Wargames rules for the American War of Independence

TROOP TYPES

Infantry	3 figures on a 45mm by 20mm base.
	A base represents 60 men.
Skirmishers	2 figures on a 45m by 20mm base. Skirmishers may be musket or rifle armed.
	A base represents 30 men.
Cavalry	2 figures on a 45mm by 40mm base.
	A base represents 30 men.
Artillery	1 gun on a 45mm by 60mm base plus individual gunner figures.
	Each gunner figure represents one artillery piece.
General	1 figure on a base up to 60 mm square

MORALE

There are four troop grades; elite, trained, raw and militia.

Move Sequence

1) Side A test command and control for all units, place half/no move markers as appropriate.
2) A declares and test for charges. B states the response of each charged unit.
3) Both sides take other morale tests.
4) Make all evade and rout moves resulting from morale tests (both sides).
5) Move charging and counter charging units to 1" from the enemy.
6) A makes normal moves.
7) Side B shoots (Test for Generals who might have been shot).
8) All charging units test to enter melee.
9) All charged units that did not evade test to enter melee, move chargers and targets as appropiate.
10) Fight melees. (Test for Generals who might have been killed).
11) Take after melee tests.

COMMAND AND CONTROL

CinC

A CinC commands brigadiers.
He can only command a unit by joining it.
He has a command span of 16".

Brigadier

A brigadier can only command units belonging to his brigade.
He has a command span of 8".
He is commanded if he is within his CinC's command distance, otherwise not.

All Generals

The command span of any General falls to zero when he joins a unit (i.e. he can only command the unit he has joined).

Unit control states

A unit is commanded if it is within the command span of its brigadier. A unit is always in one of 4 control states:

CONTROLLED:	Commanded in person by a general or commanded by a commanded brigadier.
INFLUENCED:	Commanded by a brigadier who is not himself commanded.
UNCONTROLLED:	Neither commanded by its brigadier nor led by a general.
ROUTED:	Routed in melee or through reaction.

Movement Test
Commanded units can make full moves.

A **brigadier** who is not command throws against his ability rating. If he scores equal to or less than his ability rating on a D10 units under his influence can make full moves. If he fails influenced units can only move up to half speed and may not charge, though cavalry may counter charge.

Uncontrolled units dice individually:
Throw a D10:

Each 10% dead in bases	-1
Raw	-1
Disordered	-2
Militia	-2
Elite	+2
Cavalry	+2

9+	Move normally
5-8	Max. half move, no charge, cavalry may counter
->4	No move, may change front/formation

Routers, pursuers, evaders and cavalry able to counter charge always make full moves whatever their command status.

Morale

Reasons to test
1   Wishing to charge.
2   Being charged.
3   Took 2 or more firing hits last move.
4   Each move the unit is at or below 1/2 strength and either was fired on last move or can see routing friends within 12".
5   Routing but with no visible enemy within 12".

For Elite and trained troops throw **2D5**, raw and militia throw 2D6, modify the total by the factors below:

+1 Rear support
    Elite
    Brigadier attached
    No visible enemy within 12"
    Defending an obstacle

+2 Pursuing
    Won a melee last period
    CinC attached

-1 Each 10% dead in bases
    Each routing close order friend of the same morale class within 12"
    Enemy to flank or rear within 12"
    Raw

-2 Lost a melee last period
    In rout
    Each routing friend of higher morale class within 12"
    Militia

RESULT

5+   OK, routers rally
3-4   Halt, cavalry may counter charge, routers continue
1-2   Rout if being charged, otherwise halt disordered
->0   Rout

Movement

	Normal	Charge Bonus	Pursuit	Rout
Infantry Line	6	+2	10	16
Infantry column	10	+2	12	16
Skirmishers	12	+2	12	16
Cavalry	12	+6	24	28
Limbered artillery	10			
Man handled: Light	6			
Med.	2			

NOTE: A counter charge is the same length as a units charge bonus. Only cavalry may counter-charge. Skirmishers may not charge close order troops and must evade if charged by close order troops. Infantry may not charge the front of a cavalry unit.

Change formation or face:

Skirmishers	1/4 move
Militia	Full move
Others	1/2 move

Wheeling

Skirmishers and columns	Full speed
Cavalry	1/2 speed
Militia	1"
Other c.o. foot	1/2 speed

Inclining:

Militia	Not possible
Raw or trained	Max of 1" forward and 1" sideways
Elite	1/2 speed

Moving sideways or backwards

Non skirmishing infantry can move 1" a move sideways or backwards without changing face. Skirmishers can move 1" sideways or half a move backwards without changing face.

Difficult terrain

Open woods/orchards	Cavalry 1/2 speed, infantry full speed
Close woods/streams	1/2 speed
Walls/fences	Deduct 1/4 move
Building	Infantry only, 1 move to enter or leave

All obstacles and difficult terrain disorder cavalry and non skirmishing infantry. Artillery may not cross walls, fences or woods and are disordered by streams which they can cross at half speed. Only cavalry may counter charge, this is the same length as their charge bonus. Skirmishers may not charge close order troops and must evade at charge speed if charged by them. Units not involved in a charge or counter charge must halt 2" apart except that close order foot can push skirmishers back in front of them at half the close order foots normal move rate.

