morale Test	Morale Test
vs. Shooting Hits	Test if any shooting hits suffered
To Charge Home	Test if: 1) Infantry are charging home against steady bayonet-armed infantry of equal or greater formation density 2) Any unit charging hard cover
To Meet a Successful Charge	Test if: 1) Loose order or unsteady infantry are charged by any cavalry 2) Infantry are charged by steady bayonet-armed infantry of equal or greater density 3) Any unit charged on the flank/rear
If the unit loses a round of combat	Take morale test if the unit loses the current round of combat. This is made after the compulsory recoil move

Morale Tests: A unit suffering any shooting hits when charging or being charged must test morale, even if it would not normally need to test to charge home or to meet the charge.

Unit size: Use the size of the unit at the time the test is taken (after losses have been removed for that phase) to determine how many rout hits are suffered.

Native Americans: Operate as skirmishers but fight as loose order troops in combat. Indians used as pathfinders or scouts give visibility bonuses to the army they are attached to. Indians can never frontally charge formed troops.



Morale Modifiers

Score to Pass	Modifiers to Morale Score
Grade A: 0	General with unit/no general in Command Radius: +?/-1
Grade B: 1	Infantry charging home frontally vs. steady bayonet-armed troops of equal or greater density: -3
Grade C: 2	Infantry meeting a successful charge by any cavalry, or by steady bayonet-armed troops of equal or greater density: -3
Grade D: 3	Charged on flank or rear, or under flank/rear attack in combat: -2
Grade E: 4	Lost current round of combat: -3
Grade F: 5	At or below half strength: -2 Shaken: -2 Each shooting or combat hit suffered this phase of the turn: -1 If no friendly units with 12": -1

Rout Results

Score	Rout Result	Modifiers
0 or less	Shattered at once	Charisma of attached general: +?
1	Retreat 24", 4 rout hits	No general in Command Radius: -1
2-3	Retreat 18", 3 rout hits	Grade A: +2 Grade B: +1
4-5	Retreat 12", 2 rout hits	Grade E: -1 Grade F: -3
6-8	Retreat 6", 1 rout hit	
9 or more	Retreat 3", 0 rout hits	