Artillery

Each artillery piece is a separate unit. A gun in base to base contact with a close order infantry unit is supported, other guns are unsupported. If a supported gun is charged the charging unit counts as having charged the supporting infantry unit. In melee the gun counts in all respects as if it were another infantry base, casualties inflicted by the chargers are taken either by the gun or by the infantry as the player who controlling the gun wishes.

DISORDER

Troops are disordered by:
1) Routing
2) Pursuing
3) Being interpenetrated by close order or routing troops
4) Moving through disordering terrain
5) Being struck in the flank or rear by an enemy unit
6) Having charged without making contact
7) Being below half strength in bases
8) Fighting a melee whilst in column

RALLYING

Troops must rally to recover from disorder. They must rally at the first opportunity unless disordered by terrain or inter-penetration.

FIRING

Small-arms ranges
	Close	Long
Musket	4	8
Rifle	6	12

Artillery ranges
	Canister	Close	Long	Extreme
Light	2	8	16	24
Medium	3	10	20	30

Throw 1D10 per base for infantry. Throw 2d10 for a gun with 3 or 4 crew, 1D10 for a gun with 1 or 2 crew.

Score needed to hit   7

Modifiers to score needed:

First C.O. volley (NOT if disordered)	-1
Firing at a column/enfilade	-2
Canister range	-2
Close order moving and firing	+1
Militia	+1
Firing at skirmishers	+1
Firing at target in cover	+1
Disordered	+1
Long range	+1
Extreme range	+2
Firing at target in strong house	+2

Entering Melee Test

All charging and counter-charging units must take this test before they contact their target. Units that hold to receive a charge also test, but only if a unit charging them has already taken and passed the test.
Throw 1D6, modify score thrown as below:

Led by a general	+1
Elite	+1
Defending an obstacle	+1
Charging exposed flank/rear	+2
Charging unsupported gunners	+2
Charging a defended obstacle	-1
Each figure killed by fire this move	-1
Each 20% dead in bases	-1
Disordered	-1
Raw	-1
In column	-2
Militia	-3
Cav charging the front of ordered C.O. inf	-3
Being charged in flank or rear	-3
Unsupported gunners	-4

If the modified score is positive the (counter) charge goes in, if zero or below   (counter) chargers halt disorganised, units receiving a charge at the halt break and make an initial rout move.

MELEE

To fight a base must be facing the unit is fighting and either be in contact with an enemy element or be in contact with a friendly element directly in contact with the enemy (i.e. a 1 base overlap may fight). Throw 1d10 for each element fighting.

Score needed to hit	7

Modify score needed to hit as below:

Elite	-1
Infantry charging	-1
Led by a General	-1
Cavalry charging	-2
Close order fighting skirmishers	-3
Fighting unsupported gunners	-4
Militia	+1
Rifle armed	+1
Disordered	+1
Infantry whose opponents are behind an obstacle	+1
Cavalry whose opponents are behind an obstacle	+2
Infantry whose opponents are in a strong house	+3

NOTES

1) Troops do not count any bonus for charging against an enemy who is defending an obstacle. An obstacle may be a fence, wall, house or earthwork
2) A unit which loses more casualties than it inflicts in melee has lost the melee and must take a melee losers test.

MELEE LOSERS TEST

Artillery, infantry who lost to charging cavalry and troops hit by a unit against whom they could not fight back break automatically. Other units test, throw 1D10 and modify the score as below:

Each casualty suffered more than the unit inflicted	+1
Raw	+1
Militia	+2
Infantry who charged in this move	-1
Cavalry who charged in this move	-2
Elite	-2

Then compare the score with the table below to find the result:

6+	Break and rout
-> 5	Infantry fall back 2", cavalry 6". All are disordered.

A unit which wins a melee will follow up or pursue the losers if the winners charged, counter-charged or followed up, otherwise they will halt for 1 move.

If a melee is drawn:

Cavalry v's Cavalry:	Both sides fall back 6" disordered.
Cavalry v's Infantry:	The cavalry fall back 12", the infantry hold, both sides are disordered.
Infantry v's Infantry:	If both sides are in the open each falls back 1", if one side is defending an obstacle it halts and the other falls back 2". Either side may move normally in the following period.

More about Generals

If a General is attached to a unit when it is fired on or fights in melee he may be killed. Throw 1D10 each time the unit suffers losses in a shooting or melee phase, if the score is less than or equal to the number of casualties the unit suffered in that phase then he is dead.

A general can only join or leave a unit during the movement phase.

Strong Houses

A strong house can hold one unit of infantry. Only infantry can charge opponents within a strong house. A unit that routs the occupants occupies the house without having to spend the normal full move entering / leaving.